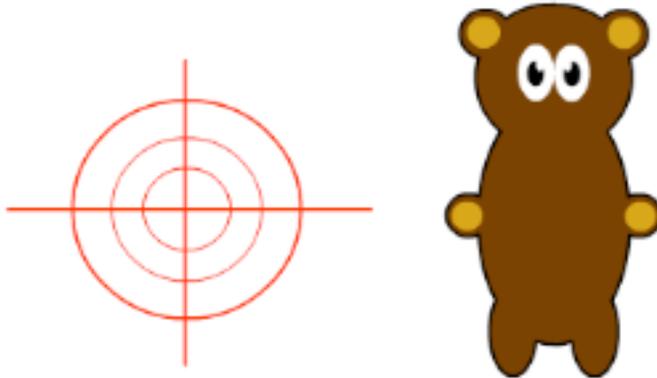


Target Game Tutorial

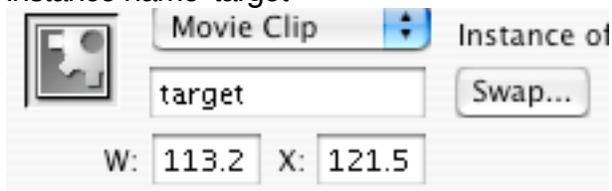
Step 1: Create a targeting cursor that you want to use as your mouse. This targeting cursor probably should consist of lines so that you can see through it when you are targeting in your game. When you are done drawing it, select the entire target and press F8 to convert it to a symbol.

Step 2: Create an object that you will eventually be animating and shooting at on a different layer. Select it and convert it to a *button* symbol (F8). These are my objects:



Step 3: You should have two layers now, a bear layer and a target layer. If you would like, you can add a background layer and add some life to your flash project. Now we will make our targeting cursor replace our mouse pointer. This is done with a few lines of simple action script.

Step 4: Before we put the action script in, we need to give the targeting reticle a instance name. To do this, click on the reticle movie clip and in the properties control panel make the instance name 'target'



Step 5: Make a new layer and call it 'actions' Here is where we will make the reticle replace the mouse. Insert the following code:

```
Mouse.hide();  
target.startDrag(true);
```

Step 6: Now we need to make clicking the bear give us points. Click on the bear button symbol and open the actions panel. Insert the following code:

```
on(release) {  
    _root.score++;  
}
```

Step 7: To make the score display on the main page, we need to make a dynamic text object that will be responsible for displaying the score. Make a new layer called score and select the text tool and, in the properties control panel, change the text type from static text to dynamic text. Be sure that the text color is one that will show up on your background.

Step 8: Click and drag somewhere in your workspace to create the text object and designate the size.

Step 9: Select your newly created text object and, in the properties control panel, type 'score' into the var field. At this point, you might want to create a static text object that indicates what the number means.

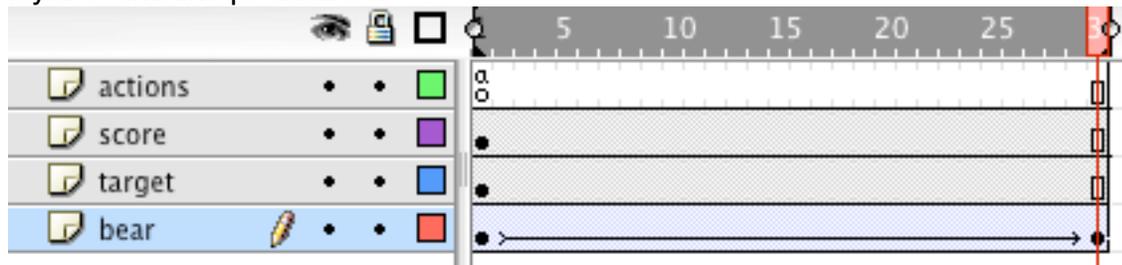
Step 10: The next step is animating your bear so that it isn't so easy to hit as when it is sitting in one place. To do this, all you need to do is create a simple motion tween as you would for any object.

Step 11: Insert a keyframe on frame 30 of your timeline in the bear layer.

Step 12: Move the bear to another location

Step 13: Select all the frames including the two keyframes at the end and make a motion tween using either the contextual menu or the modify menu.

Step 14: If you play your project, you will notice that everything else disappears when you are past the first frame. To fix this, make a new frame on every layer other than the bear layer at timeline position 30.



You can add more motion tweens to make the bear movement more complex but remember, each time that you extend the bear layer past frame 30, you need to create a new frame for all the other layers.

Step 15: To make the game a little more interesting, we should make an over and down state for our bear. Double click on the bear button symbol to edit it. Click on the over state in the timeline window and insert a keyframe. Edit your symbol to what you want it to look like when your cursor is hovering over the bear. (my bear's eyes get larger when you mouse over it)

Step 16: Add a keyframe to the down state and change your symbol to how you want it to look when you have clicked on the bear. (my bear's eyes become X's)

You are done! You can add complexity to the background and your motion tween to make it more interesting.