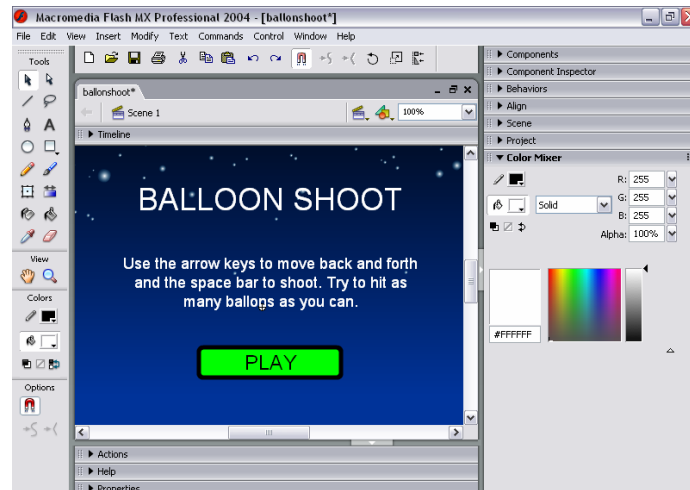


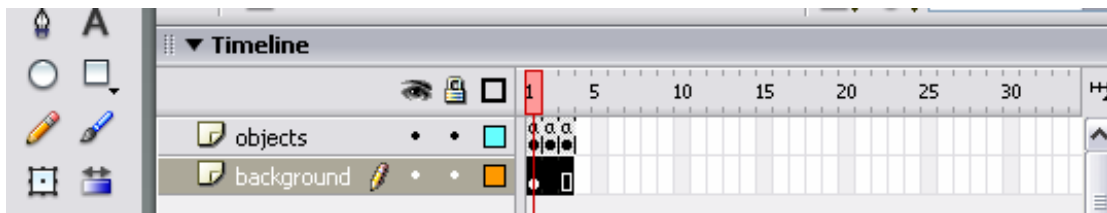
## Your Flash game – part 1: Introduction + creating the backgrounds

1. Follow the instructions to load the example game. This is the game you will be able to develop into your own creation! 😊

Your screen should look something like this:



2. Save the file to your home area. Press { FILE > SAVE AS }
3. OK. Now the tricky stuff begins! Click on 'Timeline' to reveal the Flash Timeline. This shows the **different frames** that your game has.



4. The game uses 3 different **frames**. Our work today will involve editing and manipulating objects in each frame.

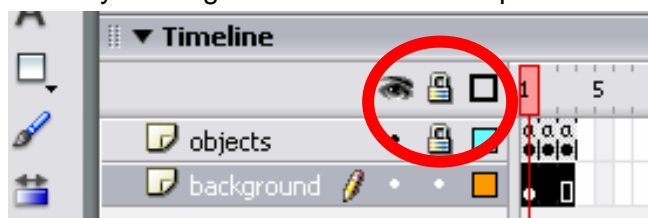
However, there are also **layers**. Our game has 2 layers – one saying '**Objects**' the other saying '**Background**'

5. The first task is to create your own background for the game. You will use the skills from Unit 1!

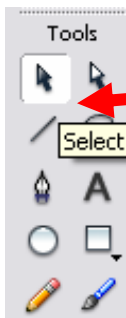
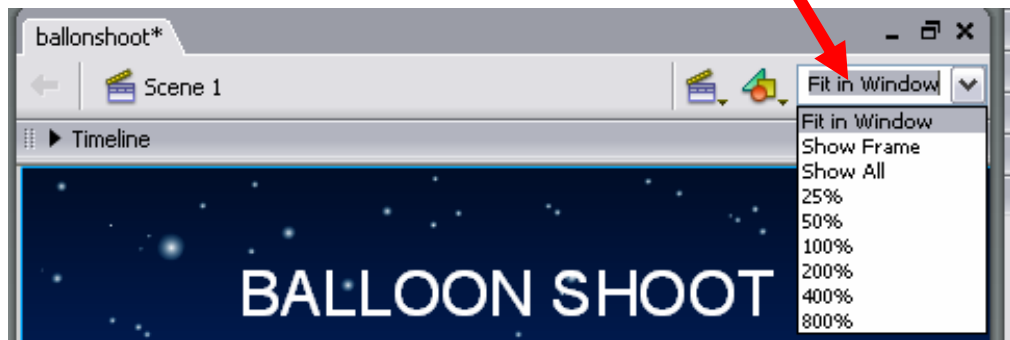
Remember what you can already do – draw with a pencil, draw shapes and do 'funky fills'.

6. We don't want to damage any of the other objects in the game, so firstly 'lock' the objects layer.

Do this by clicking on the dot below the padlock. It should look like this:



7. You can also **hide** the locked layer. Look at your screen and try and figure out how to do this. The writing should disappear but the background should remain. Clue: Use your **eye**.
8. You need to think about the background. Think carefully. It could be a background showing the night sky, it could be a sunny day, it could be underwater, it could be on Mars! It could be a multi-coloured extravaganza. **Totally up to you.**
9. Minimise the Timeline (remember how?) and select 'Fit to Window' as shown below:



10. Click on the 'Selection tool' and Double-click on the background

11. Now experiment away.

- To get rid of the current background, click it and press delete!
- You can 'undo' any of your actions – try to work out how.
- Think about using the different fills that you have.
- Include any extras you can think of – add different shapes with fills, draw hills, mounds or dunes. Express yourself!
- TIP: Try to fill the entire background as blank sections of white won't look very good.

**You have 15 minutes to create the ultimate game background.**

Try to be a subtle, clever and innovative.

Not succeed? Don't worry. Reload the game file and have another go.

You will now have the chance to play your game for the first time.

Remember, you are now a game developer rather than a player – so try to think about how to improve your game. **How could you make the background better?**

**Make the changes now.**



Not quite right? Well, edit it then....