

# **A STUDY ON ADVANCED ACTIONSCRIPTS AND DEVELOPMENT OF INTERACTIVE GAMES WITH 2D AND 3D ANIMATION FOR CHILDREN BETWEEN 8-12 YEARS OLD**

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## **ABSTRACT**

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The aim of this project is to study on advanced action scripts of Macromedia Flash MX to create an interaction game for kids. It is basically a game software, which has few types of games for the users to choose and play. The key investigation area of this project is the scripting technology used to manipulate 2D and 3D graphics and animation. The interface will be developed using Macromedia Flash MX, which will create a real life illusion for the player with the integration of the 2D and 3D animation/graphics. The action script that is integrated with the keyboard will control the movements of the game. The project is to prove that action script is a powerful tool that can be applied in creating games software. The benefit of this game software is not to create a pixel-perfect perspective, but also to get close enough to allow the player's imagination to take over and make the player feels like playing or racing into the screen.