Novel Games

Crazy Taxi Flash Game Customization Guide

Version 1.0

Modification History

Version	Date	Description
1.0	2007-3-19	First Draft

Table of Contents

Introduction....4
Directory Structure....5
The Configuraton File (Config.as)....7
Optional Functions (MainDevelopment.as)....9

Introduction

This document describes the source codes of Crazy Taxi 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:

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

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

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

All the ActionScripts are arranged in class files put in the taxi\com\novelgames\flashgames\taxi 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
ROAD_X00	The x coordinate (in pixels) of the upper left corner of the road
ROAD_X01	The x coordinate (in pixels) of the upper right corner of the road
ROAD_X10	The x coordinate (in pixels) of the lower left corner of the road
ROAD_X11	The x coordinate (in pixels) of the lower right corner of the road
ROAD_Y0	The y coordinate (in pixels) of the upper corners of the road
ROAD_Y1	The y coordinate (in pixels) of the lower corners of the road
ROADVIRTUAL_WIDTH	The the width of the virtual road, conceptually the objects will be placed in the virtual road and then projected to the screen defined by the ROAD_XXX parameters above
ROADVIRTUAL_HEIGHT	The the height of the virtual road, conceptually the objects will be placed in the virtual road and then projected to the screen defined by the ROAD_XXX parameters above
NOOFLANES	The number of lanes in the road
MARK_COLOUR	The colour of the markings on the road, in 0xRRGGBB format
MARK_WIDTH	The width of the markings on the road, in virtual road coordinates
MARK_HEIGHT	The height of the markings on the road, in virtual road coordinates
MARK_SPACING	The spacing between two markings on the road, in virtual road coordinates
TAXI_INITIALLANE	The initial lane index of the taxi, the lane index counts from the left, starting at 0

TAXI_Y	The y coordinate of the taxi, in virtual road coordinates
TAXI_INITIALSPEED	The initial speed of the taxi, in virtual road coordinates per second
TAXI_MINSPEED	The minimum speed of the taxi, in virtual road coordinates per second
TAXI_MAXSPEED	The maximum speed of the taxi, in virtual road coordinates per second
TAXI_ACCELERATION	The acceleration of the taxi, in virtual road coordinates per second squared
TAXI_CHANGELANESPEED	The lateral speed of the taxi when it is changing lanes, in virtual road coordinates per second
TAXI_JUMPHEIGHT	The jump height of the taxi, in virtual road coordinates
TAXI_JUMPTIME	The total number of milliseconds the taxi will take to jump
TAXI_WIDTH	The width of the taxi, in virtual road coordinates
TAXI_LENGTH	The length of the taxi, in virtual road coordinates
TAXI_CRASHBOUNCE	The distance the taxi will be bounced off when it crashes another car, in virtual road coordinates
TAXI_CRASHSPEEDLOST	The percent of speed lost when the taxi crashed into another car
CAR_COLOURS	The colours of the cars
CAR_SPEED	The speed of the cars, in virtual road coordinates per second
CAR_WIDTH	The width of the cars, in virtual road coordinates
CAR_LENGTH	The length of the cars, in virtual road coordinates
CAR_HEIGHT	The height of the cars, in virtual road coordinates
CAR_MINSPACING	The minimum spacing between two cars, in virtual road coordinates
CAR_MINGROUPSPACING	The minimum spacing between two groups of cars, in virtual road coordinates
CAR_SPARKLEFT	The x coordinate of the spark when it is on the left of the car, in virtual road coordinates
CAR_SPARKRIGHT	The x coordinate of the spark when it is on the right of the car, in virtual road coordinates
CAR_SPARKSHOWTIME	The number of milliseconds the spark will be shown

THING_LEFTMINX	The minimum x coordinate of the things on the left side of the road, in virtual road coordinates
THING_LEFTMAXX	The maximum x coordinate of the things on the left side of the road, in virtual road coordinates
THING_RIGHTMINX	The minimum x coordinate of the things on the right side of the road, in virtual road coordinates
THING_RIGHTMAXX	The maximum x coordinate of the things on the right side of the road, in virtual road coordinates
THING_MINSPACING	The minimum spacing between two things, in virtual road coordinates
THING_MAXSPACING	The maximum spacing between two things, in virtual road coordinates
THING_FLAGONLEFT	Whether the check point flag will appear on the left
THING_FLAGONRIGHT	Whether the check point flag will appear on the right
THING_FLAGLEFTX	The x coordinate of the flag on the left, in virtual road coordinates
THING_FLAGRIGHTX	The x coordinate of the flag on the right, in virtual road coordinates
LEVEL_LENGTH	The length of road in a level, in virtual road coordinates
LEVEL_INITIALTIME	The initial time limit (in seconds) for a level
LEVEL_MINTIME	The minimum time limit (in seconds) for a level
LEVEL_TIMEDECREASE	The decrease in time limit (in seconds) for each level
LEVEL_INITIALGROUPSIZE	The initial size of a group of cars in a level
LEVEL_GROUPSIZEINCREASE	The increase in the size of car groups in a level
SCORE_TIME	The score awarded for each extra millisecond left when a level is finished
SCORE_LEVEL	The score awarded for finishing a level

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.