

## Ideas for the group presentations: Air Raid, Space Rocks, Paddle Ball, Sliding Puzzle.

Copy and paste some of the ActionScript code segments and email it to yourself and to the other two or three members of your group. Add some comments and questions to the code segment. Other group members can REPLY ALL to the email with suggestions, new ideas, new questions about it or experiments to try with it.

Modify the game in some way. Make it easier to play? Add new features to the game? Change the code so as to show what various code statements or segments do. Comment out a line of code to show what it does and why it is used.

Prepare a handout of questions or screen snapshots or code and comments and commentary that explain what the code does. You could do this as a web page that can be shown in class as well, and linked from our class web page.

Teach something about the ActionScript that helps your group and everyone understand the language better and/or reviews basics we have already covered. Can you explain `addEventListener()` method in a new way. For sure, that will be on the test. For sure, anyone doing any Flash applications on the web will need to be totally comfortable with such basics.

How does your game connect up to the A3GPU202\_GameElements.zip Flash examples from Game Programming University (GPU) book set of examples? That chapter 02 of the book covers in a large set of examples the techniques that are used in game programs in all the other chapters of the book. The ActionScript 3.0 code is stored with the .fla application file and not separate from it.

Sample questions for what might be part of the study guide for the Tuesday, October 21<sup>st</sup> exam. Concepts.

Flash basics that apply to games and to your group's game. It does not have to all be just the ActionScript 3.0 language.

Functions used in your game such as `Math.floor()` and `Math.random()`. How does your game help you understand the racing circles game done on Tuesday, October 7<sup>th</sup> in class?

How does your game help you understand the Matching Game we looked at with footballs, coffee cups, shuffling of arrays, etc.?

Would Photoshop be useful in getting some screen snapshots with annotations from your game? For a handout or a web page presentation or as part of a PDF? `Alt + PrintScreen` or just `PrintScreen`.

Group presentations on Tuesday, October 14<sup>th</sup> and if necessary also on Thursday, October 16<sup>th</sup>.

