

INTERACTION

CHANGE DIRECTION

----- EXTRA CREDIT

// initialize the application ie register eventlisteners

initShip()

// remove listeners, and object clean up

exitShip()

// Initiates exitShip when navigation is used

onNextDown()

----- A LEVEL

// captures keys pressed

onKeyPress()

// Stop ship

onStopShip()

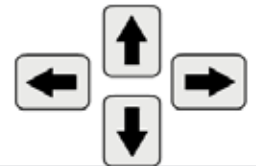
// Moves ship

onMoveShip()

Change Direction

DIRECTIONS

1. Press space to stop the ship.
2. Arrow keys should starting moving the ship in the pressed direction and rotate the ship in the appropriate direction.



next

See interaction.pdf for help and hints on methods .

INTERACTION

DISTRIBUTION + COLLISION

----- EXTRA CREDIT

// initialize the application ie register eventlisteners

initBee()

// remove listeners, and object clean up

exitBEE()

// Triggers end game via mouse click

onNavClicked()

----- A LEVEL

// Moves the Bee and checks


// for collision

onMoveBee()

Distribution + Collision

DIRECTIONS

1. Create 8 copies of the bee
2. The bee's should fall from random x positions no wider than the platform. Starting at the top of the screen and falling into the platform.
3. On collision play animation, at the end of the animation remove from the display stack.



prev next

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INTERACTION

TWEEN CLASS

----- EXTRA CREDIT

// initialize the application ie register eventlisteners

initTween()

// remove listeners, and object clean up

exitTween()

----- A LEVEL

// Moves the box via click

onClickedTween()

// sends the box back

onReturn()

Tween Class

DIRECTIONS

1. Use the tween class to move the box from one the start to the end accorind go the markers on the stage.
2. Start the animation when the stage is clicked.
3. The box must bounce.
4. Using tween events reverse the animation after the first animation has completed.

Start here

End here

prev

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