Carnival Games
8th Grade 'Pro Apps.' Project – 130 pts.
Students will be design and build a Flash animation which will appear on "Devil's Digest"

1. Storyboard (10 pts)	You have a choice of two types of Carnival Games that you may submit (these are the easiest to create): 1: Race – take a look at the examples of cars, rockets, planes, lawn mowers, etc. you must include a minimum of three different vehicles (eg. car, plane, rocket, boat, etc.). These vehicles should be different colors. The race should occur in front of at least 3 different scenes (backdrops); view the examples provided to you on the class website. 2. Shell Game – take a look at the "Devil & Cones", "Card Games" "Moving Hats", etc. You must include a minimum of 3 cards or shells (cones, hats, etc.). Draw and submit a storyboard. Everything in the animation must be reflected in the storyboard, or points will be taken off. Students are allowed to edit the storyboard as you build your animation. I must authorize your game prior to you beginning to build it. Note: Your Carnival Game must have an RLS theme!
2. Images **Edit, Export,** (15 pts)	1.You have been taught how to create and export images in Photoshop. I recommend you find the images you want online (Google Images) and then edit them in Photoshop. 2. Create a folder on the desktop called "YourName_CarnivalGame". 3. Export (MM/File/Save for Web) the images you edited to the folder on your desktop. **Must Export as a ".png".**
3. Open Flash & **Resize the Stage.** (5 pts)	Open Flash. Save this file to the folder you created on the desktop. Increase the size of the Stage: MM/Modify/Document, and increase the dimensions to width:1100 px and height: 700 px. Nicely line up all items on the stage. Turn on the Ruler, Guides and Grid: MM/View/ Ruler & Grid & Guides.
4. Import to Flash Library **Symbol to Stage** (5 pts)	Import to Flash Library: Remember to always import the image to the Library and then bring the Symbol onto the Stage. Resize the image if it is necessary. (**Note**: Flash will only import .png files – other files, like .gif, will not be recognized.)
5. Layers (5 pts)	Create a Layer for each item on the Stage – including all text.
6. Add Text (10 pts)	Your Carnival Game must include text clearly explaining what the viewer needs to do, AND, if it is a card or shell game, there must be a three second count down followed by the word, "Guess?"
7. Motion (30 pts)	• If you create a Shell Game or a Card Game, then you must include a minimum of 3 cards or shells (cones, hats, etc.). • If you create a race, then you must include a minimum of three different vehicles (eg. car, plane, rocket, boat, etc.). These vehicles should be different colors. The race should occur in front of at least 3 different scenes (backdrops); view the examples provided to you.
8. Frame Timing (5 pts)	When creating motion, or even when presenting text, select an appropriate number of frames so that the viewer can have a chance at guessing the winner and not become frustrated. In other words, don't make it to fast, nor too slow.
9. Length of Time (5 pts)	Your game shall be shorter than 20 seconds and no longer than 30 seconds. (Note: the length of your film will increase to 28 to 38 seconds after you add a Live Type Intro & Con – see below.)
10. Export to a Folder (5pts)	Export your game to the folder you created on your desktop (MM /File /Export /Movie / 'Format': Quicktime). Title your game: "YourName_CarnivalGame."
11. Music	Add a music file to the desktop folder. The music may not have lyrics. Have the sound match your games look and feel.
12. LiveType: Intro.&Con. (15 pts)	1.Create a brief 4 second introduction with a title of your choosing for your game. 2.Create a brief 4 second credits, with your name, to be placed in the conclusion of your game. 3.Export both your Intro and Credits to the folder you made on the desktop (MM/File/Render Movie – remember to select "Render Background").
13. Assemble Video in **Final Cut Express** (15 pts)	You are going to assemble your Carnival Game in Final Cut Express. All the pieces necessary to make your Carnival Game need to be in the desktop folder you created. Open Final Cut and have the settings focus on your desktop folder. Save Project. Import your Flash, LiveType, and Music Files. Begin building your Carnival Game on the Timeline. Export final Game to the folder on your desktop: MM/File/Export/Quicktime. Title it "FinalCarnivalGame_YourName".

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