

# Lena Shaw Hero Game

## (Flash Lesson)

Summer 2010's Lena Shaw camp saw the kids learning a bit about how Flash works and had the campers work on a variant of a 'hero game' in the application.

The implementation of the workshop with the first group was a bit ambitious as the kids were not as technically proficient as expected. Typing in a URL was enough work to have them do, let alone follow along and add code, so subsequent workshops focused on the design personalization.

The first things the kids were introduced to was the library, where Flash stores all of a project's assets. They were then shown Flash's tools for drawing (*Brush, Rectangle, Oval, Fill, Eraser, Eyedropper, Transform, Colour Selection*), which they then used to draw their own hero (player) character and obstacles to avoid. In the library of the provided game, the player character was identified as mcMain, and the obstacles as Rock.

Once the kids had created these assets, we returned to the main scene and introduced the kids to the *timeline* and the idea of *layers*. Using the layers, the kids were shown *how to add a keyframe* to the background layer and select it so that they would be able to draw in their own environment for the game to take place in.

The final bit of work the kids were shown was opening the *Actionscript* window on the game's main playing frame and how to change certain marked out and labelled *variables* such as *mainSpeed* for the player character's speed, various *limit* variables that defined the frequency of occurring game events, and *maxFalls* to change how many times the player could miss before losing.

All the labs ran out of time but it would have been fairly simple to allow them to change the music by renaming any of the *mp3* files in the labelled sounds section of the *actionscript* to an *mp3* file placed in the game folder on the computer.