

Assignment 06 – Mushroom MovieClips Guidelines and Assessment Rubric

We're going to add some additional features to the mushroom assignment you've worked on in the past.

1. A movie clip that shows the following:
 - o Repetitive animation of a sun flying by.
 - o Repetitive animation of the moon flying by.
 - o Repetitive animation of the sky transitioning between "light" (day) and "dark" (night)—these should be timed for when the sun/moon go by. As a hint, if you put these three (four since the sky does two transitions) into a single timeline then they will all repeat together.
2. A movie clip that shows a Shiitake mushroom growing. While making it look like a Shiitake mushroom is not as important for this assignment, making it act like one is. Shiitake mushrooms need light to stimulate their growth (so your mushroom should **only** grow during the daytime).
 - o Code hint: there's a function called **play()**; that will help you with this part (it goes without saying that you'll be using **stop()**; as well).
3. When the mushroom finishes growing, **all** animation should stop (it's okay if that means the sun or moon is caught in mid air).
4. Having the mushroom grow and shifting your lighting effects/shadows is going to be a fairly difficult task—so **don't worry about your lighting effects** for this assignment (go ahead and get rid of them), just focus on using actionscript to have these movies talk to each other.

If your lighting effects are built using fill effects right on the mushroom, you may want to go back to assignment 2—otherwise your assignment 3 should be a good start point for this assignment.

If you are already well versed in Flash: Track the number of day/night cycles and display the current period (e.g. "day 1" , "day 2", etc . . .) somewhere on the screen using a dynamic text field. This code should work even if you decide to extend the period of mushroom growth without having to make any changes. Try to keep your lighting effects, and make them relevant consistently to the position of the sun or the moon (e.g. they shouldn't stop just because the mushroom was told to stop growing—not this is quite difficult to manage). You might also try to reverse engineer the happyContinuous.swf that is part of the download files for this week (if a user holds down their mouse button, you keep moving the face animation in the relevant direction). Hint: the setInterval() function can come in very handy here.

- 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).

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? <ul style="list-style-type: none">• you should have only the number of instances you absolutely need for each symbol.• 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.	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