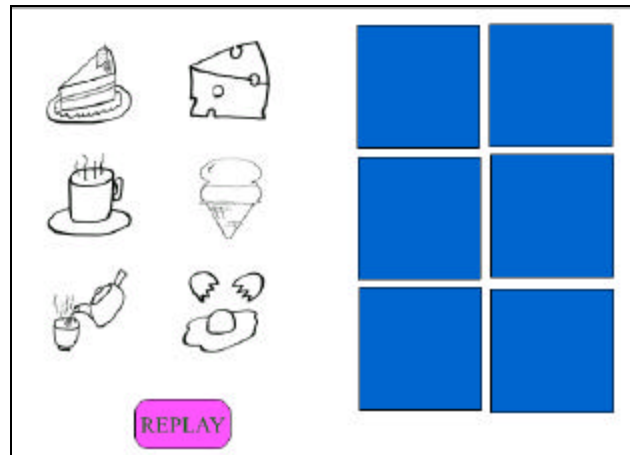


Making a “Drag-and-Drop Matching” Game in Flash



1. Import 6 pictures
2. Import 6 sound clips
3. Link the sound clips in sequence: “dest1”, “dest2,” ... “dest6”
4. Make a movie clip
5. Drag a graphic to the movie clip
6. Drag each movie clip onto the stage
7. Name each movie clip in sequence, “move1,” “move2,” ... “move6”
8. Script each movie clip:

```
onClipEvent (mouseDown) {
    if (hitTest(_root._xmouse, _root._ymouse, false)) {
        origX = this._x;
        origY = this._y;
        startDrag (this);
    }
}
onClipEvent (mouseUp) {
    stopDrag ();
    if (hitTest(_root._xmouse, _root._ymouse, false)) {
        myString = String(this._name);
        myString2 = myString.substr(length(myString)-1, 1);
        if (eval(this._droptarget) == eval("_root.dest"+myString2)) {
            this._x = eval("_root.dest"+myString2+"._x");
            this._y = eval("_root.dest"+myString2+"._y");
        } else {
            this._x = origX;
            this._y = origY;
        }
    }
}
```

9. Make a “destination” movie clip
10. Drag 6 instances of the movie clip to the stage
11. Name the movie clips in sequence “dest1,” “dest2,” ... “dest6”
12. Script each movie clip:

```

onClipEvent (mouseUp) {
    if (hitTest(_root._xmouse, _root._ymouse, false)) {
        mySound = new Sound();
        mySound.attachSound(this._name);
        mySound.start();
    }
}

```

13. Script the frame:

```

move1x = _root.move1._x;
move2x = _root.move2._x;
move3x = _root.move3._x;
move4x = _root.move4._x;
move5x = _root.move5._x;
move6x = _root.move6._x;

move1y = _root.move1._y;
move2y = _root.move2._y;
move3y = _root.move3._y;
move4y = _root.move4._y;
move5y = _root.move5._y;
move6y = _root.move6._y;

init();

stop();

function init(){
    gotoAndStop(2);
    //Build an array of the locations of the cards
    myItemArray = new Array("move1", "move2", "move3", "move4",
"move5", "move6");
    for (var x = 0; x < 6; x++){
        myItemArray[x] = parseInt(Math.random()*9) + myItemArray[x];
    }
    //Sort the array
    myItemArray.sort();
    //Now strip off the random number at the beginning of each item

```

```

        for (var x = 0; x < 6; x++){
            myItemArray[x] = myItemArray[x].substr(1,
myItemArray[x].length);
        }
        // Build an array of x-y coordinates of the cards
        myXArray = new Array(_root.move1x, _root.move2x, _root.move3x,
_root.move4x, _root.move5x, _root.move6x);
        myYArray = new Array(_root.move1y, _root.move2y, _root.move3y,
_root.move4y, _root.move5y, _root.move6y);
        //Set the locs of the scrambled array to the locs of the static array of locs
        for (var t = 0; t < 6; t++){
            myElement = eval("_root." + myItemArray[t]);
            myElement._x = myXArray[t];
            myElement._y = myYArray[t];
        }

        //Now we have to scramble the dest objects
        //Build an array of the locations of the cards
        myItemArray = new Array("dest1", "dest2", "dest3", "dest4", "dest5",
"dest6");
        for (var x = 0; x < 6; x++){
            myItemArray[x] = parseInt(Math.random()*9) + myItemArray[x];
        }
        //Sort the array
        myItemArray.sort();
        //Now strip off the random number at the beginning of each item
        for (var x = 0; x < 6; x++){
            myItemArray[x] = myItemArray[x].substr(1,
myItemArray[x].length);
        }
        // Build an array of x-y coordinates of the cards
        myXArray = new Array(_root.dest1._x, _root.dest2._x, _root.dest3._x,
_root.dest4._x, _root.dest5._x, _root.dest6._x);
        myYArray = new Array(_root.dest1._y, _root.dest2._y, _root.dest3._y,
_root.dest4._y, _root.dest5._y, _root.dest6._y);
        //Set the locs of the scrambled array to the locs of the static array of locs
        for (var t = 0; t < 6; t++){
            myElement = eval("_root." + myItemArray[t]);
            myElement._x = myXArray[t];
            myElement._y = myYArray[t];
        }
    }
}

```

14. Make a “reset” button

15. Script the reset button:

```
on (release){  
    _root.init();  
}
```