Novel Games

Lightning Flash Game
Customization Guide
Version 1.3

Modification History

Version	Date	Description
1.3	*2007-2-22*	*Updated Optional Functions section*
1.2	*2006-1-27*	*Added lightning.htm*
1.1	*2006-12-20*	*Added the TIME_BADPICTURE parameter*
1.0	*2006-9-11*	*First Draft*

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Introduction

This document describes the source codes of the Lightning Flash 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:

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

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

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

All the ActionScripts are arranged in class files put in the lightning\com\novelgames\flashgames\lightning 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
`LIGHTNINGPROBABILITY`	The probability that lightning will occur during a frame
`TIME_BADPICTURE`	The maximum time in milliseconds spent to take a nice picture
`SCORE_BASE`	The base score
`SCORE_PERMILLISECOND`	The score deducted for each millisecond of reaction time

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.