

TEESSIDE UNIVERSITY

SCHOOL OF COMPUTING

INTERACTIVE ANIMATION

ICA Component 2

Flash Game Documentation



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1. INTRODUCTION

This Report outlines the journey from inception to the completion of a suite of 3 games made in Adobe Flash CS6.

2. GAMES DESCRIPTION

These games are based on an actual episodes from the Children's cartoon TV show called "SpongeBob Squarepants"

- i. **Learning to spell** the characters in game 1 are learning to spell and so the objective of this game is to drag a character to its corresponding white box with the characters initials inside. If the character goes to a box that is not the right one then an audio of a "laughing baby" (Schneider 2013) will sound.
- ii. **Where is Plankton?** In this episode, one of the characters is sitting on or concealing poor little Plankton, the user needs to click on a character to reveal whether or not Plankton is underneath, when Plankton is finally revealed an audio of an applause will occur.
- iii. **Balloon Ascend** SpongeBob has missed his last bus home and is trying to escape some very weird looking bottom dwellers (SpongeBob thinks they are attempting to hurt him) they are not, he devises a way home by using balloons to ascend to the top, your job is to shoot the poor guy down and score 5 points every time you hit him.

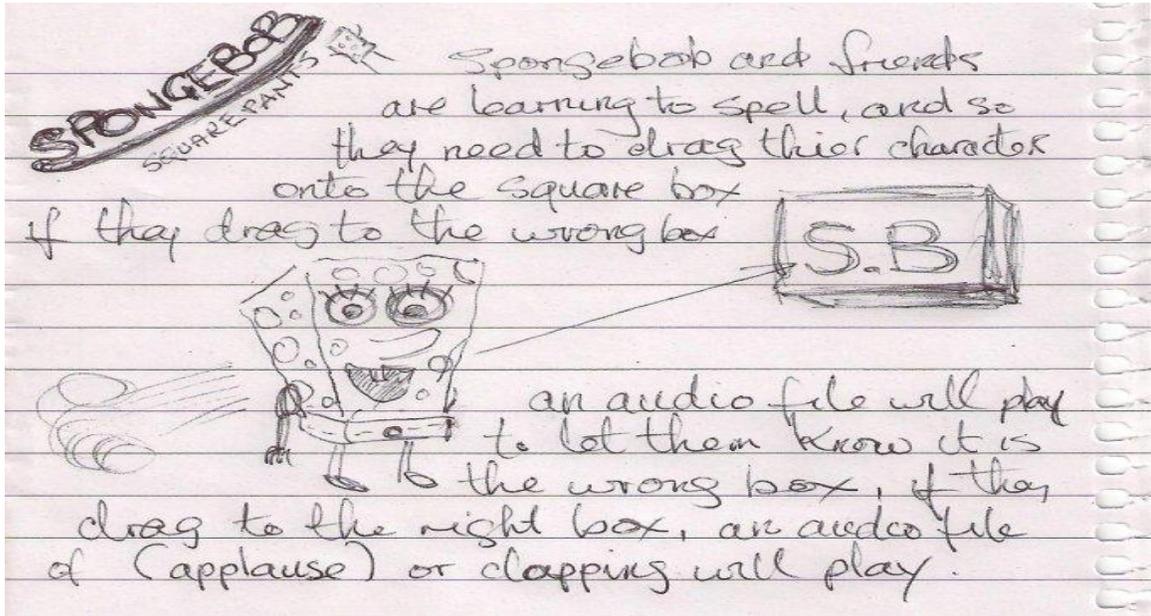
3. SUMMARY OF DESIGN ISSUES

In designing this suite of games the target audience was defined as the audience that would view the TV show as young children from the age of 3 to 12 year olds.

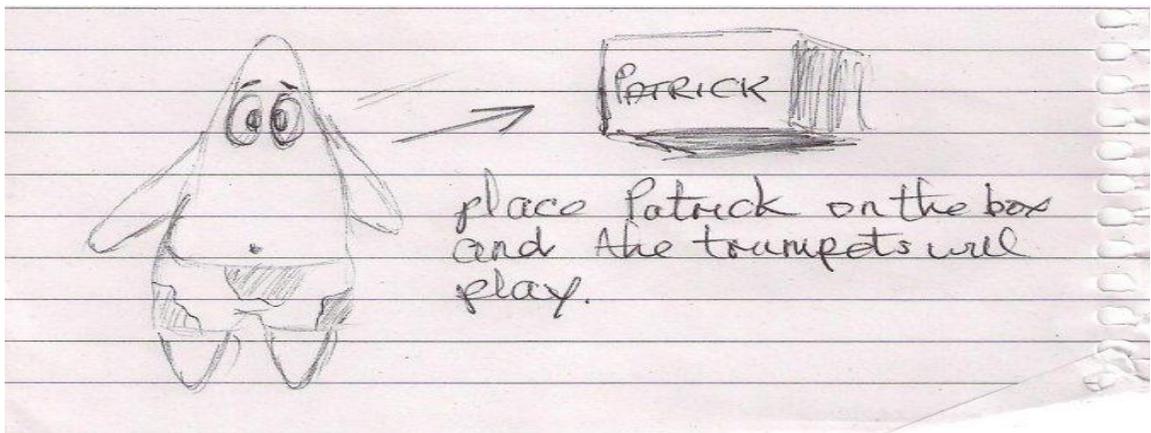
The look and feel of the games would be as the TV show, as to my choice of color and the font style, I used a font and characters (images) downloaded from sbmania.com (Hillenburg, Stephen 2013) as referenced.

4. MOODBOARDS/STORYBOARDS/WIREFRAMES

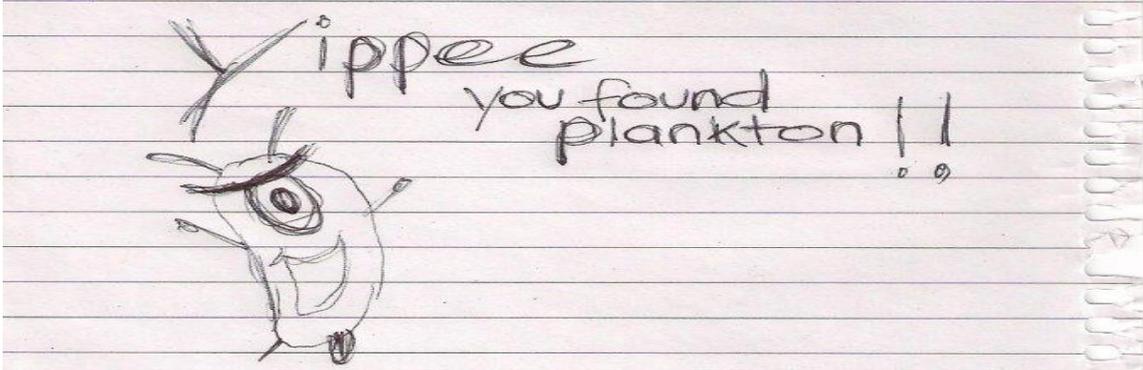
Game One



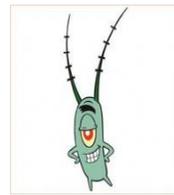
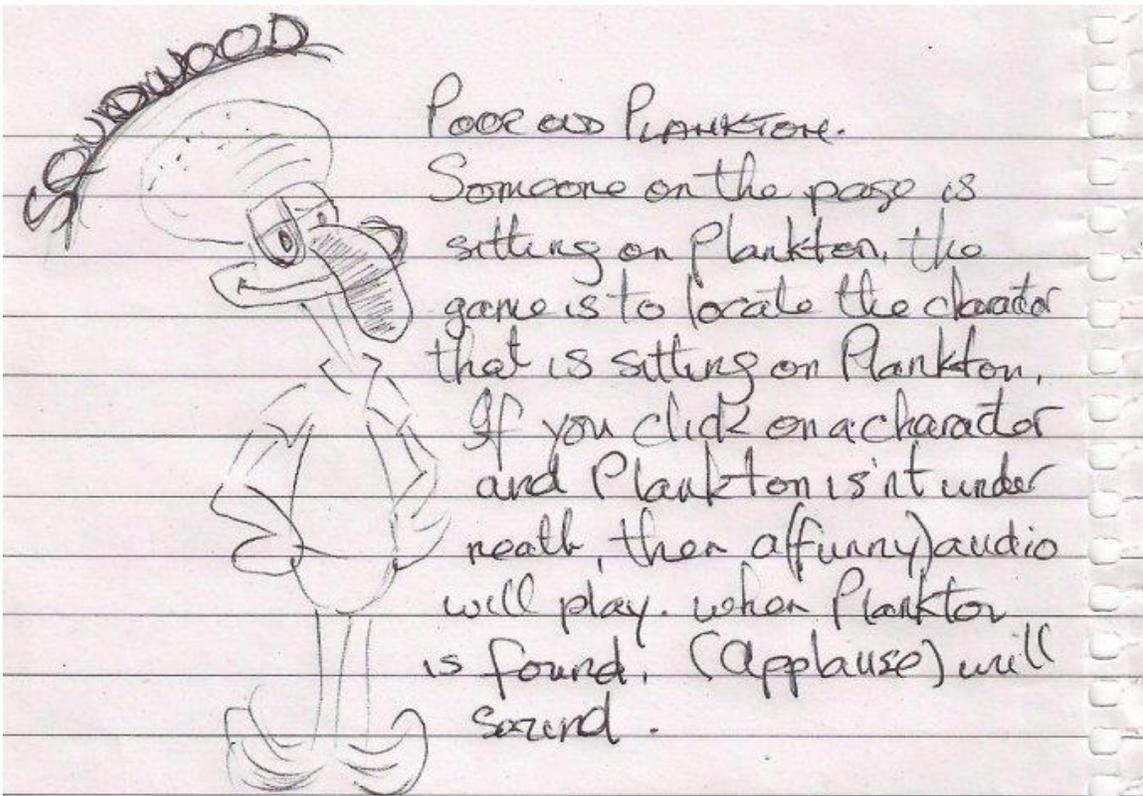
Game One



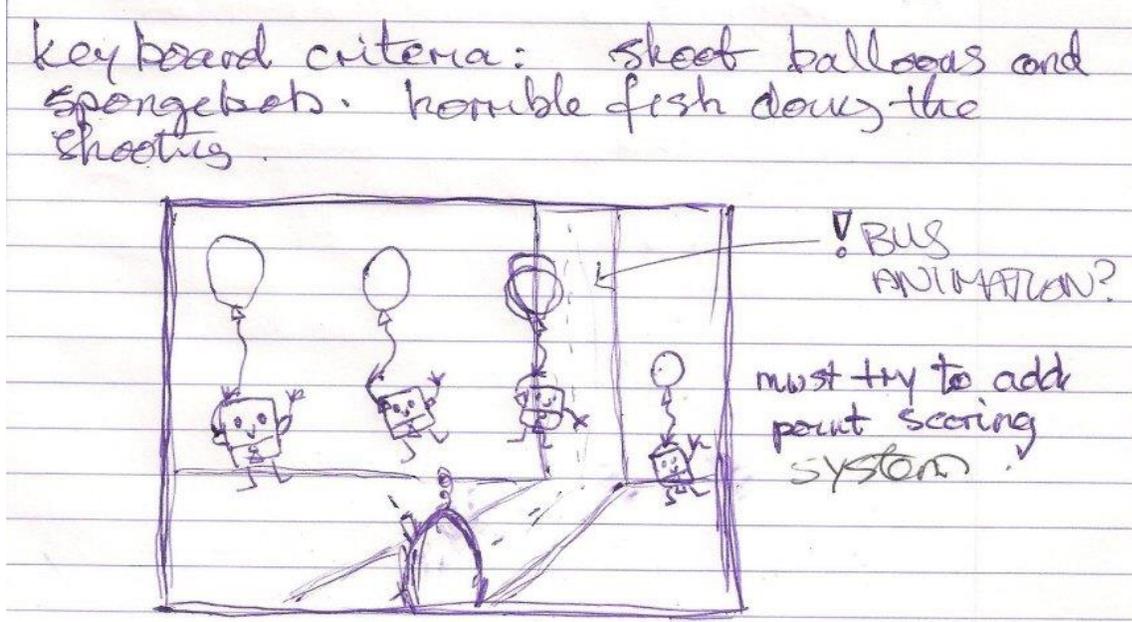
Game Two



Game Two



Game Three



5. SUMMARY OF EVALUATIONS

PEER EVALUATION – MILESTONE 1

Ryan Brewer

Ryan told me that he thought the game should have a “splash screen” at the beginning and also he thought some sound would create a more fun atmosphere, I agreed to both and implemented audio on game 1 and game 2.

PEER EVALUATION – MILESTONE 2

John Munster

When John and I evaluated the games at this point, he felt that the color and flow of the games were good but did find a bug in game 1, it turned out to be an “unnamed instance” of an object which I located and fixed.

PEER EVALUATION – MILESTONE 3

Adrian Lastovicka, Callum and James

At this final evaluation the games were running pretty smooth and a few good suggestions were made, one being perhaps I could slow down SpongeBob as he descends on his balloon in game 3, I took that into account, tried it and it worked for me, so I went with that.

LEGAL AND ETHICAL CONSIDERATIONS

SpongeBob Squarepants was created by Stephen Hillenburg. SpongeBob Squarepants and all related titles, characters and logos are trademarks of Viacom International Inc. All other trademarks are properties of their respective owners. All images and videos are copyright Nickelodeon and Viacom, respectively.

Basically, I in no way own or created SpongeBob. This is simply a suite of games made in appreciation for the little square dude.

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Audio from

Schneider, Daniel K. (2013) *Flash CS6 desktop tutorial*, [Online], Available: http://edutechwiki.unige.ch/en/Flash_CS6_desktop_tutorial [10 Jan 2013].

