

A STUDY ON GAME GENRE AND DEVELOPMENT OF A 2D ROLE PLAY GAME ENTITLED 'GOKU' BY USING ADOBE FLASH

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ABSTRACT

The area of study focuses on 2D graphic and animation design as well as ActionScript 3.0 of Adobe Flash to develop 2D Role Play Game entitled 'GoKu' with interactive animation. Based on famous cartoon – Dragonball with storyline animations. The users can watch the animation as well as play the game. Interactions off game, map calculation, fighting scenes, item object collection are all coded with ActionScript 3.0. Additional study will be conducted on the current RPG games, tools used for the development and comparison on the different types of games.