

A STUDY OF THE ADVANCED ACTION SCRIPTS AND 2D ANIMATIONS OF MACROMEDIA FLASH AND IMPLEMENTING THEM IN A MARTIAL ARTS GAME

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ABSTRACT

This project aims to implement the action scripts in order to create a martial arts gaming system. In this project, there are 2 kinds of options in order to start playing the game 'single mode' or 'versus mode'. Single mode means human versus computer A.I. and versus mode means human versus human. All the actions controlled by using keyboard, user just have to read through the user manual, which have already provided in how to control the fighter's movements and actions. In this project, interactive is achieved. This game has full used of multimedia elements in order to achieve user-friendly interface and interactivity.