

PROJECT 1: FLASH PROTOTYPE

Part Four

You're now ready to build a working prototype of your design. Use Adobe Flash and Actionscript to bring your idea to life.

This is a prototype – you're using it to learn about how people interact with your design. You'll need to decide which elements of the interaction are the most important to try out, and focus your implementation on those elements. (Don't prototype the File Open dialog box, for example.)

It's fine to have only predefined paths through your application functional – like a supermarket cart that only accepts grapes and orange juice, even if others look selectable.

Deliverable:

- Working Flash prototype of your design. Due January 12th in class.