We're going to add some additional features to the flower 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 Repetative 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 flower growing. In an effort to be more accurate about photosynthesis the flowers need light to stimulate their growth (so your flower 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 flower finishes growing, **all** animation should stop (it's okay if that means the sun or moon is caught in mid air).
4. Having the flower 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 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 flower 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 flower was told to stop growing—not this is quite difficult to manage). You might also try to reverse enginner 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.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, 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