

Assignment 05 – Class Photo File Guidelines and Assessment Rubric

Create and build a tool for viewing the class photos taken from Summer 2009. The purpose of a tool like this is to assist with rote rehearsal of names and faces so classmates can get to know one another (although this is a bit trivial in a class our size, the principles involved are the same). You can find the pictures you need in the download file for this week.

Functionality required includes:

- Navigation (buttons) for “first” “previous” “next” and “last”, feel free to use buttons from the common libraries in flash. It is **highly recommend** that you either tweak existing button assets or develop some of your own because you’ll need these skills for your final project.
- Pictures of all the students (at least the ones you have been given up to this point). All photographs should appear in the exact same spot on the stage – (the swap bitmap, which works the same as swap symbol, but for graphics is your friend). Your pictures should show up in a logical order according to the name (such as alphabetical by last name or by first name).
- The name of each student should appear at the same time as their photograph (have the names appear in the same location as well).

What to Submit

- Deliverables: flash development file (.fla)
- Submit to: course website
- File Naming convention: assignment5{YourName}.fla (so if your name were Sam Walker you would submit assignment5SamWalker.flas).

If you are already well versed in Flash: Try experimenting with arrays in actionscript so you get yourself down to a single edit point for the images, and the names. You should be able to create a project that has only one keyframe. Don’t forget that you can load external .jpg files at run-time if you want. As of Flash 8 multi-dimensional arrays are supported, which should make life much easier than when you had to support parallel arrays (so a 2-d array should do wonders for you, one dimension for the name, another for the image).

A slightly less intense version might involve a movieClip of names photos and a randomized array of frame numbers to jump to.

You are free to use your own images, but down the road you’ll need to do a version of this that uses video (just fair warning, unless you have video you’re willing to use as well—you might want to avoid using your own media).

Assessment Rubric

Your assignment will be assessed using the following rubric:

| Criteria | Points |
|--|-----------|
| Do you use a consistent naming convention for 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? (hint: you should have only the number of instances you absolutely need for each symbol). | 2 points |
| Do you have a well organized timeline (related layers are near each other, elements are where they are promised—e.g. student photos are in the pictures layer, not the buttons layer). | 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 the spoiler video). | 1 point |
| Total | 10 points |