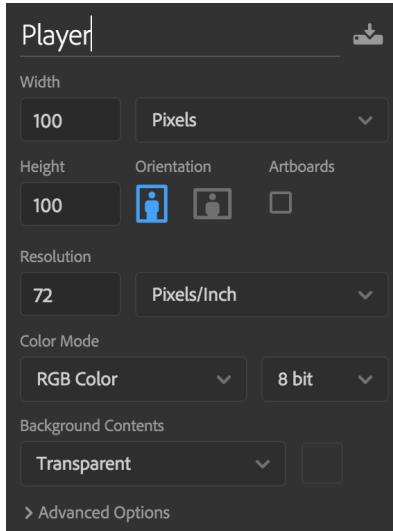
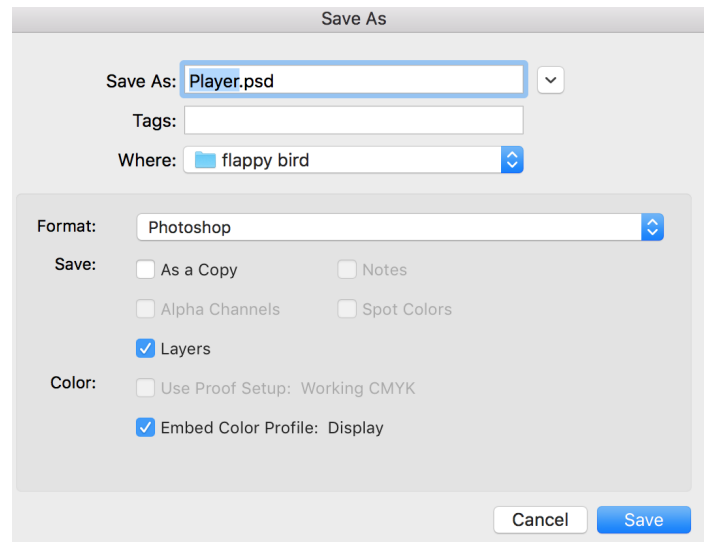


## Animate - Flappy Bird Game Tutorial

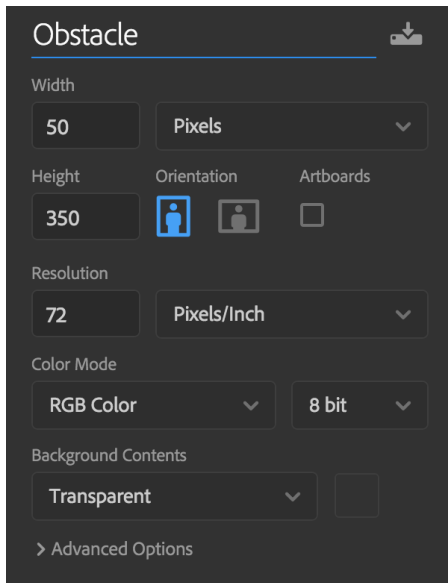
- Open Photoshop
- Command + N to make a new file
- Name the file Player (capital P in player)
- Size is 100 x 100



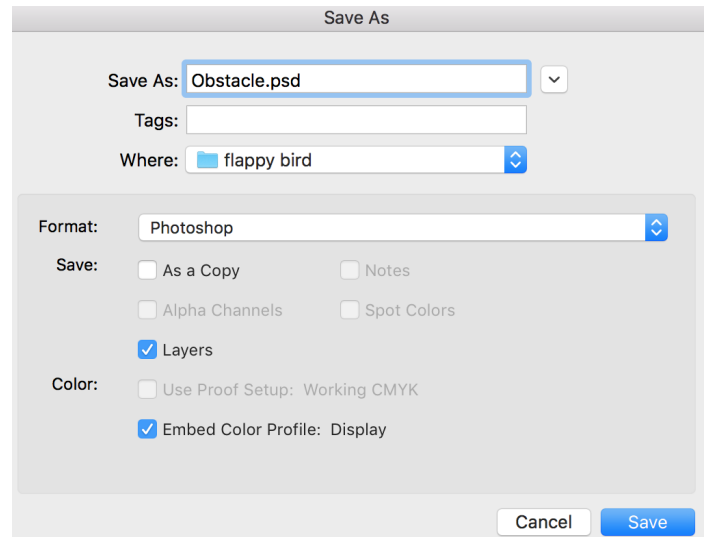
- Create your bird, ship, object
- Save as a .psd file
- Save in flappy bird folder



- Command + N to make a new file
- Name the file Obstacle (capital O in player)
- Size is 50 x 350

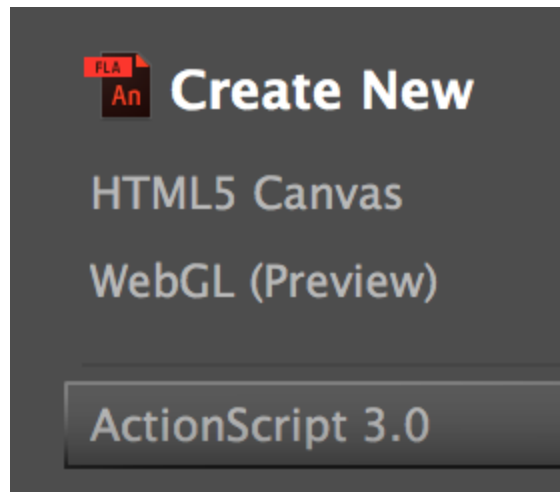


- Create your obstacle to dodge and fly through
- Save as a .psd file
- Save in flappy bird folder

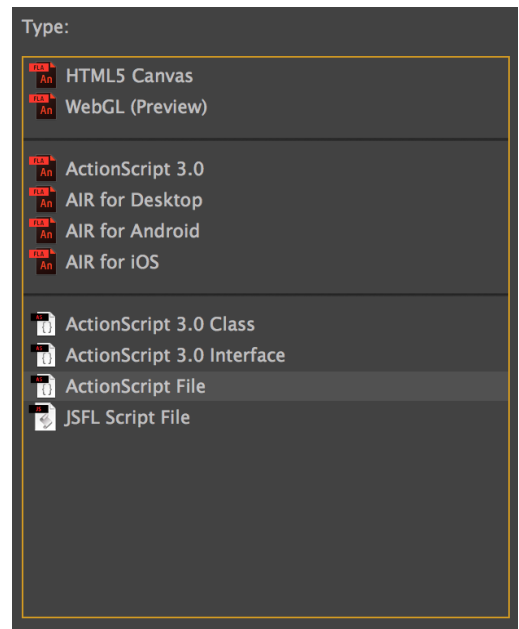


## Animate - Flappy Bird Game Tutorial

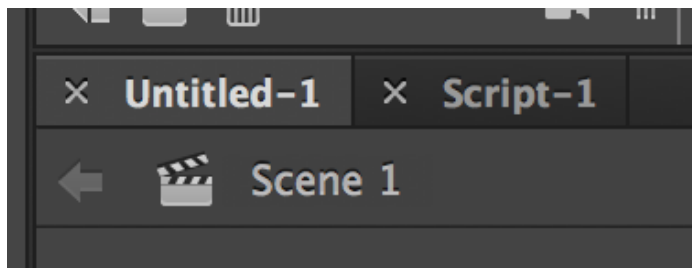
- Open Animate
- Create New Action Script 3.0



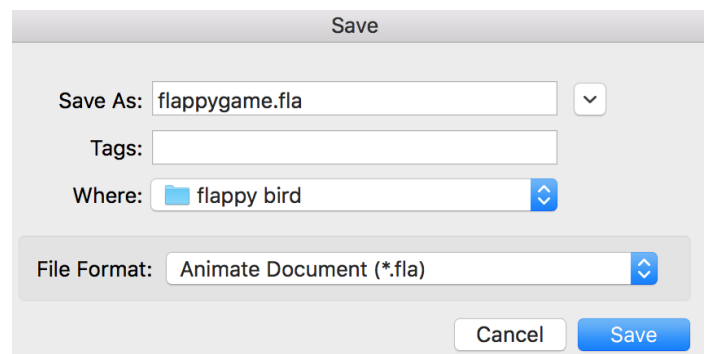
- Command N (File > New)
- Select Action Script file
- Click OK



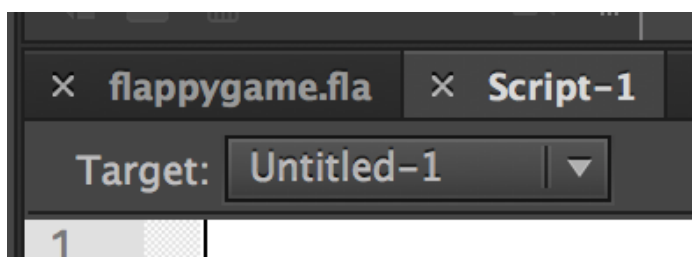
- Click on the Untitled canvas tab



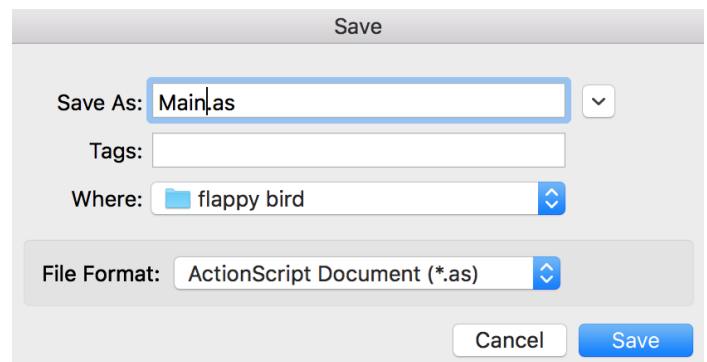
- Save as flappygame fla in flappy bird folder
- File format Animate Document .fla
- Click Save



- Click on the Script tab

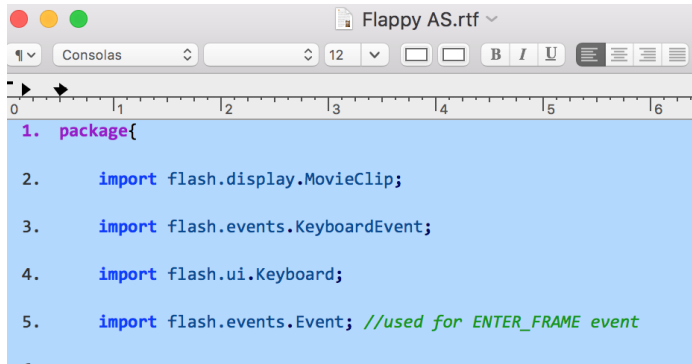


- Save as Main.as in flappy bird folder (capital M)
- File format ActionScript Document .as
- Click Save



# Animate - Flappy Bird Game Tutorial

-Open the text file provided, select and copy ALL the lines of code



```
1. package{
2.     import flash.display.MovieClip;
3.     import flash.events.KeyboardEvent;
4.     import flash.ui.Keyboard;
5.     import flash.events.Event; //used for ENTER_FRAME event
```

-Click on the Main.as tab in Animate

-Paste the copied code

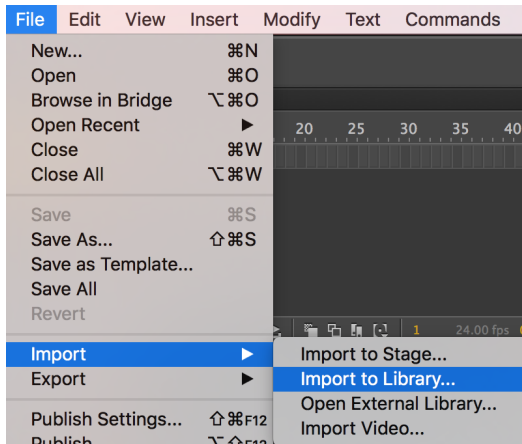
-Command + S to Save



```
111.         }
112.         }
113.         //If the bird got through
114.         if((player.x - player.wid
115.             ++score;
116.             ob.covered = true;
117.         }
118.     }
```

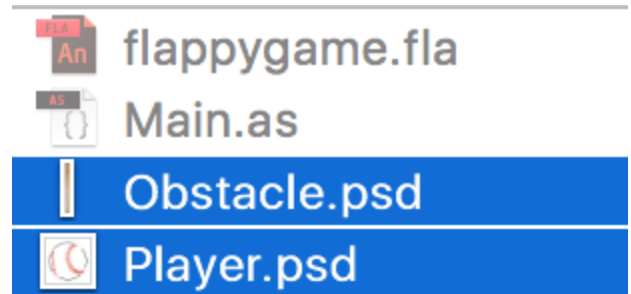
-Click on the flappygame.fla canvas tab

-Import to Library



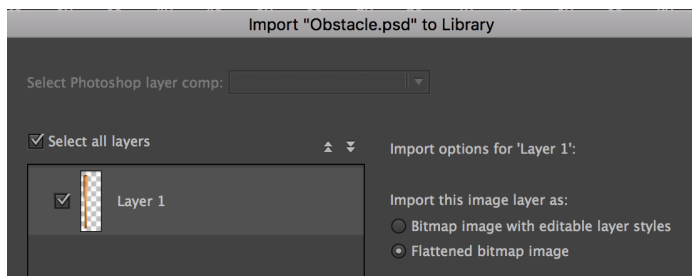
-Select your Player and Obstacle files

-Click Open



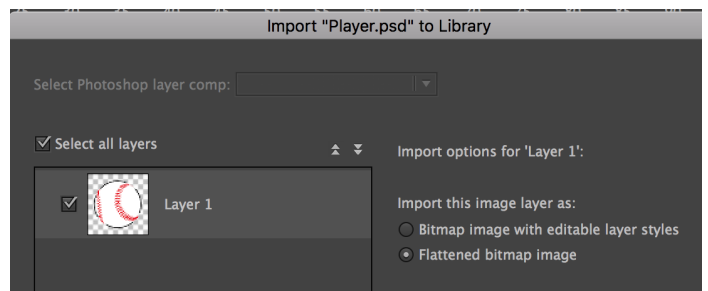
-Import to Library window opens for Obstacle

-Click Import



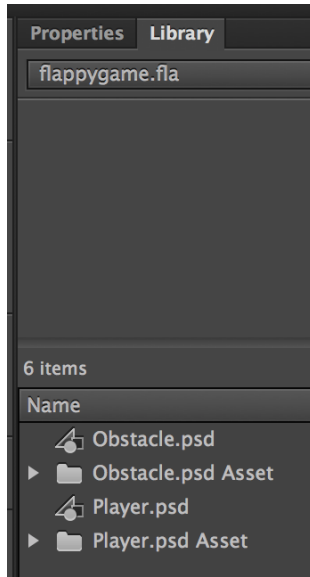
-Import to Library window opens for Player

-Click Import

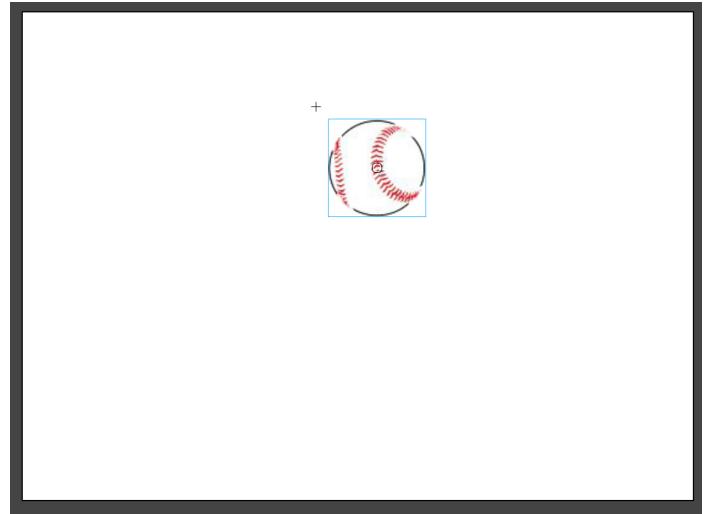


## Animate - Flappy Bird Game Tutorial

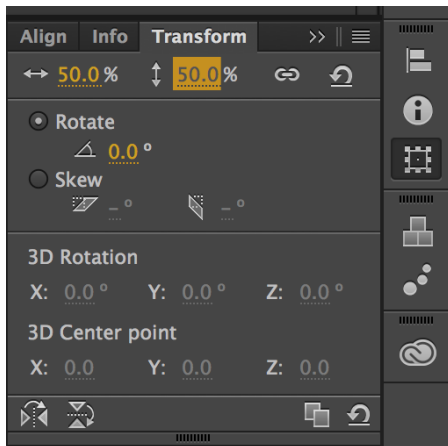
-Library tab will show your Assets folders and the .psd file for your Player and Obstacle



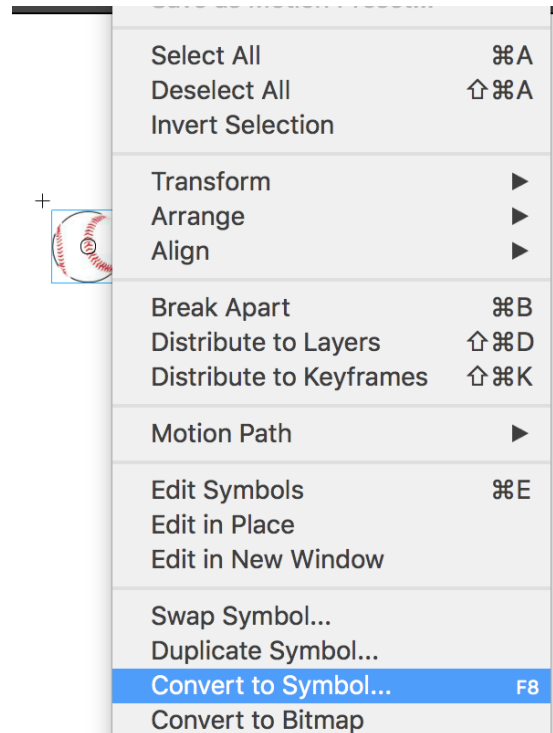
-Drag your Player.psd file from the Library onto the Stage



-Open the Transform window  
-Change the % from 100% to 50%

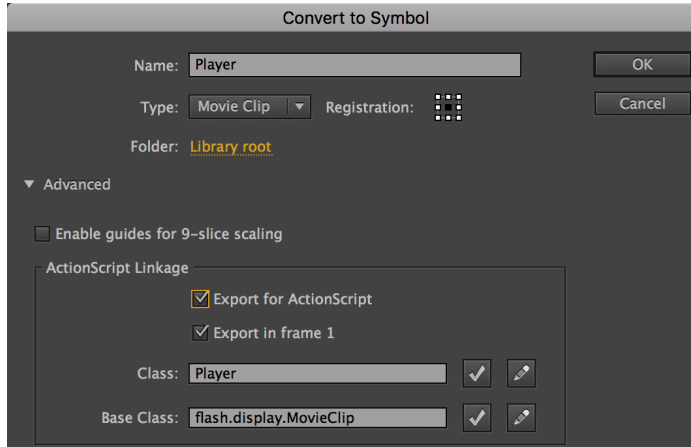


-Right click on Player image on the Stage  
-Choose Convert to Symbol

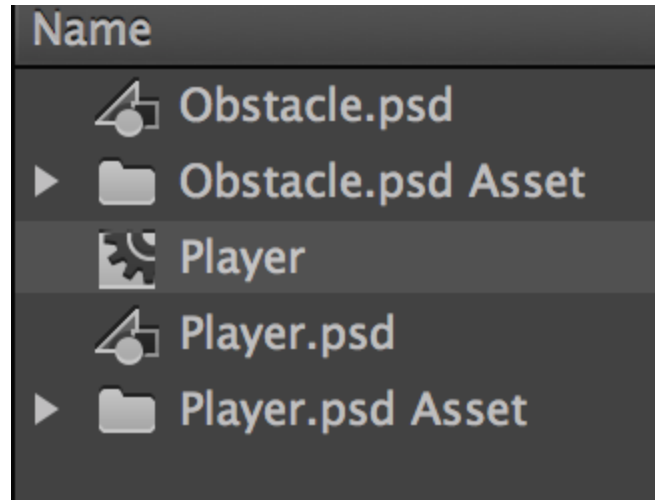


## Animate - Flappy Bird Game Tutorial

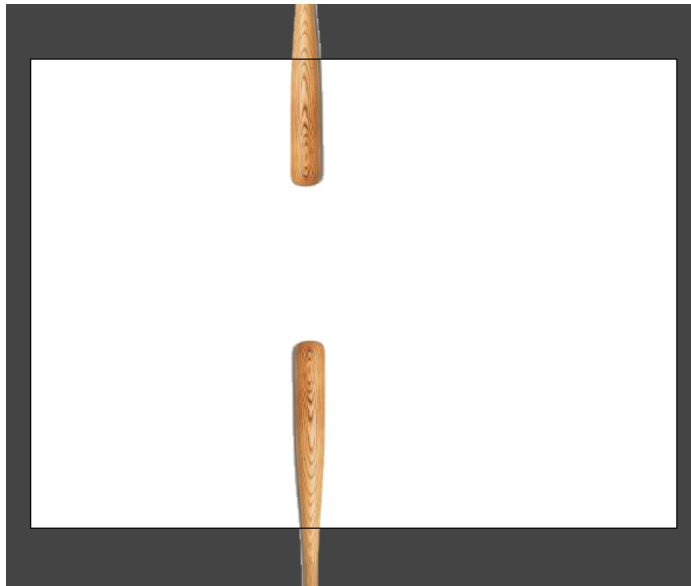
- Convert to Symbol window opens
- Name - Player (cap P)
- Type - Movie Clip
- Registration - Click the dot in the middle
- Registration - Click the dot in the middle
- Advanced:
  - Click the checkbox on for Export for Actionscript
  - Class - Player
- Click OK



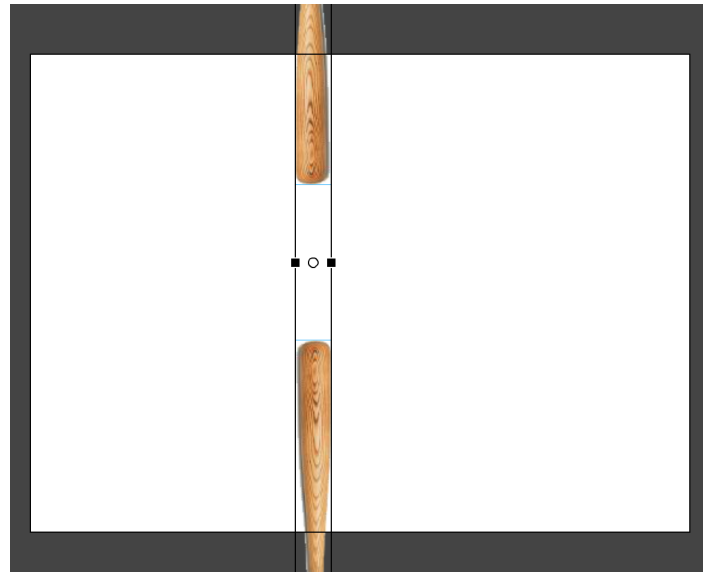
- If get an error message hit OK
- Click the Player object on the Stage and hit delete
- Stage is now blank again
- Player Movie file shows in Library (looks like gear)



- Drag 2 copies of the Obstacle.psd file from the Library onto the Stage and line the two images up vertically leaving a large gap between them and so some of the Obstacle is off the stage.

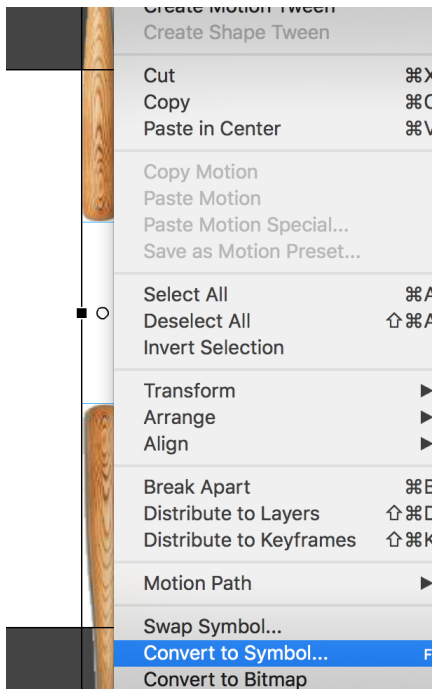


- Hold Shift and click on both Obstacle images on the stage so they are both selected

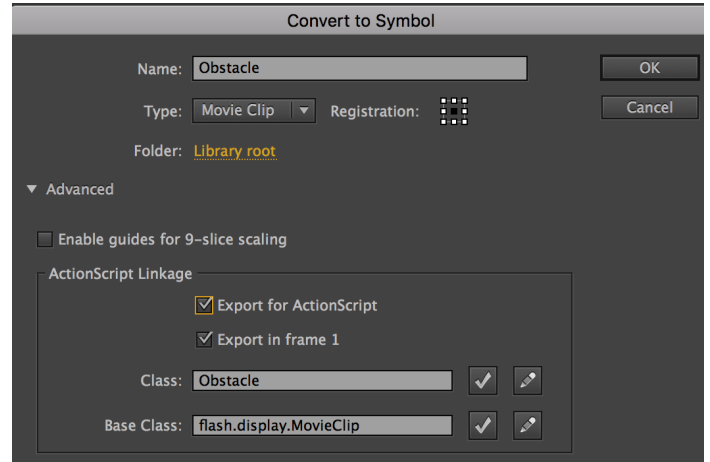


## Animate - Flappy Bird Game Tutorial

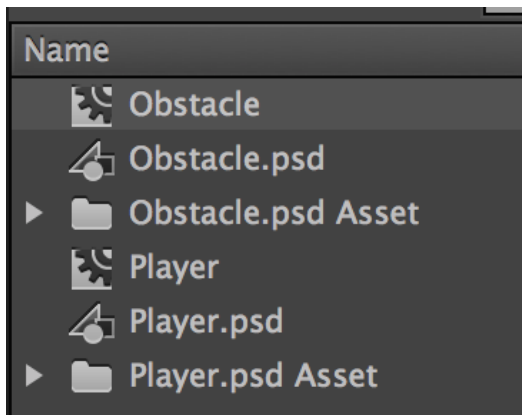
- Right click with both images selected
- Choose Convert to Symbol



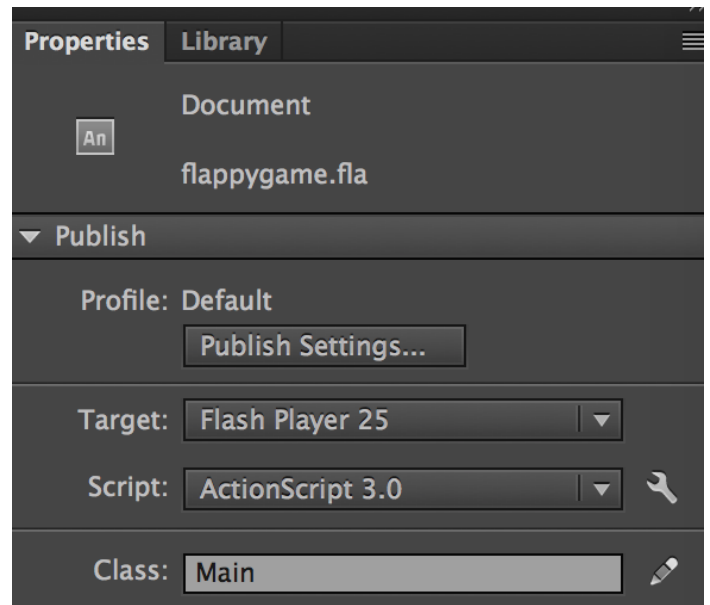
- Convert to Symbol window opens
- Name - Obstacle (cap O)
- Type - Movie Clip
- Registration - Click the dot in the middle
- Advanced:
  - Click the checkbox on for Export for Actionscript
  - Class - Obstacle
- Click OK



- If get an error message hit OK
- Click the Obstacle object on the Stage and hit delete
- Stage is now blank again
- Obstacle Movie file shows in Library (gear)

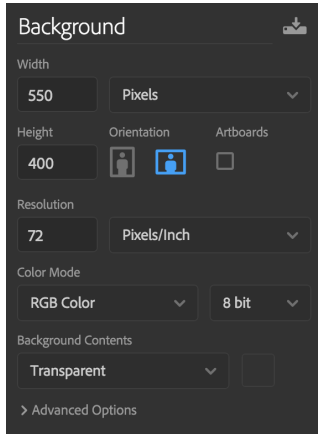


- Click on the blank stage
- In Properties tab, under Class
- Type in Main (cap M)
- Save



## Animate - Flappy Bird Game Tutorial

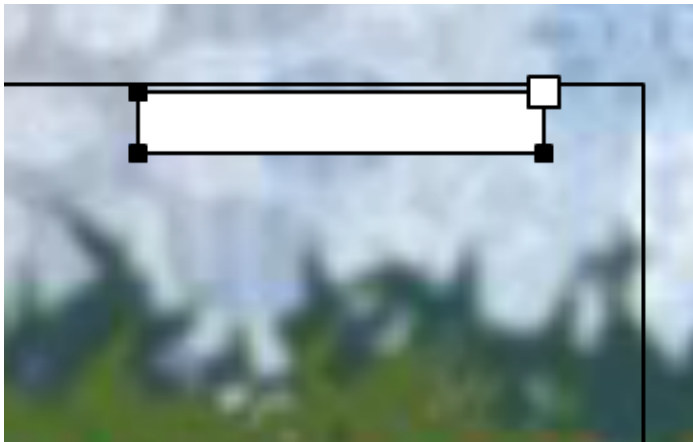
- Find images online and combine them in Photoshop to make a background for the Stage
- Make a new Photoshop Document - Size should be 550 by 400 pixels
- Save as a PSD file Background



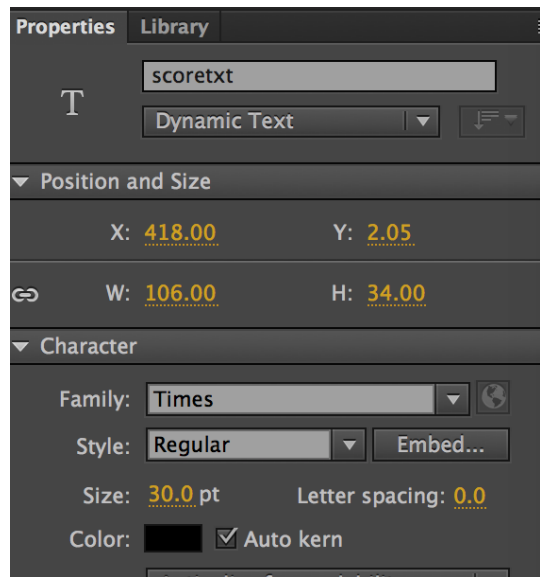
- Import to Library the Background.psd
- Drag onto the Stage and position



- Click Text tool
- Drag out a text box in upper right corner

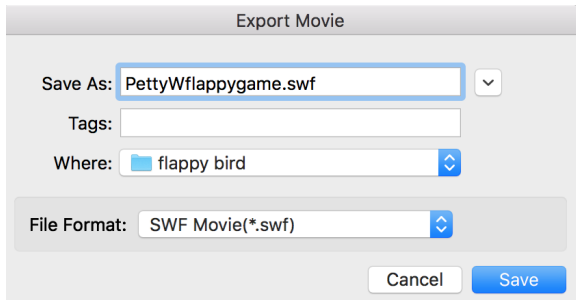


- In Properties tab
- Change to Dynamic Text
- Name - scoretxt (all lower)
- Change size to 30
- Change color so will show on your background



## Animate - Flappy Bird Game Tutorial

- Click the Main.as tab and Save
- Click the flappygame.fla tab and Save
- Command + Q to quit Animate
- Reopen Animate and choose your file to reopen
- Command + Return to preview the game
- Use the spacebar to move through the game
  
- File > Export > Export Movie
- Save as lastname+firstinitial+flappygame.swf
- File format SWF Movie .swf
- Click Save



- In Finder locate your exported .SWF file
- Double click on the SWF file to open and play the game
- Use the spacebar to move through the game and the score will add up as you move through the Obstacles
- Submit the SWF file to your instructor