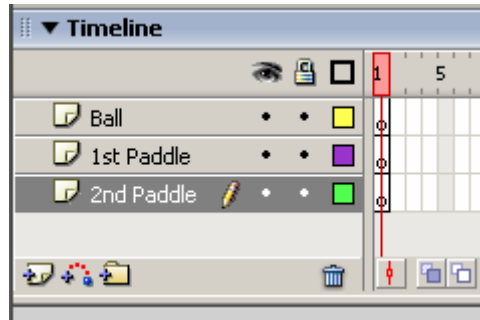
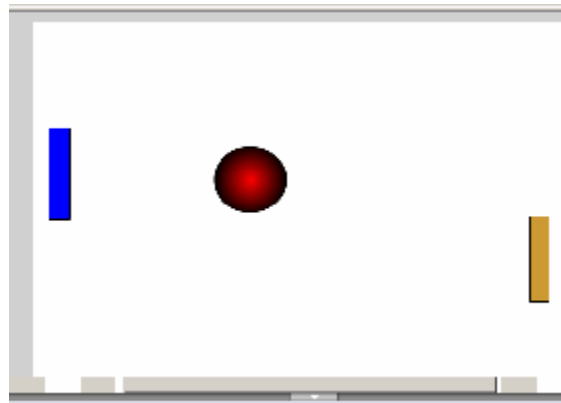


Create a Simple Ping Pong Game Using Flash CS3 – June 21 R. Berdan

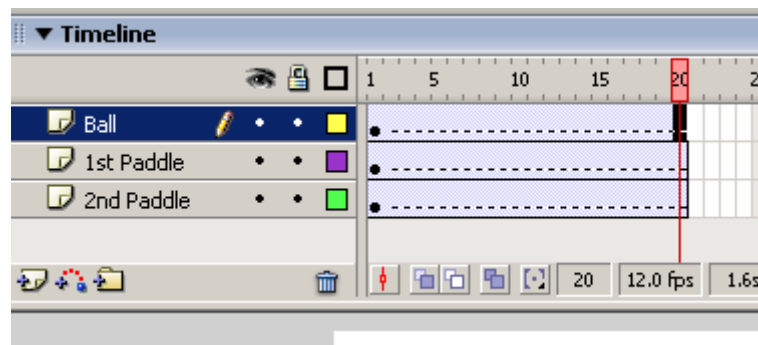
1. Open a new Flash document and add two more layers – label the layers from top to bottom, Ball, 1st paddle, 2nd paddle.



2. In the Ball layer create a ball, on the 1st paddle layer create a rectangle (paddle) on the left side, and on the 2nd paddle layer create a paddle on the right side.

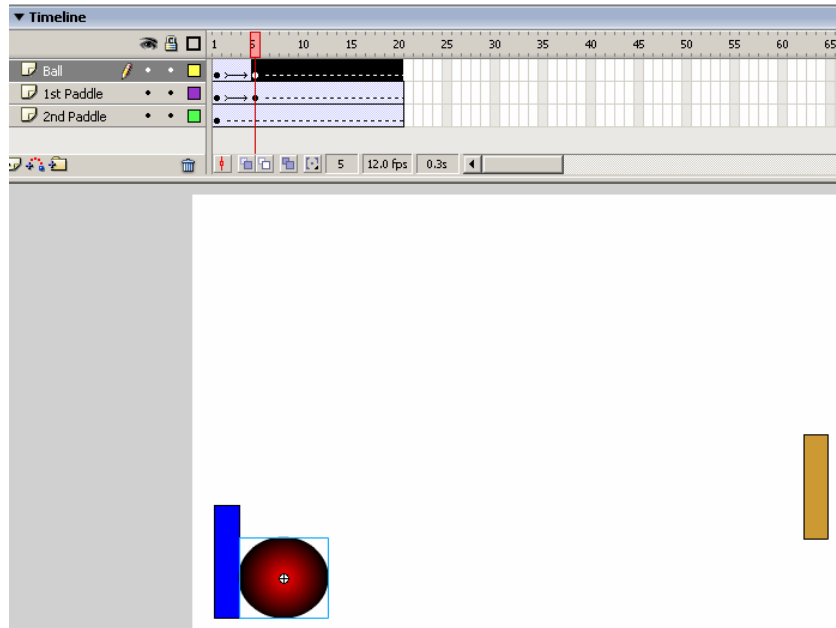


3. Select frame 1 in all 3 layers (shift click to select all 3) then right click and select Create Motion Tween (Flash will automatically convert each shape into a symbol) and give all the frames the motion tween property.
4. In the time line select frames 20 in all three of the layers (shift click), the right click and from the pop up menu select> insert frame. Flash extends all three layers placing a dotted line to indicated that the tween is incomplete.



- Place the red playhead at frame 5 then Move the ball to the bottom left corner and then move the left paddle to the bottom left corner so they touch each other. Flash will automatically create keyframes at this point in the time line.

6.



- In the time line move the playhead to frame 10 and move the ball to the right to where you want it to contact the 2nd paddle – move the 2nd paddle so they touch. Move the playhead again to 15 and move the ball back to the left side and move the left paddle to meet, then move the playhead to the right frame 20 so the ball and paddles touch.
- From here on you can modify the background e.g. make into a hockey rink or soccer field, you could add sound effects to the keyframes where the ball touches the paddle. Then you can add music or a variety of animations to turn this into a game. The amount of interactivity that can be added is only limited by your knowledge of actionscript.
- Save this game then publish it as programname.exe file and burn it on a CD ROM. To make the CD rom autostart add a text file in the root of the CD ROM along with the program.exe you create. Use notepade to create the text file

```
[autorun]
OPEN=programname.exe
ICON=programname.exe
```

Save this file as autorun.inf and make sure you copy it to the CD along with the programname.exe that your create. The file will be hidden from view on the CD unless you select view hidden files. The script will cause the programname.exe file to autostart when you place it into a CD or DVD reader and can be used with any Flash .exe file

To make the game more interesting include a start stop button and add sound effects when the ping pong ball or what ever you decide to use to bounce around the screen hits the paddles. See some samples by previous students. Let you imagination go wild!