

# **DEVELOPING A STRATEGY SHOOTING GAME WITH 2D ANIMATION USING MACROMEDIA DIRECTOR AND MACROMEDIA FLASH**

Prepared by: Chan Kin Lunn

## **ABSTRACT**

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The area of research focuses on advanced scripting of Macromedia Director as well as Macromedia Flash to come out with an interactive animation and shooting game. Basically this interactive animation is something to do with letting the users to choose their endings of the story. Besides the interactive animation there will also be shooting games included in the middle of the animation. This enables the user to watch the animation as well as play the game. Additional research will be conducted on the current shooting games, tools used for the development and comparison on the different types of shooting games.