



Novel Games

**Boat Fishing Flash Game
Customization Guide**

Version 1.0



Novel Games

Web Site: <http://www.novelgames.com>

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Modification History

<i>Version</i>	<i>Date</i>	<i>Description</i>
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Introduction

This document describes the source codes of Boat Fishing game and the ways to customize the game.

In order to use the source code your computer should have Flash Professional 8 or above installed. You should also have basic knowledge of the Flash authoring environment, such as the steps to change a picture and the steps to change the value of a variable, etc.



Directory Structure

The source codes are arranged in the following directory structure:

```
+
+-- fishing.pdf (this file)
+-- common
|   +-- com
|       +-- novelgames
|           +-- flashgames
|               +-- common
|                   +-- MainDevelopment.as
+-- fishing
    +-- fishing.flc
    +-- fishing.swf
    +-- fishing.htm
    +-- com
        +-- novelgames
            +-- flashgames
                +-- fishing
                    +-- Config.as
                    +-- other ActionScript .as files
```

To build the game, you should open fishing\fishing.flc in Flash 8 and then publish it. The file fishing.swf in the same directory is the compiled swf file for your reference.

The file fishing.htm contains sample HTML codes for you to use in your web site.

All the ActionScripts are arranged in class files put in the fishing\com\novelgames\flashgames\fishing folder.

Depending on what you'd like to customize, you will need to modify different files:



- 1) If you want to change the graphics and the sounds, then you should edit the fla file.
- 2) If you want to tune some parameters of the game, then you should edit the Config.as file.
- 3) If you want to add the support of high scores, the credits page, or the volume control buttons, then you should edit the MainDevelopment.as file.
- 4) If you want to change the behaviour of the game and such changes cannot be achieved by tuning the game parameters as in 2) above, then you should edit the ActionScript .as files.

We will discuss 2) and 3) in the next two sections.



The Configuraton File (Config.as)

In this section we'll explain the parameters in Config.as and how they affect the behaviour of the game.

Parameter	Description
FISH_INFOS	The information about different types of fishes, the information of each fish is written as an array of [relative appear rate, minimum speed, maximum speed, score] where the speeds are in pixels per second
FISH_MINAPPEARINTERVAL	The minimum time (in milliseconds) between the appearance of two fishes
FISH_MAXAPPEARINTERVAL	The maximum time (in milliseconds) between the appearance of two fishes
FISH_MINY	The minimum y coordinate (in pixels) of the fishes
FISH_MAXY	The maximum y coordinate (in pixels) of the fishes
BOAT_SPEED	The speed (in pixels per second) of the boat
HOOK_SPEED	The speed (in pixels per second) of the hook
HOOK_TOP	The y coordinate (in pixels) of the top of the hook relative to the centre of the hook
HOOK_LINECOLOUR	The colour of the line, in 0xRRGGBB format
HOOK_LINETHICKNESS	The thickness of the line, in pixels
HOOK_MAXY	The maximum y coordinate (in pixels) of the hook
HOOK_RADIUS	The radius of the hook
TIMELIMIT	The time limit in seconds
SCOREPOPUP_STAYTIME	The number of milliseconds the score popup will stay for
SCOREPOPUP_MOVETIME	The number of milliseconds the score popup will move for
SCOREPOPUP_MOVEHEIGHT	The height the score popup will move to, in pixels
SCORE_COLLECT	The score awarded for collecting a fish
SCORE_COLLECTEXTRA	The score awarded for collecting an extra fish with one hook



Optional Functions (MainDevelopment.as)

If you want to support high scores then you'll need to modify the following 2 functions in this file:

```
public function showHighScores():Void {  
    trace("showHighScores()");  
}  
  
public function showEnterHighScore(score:Number):Void {  
    trace("showEnterHighScore(" + score + ")");  
}
```

The `showHighScores` function will be called if the high scores button is clicked.

The `showEnterHighScores` function will be called when the game has finished and the score of the user has been calculated.