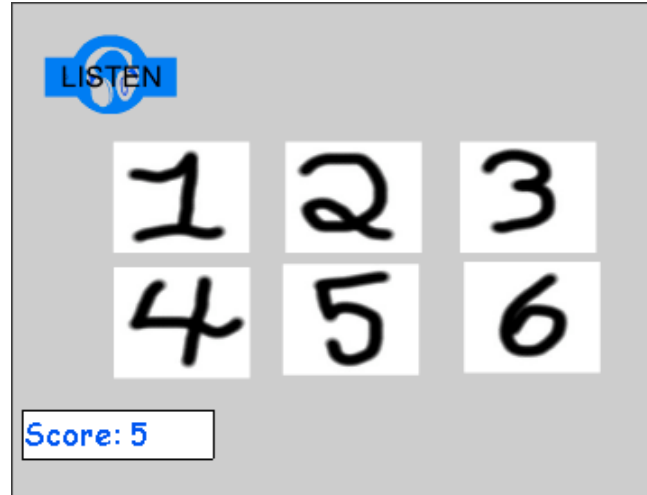


Creating a “match picture & sound” game in Flash 5



1. Create 6 graphics
2. Create 6 sounds
3. Import graphics and sounds
4. In the library, prepare the sounds for “linking:”
 - a. Click a sound
 - b. From the “options” menu in the library, select “linkage”
 - c. Click the radio button “Export this symbol”
 - d. In the Identifier panel, type a name for the sound
5. Drag the graphics onto the stage
6. Convert the graphics to buttons (Insert | Convert to symbol)
7. Script the buttons:

```
on (release) {  
    mySound = new Sound();  
    mySound.attachSound("one");  
    mySound.start();  
    _root.eval("one");  
}
```

****Note: the “one” text will be the name of the sound as you specified in the “linkage” step (step 4d).*

8. Make a “Play the sound” button
9. Script the button:

```
on (release){  
    if (_root.playNew == "yes") { _root.newSound();}  
    _root.playSound();  
}
```

10. Make a dynamic text field to show the score. Name it "scoreText"
11. Script the frame (click the frame in the timeline):

```
newSound();
_root.myScore = 0;
_root.scoreText = "Score: " + myScore;

function eval(myPic){
    if (myPic == _root.mySoundName){
        _root.myScore ++;
        _root.scoreText = "Score: " + myScore;
        newSound();
        playNew = "yes";
    }
}

function newSound(){
    soundNumber = Int(Math.random()* 6) + 1;
    if (soundNumber == 1){ mySoundName = "one"}
    if (soundNumber == 2){ mySoundName = "two"}
    if (soundNumber == 3){ mySoundName = "three"}
    if (soundNumber == 4){ mySoundName = "four"}
    if (soundNumber == 5){ mySoundName = "five"}
    if (soundNumber == 6){ mySoundName = "six"}
    playNew = "no";
}

function playSound(){
    mySound = new Sound();
    mySound.attachSound(_root.mySoundName);
    mySound.start();
}
```

12. Set the audio compression (in the publish settings) to a higher quality (MP3 format, at least 56 Kbps).