Novel Games

Hovercraft Racing Flash Game
Customization Guide
Version 1.2

Modification History

Version	Date	Description
1.2	2007-2-22	Updated Optional Functions section
1.1	2007-1-27	Added hovercraft.htm
1.0	2006-9-10	First Draft

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Introduction

This document describes the source codes of the Hovercraft Racing 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:

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

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

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

All the ActionScripts are arranged in class files put in the hovercraft\com\novelgames\flashgames\hovercraft 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
MOVEINTERVAL	The number of milliseconds between two moves
CAR_INCREASERATE	The acceleration (in pixels per move squared) of the car when the engines are on. That is, the speed of the car will increase by CAR_INCREASERATE pixels per move for each move
CAR_FADERATE	The deceleration (in pixels per move squared) of the car if the engines are off and the car is on the road
CAR_OFFROADRATE	The deceleration (in pixels per move squared) of the car if the engines are off and the car is off the road
CAR_WALLBOUNCE	The number of pixels the car will bounce back when it hits the war
CAR_CARBOUNCE	The number of pixels the car will bounce back when it hits another car
CAR_MAXSPEED	The maximum speed (in pixels per move) of the car
CAR_TURNSPEED	The turn speed (in degrees per move) of the car
NOOFLAPS	The number of laps
BASESCORE	The base score

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.