

Assignment 04 – Mushroom & Friends Guidelines and Assessment Rubric

This assignment should be very quick for you to put together. You'll build on your last crack at the mushroom assignment by adding in some symbols, and getting a feel for timeline manipulation by attempting to relocate some of your tweens.

Functionality required includes:

- Move your mushroom (shadow, and associated spotlighting) so that it grows in a different location. Note that it should not move and grow at the same time, but it should grow in a different spot. (You may need to use the edit multiple frames option here to get a feel for whether or not you've grabbed everything you need).
 - I've had the best luck with this going from big to small (with a tween that involves a scaling element). Make sure none of the tween's frames are selected, then click say the last keyframe and let go of the mouse button, then hold down the shift key and click on the first keyframe. You can select multiple layers of tweens as long as they are adjacent to one another.
- Add some grass. Since blades of grass (at least for our purposes) look really similar make a grass symbol. You should then populate your project with instances of your symbol. Make alterations to your blades of grass such as flipping them horizontally, rotating them and distorting them so they don't all look the same, maybe change the tint—especially if doing so helps reinforce things like your sense of depth.
- Make your moon (and sun if you have one) follow a curved motion guide. This means that you'll need to do one of two things: employ a classic tween (note I do not cover the classic tween approach to a motion guide, so you're on your own there—but you could check the old CS3 screencasts if you like) or much easier: use a motion tween and tweak the guide flash builds for you. Keep in mind the kind of object you can apply a motion tween to in CS4). This borrows on something covered last week, so check back with tweening the spot light on the cue ball or the shadow tween if you need a refresher.

If you are already well versed in Flash: Try making your moon and sun into movie clips. You can then have them change in brightness (more so the sun than the moon) as they fly by, hopefully corresponding to changes in your sky background. If you really want to get into things, think about a way to have your lighting effect synch up to the movement of the sun and moon, and still grow with the mushroom(s) in your project.

- Deliverables: flash development file (.fla)
- Submit to: course website
- File Naming convention: assignment4{YourName}.fla (so if your name were Sam Walker you would submit assignment4SamWalker.fl).

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")?	2 points
Are all of the required elements (see above) present and working correctly?	4 points
Is the assignment personalized (e.g. not a reproduction of	1 point

the spoiler video).	
Total	10 points