We're going to add/modify some features of the class photo file from assignment 5 (the photo viewer):

1. An introduction screen that has some sort of a title and a means of moving on to the pictures.
2. A "credits" button that takes you to a credits page with a comprehensive list of those who worked hard on your class photo file (e.g. yourself).
3. A "go back" button on the credits page that takes users back to **the last image they were viewing**. (this might not be the "first" or "last" pictures).
4. A well organized library, (hint: stick your buttons in one folder and your pictures in another).
5. Use if() statements to make sure the previous, next, first, and last buttons visually cue the learner when they are at the first and last picture (e.g. on the first frame the first and previous buttons should be grayed down, on the last frame the last and forward buttons should be grayed down).
   - Hint: You're life will be easier if you create a custom function to do this, it will likely require a set of if/else if/else code blocks, and you can gray down using the **alpha** property (0=transparent, 1=opaque, with decimal values in between).

If you are already well versed in Flash: Extend your array-based assignment 04 to a randomized sequence of photos/names (this will help prevent the primacy and recency effect in rehersal that comes out of cognition research—which is a fancy way of saying that we remember more readily what we see first and what we see last). This should be an easy switch to make, let me know if you have questions about it. You might explore ways to not just visually indicate the buttons are not active at times, but make them not behave like buttons temporarily (e.g. they don't change state for mouse over, the cursor doesn't turn from an arrow into a hand, etc . . .).

- Deliverables: flash development file (.fla)
- Submit to: course website
- File Naming convention: assignment6{YourName}.fla (so if your name were Sam Walker you would submit assignment6SamWalker.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. • 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 to refer to the same thing (e.g. an alpha level of .4), but not updatable	2 points

in one place.	
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