Novel Games

Flying Kiwi Flash Game Customization Guide

Version 1.0

Modification History

Version	Date	Description
1.0	2007-8-1	First Draft

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Introduction

This document describes the source codes of Flying Kiwi 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:

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

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

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

All the ActionScripts are arranged in class files put in the kiwi\com\novelgames\flashgames\kiwi 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
ENGINE_MINXSCALE	The minimum x scale (in percents) of the engine
ENGINE_MAXXSCALE	The maximum x scale (in percents) of the engine
ENGINE_MINYSCALE	The minimum y scale (in percents) of the engine
ENGINE_MAXYSCALE	The maximum y scale (in percents) of the engine
ENGINE_PERIOD	The period (in milliseconds) of the movement of the engine
SCROLL_SPEED	The scrolling speed of the background
SCROLL_BACKGROUNDWIDTH	The width (in pixels) of the scrolling background
POWERBAR_CLEARTIME	The time (in milliseconds) the power bar will take to clear during level clear
STAR_MINX	The minimum x coordinate (in pixels) of the stars
STAR_MAXX	The maximum x coordinate (in pixels) of the stars
STAR_MINY	The minimum y coordinate (in pixels) of the stars
STAR_MAXY	The maximum y coordinate (in pixels) of the stars
STAR_LINEY	The y coordinate (in pixels) from where the stars are hang
STAR_LINECOLOUR	The colour of the lines hanging the stars, in 0xRRGGBB format
STAR_LINEALPHA	The alpha of a lines, from 0 to 100 where 0 means completely transparent, 100 means completely opaque
STAR_LINETHICKNESS	The thickness (in pixels) of the lines
STAR_TOTAL	The total number of stars
STAR_POWER	The power increase given by a star, in ratio of full power
STAR_FLYSPEED	The flying speed (in pixels per second) of the stars
SEESAW_WIDTH	The width of the seesaw
SEESAW_LANDMAXDISTANCE	The maximum landing distance from the tip of the

	seesaw
KIWI_ACCELERATION	The acceleration of the kiwi, in pixels per second squared
KIWI_MINJUMPSPEED	The minimum jump speed of the kiwi, in pixels per second
KIWI_MAXJUMPSPEED	The maximum jump speed of the kiwi, in pixels per second
KIWI_FLYHEIGHT	When the kiwi's y coordinate is less than this number, it will change to a flying posture
KIWI_DEADWAITTIME	The number of milliseconds the spark will appear for when the kiwi crashes on the ground
KIWI_DEADDISAPPEARTIME	The number of milliseconds the spark will take to disappear
KIWI_DEADPOWER	The amount of power loss when the kiwi drops on the ground
LEVEL_INITIALPOWERTIME	The initial number of milliseconds the power will last for in a level
LEVEL_POWERTIMEDECREASE	The decrease in the time (in milliseconds) the power will last for in each new level
LEVEL_MINPOWERTIME	The minimum time (in milliseconds) the power can last for in a level
SCORE_STAR	The score awarded for getting a star
SCORE_POWER	The power awarded for getting a star
MESSAGE_LEVELTIME	The number of milliseconds the level text will be shown for
MESSAGE_CLEARTIME	The number of milliseconds the clear text will be shown for
MESSAGE_GAMEOVERTIME	The number of milliseconds the game over text will be shown for

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.