Assignment 09 – Class Video File
Guidelines and Assessment Rubric

We're going to expand on the class photo viewer so that we can now take a look at photos and hear how each name is pronounced (with the hope that these multiple representations will facilitate better encoding into long term memory, not to mention clarify pronunciation).

Functionality required includes (note some of these were covered in you previous submissions, the new stuff is in bold):

- Navigation (buttons) for "next" "previous" "first" and "last" that take you only to different class members.
- **Add in a sound for the "next" and "previous" button. You can either choose something that reinforced the content (playing video) or something a bit more functional (such as a button click).**
    - **You'll need a linkage name for your sound in the library (e.g. use actionscript rather than sticking these in timeline).**
- You should also have the navigation to credits.
- Navigation from credits back to the last viewed class member.
- Note that these videos have already been encoded as .flv files using the flash video encoder. If you want to play around with the video encoder I'm happy to send you the original .mov files.
- **Each video should be played using a single FLVPlayback component.**
    - **Assume the videos are in the same directory as the .fla file. When you submit, package the .fla, .swf (including your .swf and the .swf for the FLVPlayback skin that you used), all into a single .zip.**
    - You don't need to include the .flv files, assume that we'll have the same files using the same file names when we check your project to make sure it works.
- **Add in a missing class member (Ben Croshaw), make sure you place him in a position that maintains your original order (e.g. alphabetical by first or last name).**
- **Clean up your library, you no longer need the image files.**

If you are already well versed in Flash: Use the array structure from assignment 04 but instead of loading .jpg files, load your pre-built movie clips for each of the videos. As an alternative, you can choose to load external .flv versions of the video as well. Note that if you go this last route, you'll need to submit your assignment as a .zip archive since you will have multiple files. You might also consider adding more than the play button (such as a rewind, a stop—or even turning the play button into a play/pause toggle button). As a hint to the toggle, think about putting the play button on frame one of a movie clip timeline and the pause button on frame two of a movie clip timeline. When the play button is pressed, you play the video and then move your "button" movieclip over to frame two which then shows the pause button, when the pause button is clicked the revers happens. You might also introduce a play/pause for audio that handles both the "environmental sound" associated with "next and previous" buttons as well as the

- Deliverables: flash development file (.fla)
- Submit to: course website
- File Naming convention: assignment9{YourName}.fla (so if your name were Sam Walker you would submit assignment9SamWalker.fla).

Assessment Rubric

Your assignment will be assessed using the following rubric:

Criteria	Points
Do you use a consistent naming convention for layers, symbols, and pseudo-symbols—in this case the image bitmaps? Did all of your layers have a meaningful name? (e.g. "layer 1" is not an option)	1 points
Is your project easy to change and update? • you should have only the number of instances you absolutely need for each symbol (including the play button!) • you should use consistent tab stops for your code—don't be shy about using the autoformat button in the actions window. • Finally, you should not have any "magic numbers." For the purposes of this class, a magic number is defined as a value in ActionScript that is used in more than one piece of code, but not updatable in one place.	3 points
Do you have a well organized timeline (related layers are near each other, elements are where they are promised—e.g. student videos are in the videos layer, not the buttons layer).	2 points
Are all of the required elements (see above) present and working correctly?	4 points
Total	10 points