

IMPLEMENTATION AND DEVELOPMENT OF A 2D INTERACTIVE MOVIE

Prepared by: Poon Chee Leong

ABSTRACT

This project aims to develop an interactive movie by using Macromedia Flash MX in 2D form. It is to show the usefulness of Macromedia Flash MX and action script on making the animation movie smooth and remains a small file sizes. Some multimedia element will be added in this movie to increase the interactivity between the movie and the target audience. The main aim is to provide audience with a movie that they can interact with and play at the same time. The benefits of the movie is that it is interactive that user will be able to make their own decision making on deciding how the storyline should proceed. This will encourage the user to watch it again and again due to the different storyline and game that the movie provided. This is to provide user with higher entertainment and gets to interact with the movie at the same time.