

Jumpstart Card #5



MAKE A SIMPLE DRAG AND DROP GAME

This card will help you learn how to create a simple drag and drop game in Flash CS4. The game we will create will consist of a blank face and a group of facial features that can be dragged and dropped to make different faces.



1. SET UP YOUR FLASH FILE

- Select **File > New > Flash File (Actionscript 3.0)**.
- Choose a background colour for your game by selecting **Modify > Document** and changing the **Background**.

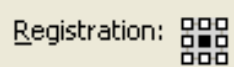
2. CREATE YOUR FACE

- Double click on the text Layer 1 in your timeline and **rename this layer 'face'**.
- On this layer, draw the blank face for your game.

3. CREATE THE PARTS FOR YOUR FACE

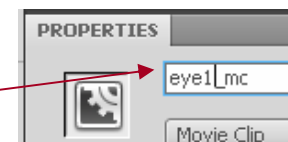


- Add a new layer by clicking on the **Insert Layer** button that is below the timeline. **Rename this layer 'parts'**.
- We will begin by drawing just one part that can be dragged. You can add more later. Use the draw tools to draw an eye. Select the eye and press **F8**. In the box that appears, give the eye the name **eye1_mc** and choose the **movieclip** type. In the registration option, click on the centre square. If you don't do this your eye will be too hard to pick up.



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- Click on the eye and then open the Properties panel. Give your eye an instance name by adding **eye1_mc** in the instance name cell.



3. ADD THE ACTIONS TO MAKE YOUR GAME WORK

- Add a new layer by clicking on the **Insert Layer** button. Rename this layer 'actions'.
- Click on the first frame in this layer and **press F9**.
- In the Actions Panel that has appeared, type in the following (Note that I have made the curly brackets pink so they stand out)

```
eye1_mc.addEventListener(MouseEvent.CLICK, pickupObject);  
eye1_mc.addEventListener(MouseEvent.CLICK, dropObject);
```

```
function pickupObject(event:MouseEvent):void {  
    event.target.startDrag(true);  
}  
function dropObject(event:MouseEvent):void {  
    event.target.stopDrag();  
}
```

- Close the actions panel by pressing **F9** and then press **Ctrl + Enter** to test your game. You should be able to drag and drop the eye.

4. ADD MORE DRAGGABLE PARTS

Create some more parts by repeating the steps from step 3b onwards. Note that each part will need its own unique instance name e.g. **eye2_mc**, **nose1_mc** etc. When you get to adding the script - just copy the first two lines shown in purple and change the name from **eye1_mc** to the name of the new part.

5. SAVE AND PUBLISH YOUR GAME

by clicking on these options in your File menu.

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