

**Who**

This course is intended for the intermediate to advanced Flash animator who wants to learn ActionScript programming to add more complex interactivity to their movies.

**Why**

You'll learn to plan your movies to make the process efficient and to allow code to be reused. You'll create a quiz with several types of questions, including those involving toggling items with clicks, dragging objects to targets, a video game question, and questions that you answer via clicking checkboxes and buttons. You'll learn about storing data, accepting input via the keyboard and mouse, using arrays and loops, using debugging tools, and using Flash's built-in components.

**Length**

1 day

**ActionScript Basics**

- What can you do with ActionScript?
- Creating basic navigation with ActionScript
- Timeline Paths and dot notation

**Planning Movies**

- Methods of planning movies
- Storyboarding and Flowcharting
- Creating Modularity in Flash

**Creating Simple Interactivity**

- Variables
- Movie Clip Scripts
- Conditional Statements

**Creating a Video Game**

- Responding to key presses
- Duplicating and hiding Movie Clips
- Testing for Collisions and Animating an object

**Creating Complex Interactivity**

- Making movie clips Draggable
- Determining the DropTarget for a Dragged and Dropped clip
- Arrays