As part of an instructional piece on mushrooms you are going to create an animation showing their growth rate (sort of a time-lapse photography thing).

You'll need the following elements in your flash project:
- A mushroom (stem and head—the easiest way to draw this is to start with two filled ovals and then use the "reshaping" feature of the arrow tool).
- Some sort of "ground" for the mushroom to sit on.
- A **crescent** moon.
- Use a *classic tween* for your crescent moon (make sure your moon is the right kind of object for a classic tween).
- Use a shape tween for your mushroom (make sure your mushroom is the right kind of object for a shape tween).
- The ultimate goal here is for you to use both the classic and shape tweens—I don't necessarily care which uses which I just want you to play with both types of tweens.
    o You may want to play with the "ease" settings (check the properties window) so that the mushroom appears to grow quickly at first and then slow down.
    o Try to pace your tween with some realism. Have the moon fly by quickly relative to the growth of the mushroom.

If you are already well versed in Flash: Make this a little more realistic by having the mushroom grow over a period of days (showing skyline color changes with the moon and sun moving across rapidly). You might want to put these in a movie clip so that you loop the changes on your main timeline. You could also have the mushroom be a movie clip and then show several instances (a whole field) of growing mushrooms. Add a sense of depth by using a series of smaller "hills", think about doing some lighting and shading, etc (this may sound a bit complex to those of you who are new to Flash but we'll be getting into most of this eventually) . . .

- Deliverables: flash development file (.fla)
- Submit to: course website
- File Naming convention: assignment2{YourName}.fla (so if your name were Sam Walker you would submit assignment2SamWalker.fla).

Assessment Rubric

Your assignment will be assessed using the following rubric:

Criteria	Points
Do you use a consistent naming convention for layers? (with all layers having a meaningful name—e.g. "layer 1" is not an option)	3 points
Do you have a well organized timeline (related layers are near each other, elements are where they are promised—e.g. the moon is on the layer named "moon")?	3 points
Are all of the required elements (see above) present and working correctly? Do you use both a classic and a shape tween? Make sure you don't have any dashed lines—these denote a tween train wreck.	4 points
Total	10 points