

Online Games Course Outline		Points Possible	Course Hours
Course Overview			4
Lab 1: Start the Course			
	<i>Identify computer requirements.</i>		
	<i>Learn how to move through the course.</i>		
	<i>Switch between windows.</i>		
Lab 2: Set Up Your Computer			
	<i>Find files and folders on a computer.</i>		
	<i>Set up a computer to show the List folder view and file name extensions.</i>		
	<i>Make a course folder.</i>		
Lab 3: Set Up a Browser and Install 7-Zip			
	<i>Set up a Web browser.</i>		
	<i>Download and install a zip utility.</i>		
Lab 4: Download Resources and Zip Assignments			
	<i>Get the course resources.</i>		
	<i>Learn about finding, completing, and turning in assignments.</i>		
	<i>Zip and unzip files and folders.</i>		
Project 1: Zoo Escape			16
Lab 1: Set Up the Rooms			
	<i>Identify the purpose of branching in a game.</i>		
	<i>Create and save a Flash project.</i>		
	<i>Set up the Flash workspace.</i>		
	<i>Add and name keyframes.</i>		
Lab 2: Create a Room			
	<i>Arrange panels in the workspace.</i>		
	<i>Open an external library and copy the assets to an internal library.</i>		
	<i>Add, name, and arrange layers.</i>		
	<i>Use the Undo and Redo commands.</i>		
	<i>Add and align images.</i>		
Lab 3: Add Text			
	<i>Lock layers.</i>		
	<i>Prepare the Text Tool.</i>		
	<i>Add text.</i>		
Lab 4: Create More Rooms			
	<i>Add more background images and doors on other frames.</i>		
	<i>Edit text.</i>		
	<i>Add play again buttons.</i>		
Lab 5: Control the Timeline			
	<i>Test the game.</i>		
	<i>Open the Actions panel.</i>		
	<i>Write an ActionScript stop() function.</i>		
Lab 6: Create and Edit Buttons			
	<i>Convert movie clip symbols to button symbols.</i>		
	<i>Give instance names to symbols.</i>		
	<i>Open a symbol's child Timeline and edit it.</i>		
Lab 7: Code the First Doors			
	<i>Write an event handler.</i>		
	<i>Code the doors in the first room to move to other rooms when they are clicked.</i>		
	<i>Check the syntax of the code.</i>		
Lab 8: Code the Other Buttons			
	<i>Code the back button to move to the start room.</i>		
	<i>Code the doors in other rooms to move to the correct frames.</i>		

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Lab 9: Make a Title Screen			
	<i>Create title screen frames.</i>		
	<i>Add and align the title image.</i>		
	<i>Add a start button.</i>		
	<i>Code the title screen so the start button moves to the first room.</i>		
	<i>Publish the game as SWF and HTML files.</i>		
Quiz Study Guide			
	<i>Review the quiz study guide before taking the quiz.</i>		
Quiz 1			
	<i>Project 1 Quiz.</i>	5	
Assignment 1			
	<i>See assignment description document for detailed instructions.</i>	10	
Project 2: Pirate Ship Peril			15
Lab 1: Make the Title Screen			
	<i>Create and save a new project.</i>		
	<i>Open an external library and copy the assets to an internal library.</i>		
	<i>Add and align the background image.</i>		
	<i>Add a title, text, and a start button.</i>		
Lab 2: Create Level 1			
	<i>Add the maze, ship, and goal.</i>		
	<i>Add frame labels.</i>		
	<i>Add a stop() function.</i>		
	<i>Name the symbol instances.</i>		
	<i>Check the syntax and test the game.</i>		
Lab 3: Code the Ship			
	<i>Open the ship's child Timeline and add code inside it.</i>		
	<i>Position the ship at the start of the maze.</i>		
	<i>Code the ship to move when the mouse clicks and drags it.</i>		
Lab 4: Add a Goal Hit Test			
	<i>View bounding boxes of symbols.</i>		
	<i>Write a hit test between the bounding boxes of the ship and goal.</i>		
Lab 5: Add Maze Hit Tests			
	<i>Write a hit test between the maze's shape flag and the ship's registration point.</i>		
	<i>Change the hit test to use a point on one edge of the ship's bounding box.</i>		
	<i>Add hit tests between the maze and points on the other edges of the ship.</i>		
Lab 6: Add a Timer			
	<i>Add dynamic timer text to the game.</i>		
	<i>Set the timer at 40 seconds.</i>		
	<i>Write a countdown function that counts down from 40.</i>		
	<i>Use an interval to call the function once per second.</i>		
Lab 7: Make Level 2			
	<i>Add the game elements to the Level 2 frame.</i>		
	<i>Change the maze to a more difficult one.</i>		
	<i>Copy and paste code from one frame to another.</i>		
	<i>Add a Level 2 title screen.</i>		
Lab 8: Add End Screens			
	<i>Add and name keyframes.</i>		
	<i>Add the end screen background and text.</i>		
	<i>Add and code play again buttons.</i>		
	<i>Publish the game as SWF and HTML files.</i>		
Quiz Study Guide			
	<i>Review the quiz study guide before taking the quiz.</i>		
Quiz 2			
	<i>Project 2 Quiz.</i>	5	
Assignment 2			
	<i>See assignment description document for detailed instructions.</i>	10	

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Project 3: Dragon Tamer			14
Lab 1: Add Game Items			
	<i>Change the document size.</i>		
	<i>Add the background and maze.</i>		
	<i>Add the player and lives.</i>		
	<i>Add collection items.</i>		
Lab 2: Code the Player			
	<i>Code the player to move with the arrow keys.</i>		
	<i>Add hit tests between the maze's shape flag and points on the player's edges.</i>		
Lab 3: Code the Food Items			
	<i>Make item and life variables.</i>		
	<i>Add hit tests between the collection items and the player.</i>		
	<i>Increase the score and move the item when the player collects it.</i>		
	<i>Code the goal so the player wins if they reach the goal with all the items.</i>		
	<i>Add end screens.</i>		
Lab 4: Add an Enemy			
	<i>Add an enemy that looks like a flame.</i>		
	<i>Open the enemy symbol's code window.</i>		
	<i>Add code that makes the enemy move with artificial intelligence.</i>		
	<i>Create hit tests between the enemy and the maze.</i>		
Lab 5: Hurt the Player			
	<i>Code the player to lose a life and reset its position when it hits an enemy.</i>		
	<i>Export sounds from the Library panel.</i>		
	<i>Code the player to scream when it hits an enemy.</i>		
	<i>Add more enemies.</i>		
	<i>Code the game so the player loses when all the lives are lost.</i>		
Lab 6: Add Music and a Title Screen			
	<i>Add background music to the game.</i>		
	<i>Stop the sound on title and end screens.</i>		
	<i>Add a title screen with a play button and text.</i>		
	<i>Publish the game as SWF and HTML files.</i>		
Quiz Study Guide			
	<i>Review the quiz study guide before taking the quiz.</i>		
Quiz 3			
	<i>Project 3 Quiz.</i>	5	
Assignment 3			
	<i>See assignment description document for detailed instructions.</i>	12	
Project 4: Space Scavenger			19
Lab 1: Scroll the Stars			
	<i>Change the document size and background color.</i>		
	<i>Add a starry background with stars that appear near and others that look far.</i>		
	<i>Code the game so the starry background scrolls vertically.</i>		
	<i>Create a parallax perspective by scrolling the near stars faster than the far stars.</i>		
Lab 2: Add the Spaceship			
	<i>Add the spaceship to the game.</i>		
	<i>Code and name frames in the ship's child Timeline.</i>		
	<i>Code the ship to move with the arrow keys.</i>		
	<i>Code the ship to stay on the Stage.</i>		
	<i>Add the laser and code it to appear when the spacebar is pressed.</i>		
	<i>Use an alpha effect to make the laser disappear quickly or fade.</i>		
Lab 3: Add Enemies			
	<i>Add an enemy that looks like space junk.</i>		
	<i>Code the enemy to appear randomly at the top of the Stage.</i>		
	<i>Code the enemy to move downward at a random speed.</i>		
	<i>Reset the enemy at the top of the Stage when it reaches the bottom.</i>		
	<i>Write a for loop that duplicates the enemy so there are three enemies.</i>		

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Lab 4: Make a Scoreboard			
	<i>Add a scoreboard with static and dynamic text for the score and time.</i>		
	<i>Create variables for the time, score, lives, and level.</i>		
	<i>Code the scoreboard to display the variables.</i>		
	<i>Code the timer to count down once per second.</i>		
Lab 5: Make Title and End Screens			
	<i>Make an end screen that displays the level, score, and a message.</i>		
	<i>Remove the duplicated enemies from the end screen.</i>		
	<i>Add and code a play again button on the end screen.</i>		
	<i>Add a title screen with a start button and text.</i>		
	<i>Code the title screen's start button to start the game.</i>		
Lab 6: Hurt the Player			
	<i>Code the player to lose a life when an enemy hits it.</i>		
	<i>Reset the enemies at the top when an enemy hits the player.</i>		
	<i>Export explosions and play an explosion when an enemy hits the player.</i>		
	<i>Add a health bar and code it to show how much life the player has left.</i>		
Lab 7: Destroy Enemies			
	<i>Add a hit test between the laser and the enemies.</i>		
	<i>Code the game to increase the score when the laser hits an enemy.</i>		
	<i>Play an explosion when the laser hits an enemy.</i>		
	<i>Code the game to create a new level whenever the player hits 10 enemies.</i>		
	<i>Reset the timer and add an enemy when the player reaches a new level.</i>		
Lab 8: Restore Health			
	<i>Add a health pack that appears when the player reaches a new level.</i>		
	<i>Code the health pack to restore a life to the player when the player hits it.</i>		
	<i>Limit the lives to 4 so the player can't collect too many.</i>		
	<i>Publish the game as SWF and HTML files.</i>		
Quiz Study Guide			
	<i>Review the quiz study guide before taking the quiz.</i>		
Quiz 4			
	<i>Project 4 Quiz.</i>	5	
Assignment 4			
	<i>See assignment description document for detailed instructions.</i>	18	
Project 5: Robot Rescue			22
Lab 1: Make the Start Room			
	<i>Set up the game and add a room background.</i>		
	<i>Add, rotate, and position doors on each wall.</i>		
Lab 2: Add the Player			
	<i>Add the player robot to the game.</i>		
	<i>Code and name frames in the player robot's child Timeline.</i>		
	<i>Code the player to move with the arrow keys and stay on the Stage.</i>		
	<i>Add the sleeping and awake helper robot to the game.</i>		
Lab 3: Code the Doors			
	<i>Add the room background and doors to other rooms.</i>		
	<i>Code the doors to move to the correct rooms when the player hits them.</i>		
	<i>Change the hit test to use the door's shape flag and points on the player's edges.</i>		
Lab 4: Collect Objects			
	<i>Add a key and code it so the player can collect it.</i>		
	<i>Create a locked door that opens when the player has the key.</i>		
	<i>Add and code collection objects in the choice room.</i>		
Lab 5: Wake Up the Helper			
	<i>Code the sleeping helper to disappear when the player touches it with the battery.</i>		
	<i>Code the awake helper to appear when the sleeping helper disappears.</i>		
	<i>Code the awake helper to follow the player robot through the rooms.</i>		
	<i>Add the generators and power buttons to the power room.</i>		
	<i>Code the game so the player can win and lose.</i>		

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Lab 6: Add a Title and Sound			
	<i>Add a title frame, image, play button, and text.</i>		
	<i>Add background music to the game.</i>		
	<i>Adjust the volume.</i>		
	<i>Add and code sounds for when the player collects items and wakes the helper.</i>		
	<i>Open Flash's built-in sound library.</i>		
	<i>Publish the game as SWF and HTML files.</i>		
Quiz Study Guide			
	<i>Review the quiz study guide before taking the quiz.</i>		
Quiz 5			
	<i>Project 5 Quiz.</i>	5	
Assignment 5			
	<i>See assignment description document for detailed instructions.</i>	25	
	Total	100	90