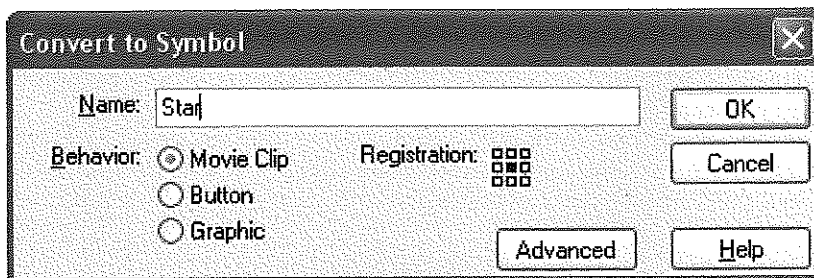


TASK 11: SCROLLING SPACE BACKGROUND

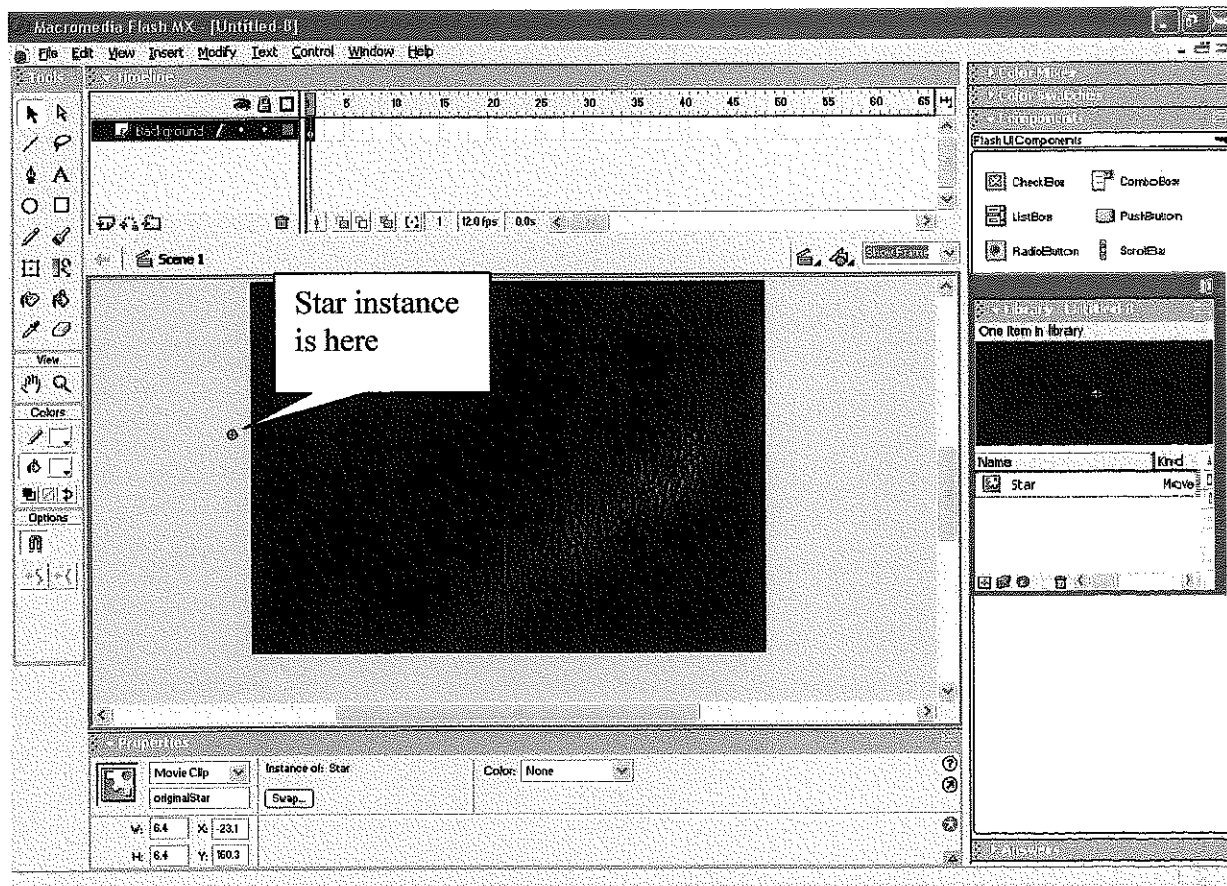
This exercise shows you how to create a scrolling 'space background'. You are to create the scrolling background. Then make a spacecraft to fly in front of this background under keyboard control with appropriate sound effects(s).

a) Making the background

- Open a *Flash* document.
- Set the stages colour to black and rename the layer *Background*.
- Draw a small white circle, group the outside stroke and fill and save it as a **movie clip symbol** (called *Star*).



- You have an instance of the *Star* on the **stage** - call the instance *originalStar* (this name is chosen to help the explanation about how the code works). Drag this movie clip just off the stage.



Insert a new layer and call it *Actions*. Enter the following Actionscript in the first frame of this layer:

```
onEnterFrame = function() {  
    with(originalStar) {  
        if(i%Math.floor(Math.random() * 2) == 0) {  
            i++;  
            _root.originalStar.duplicateMovieClip("star" + i, i);  
        }  
    }  
}
```

To do:

Using the **Actionscript Dictionary**, or other source, find out what the instruction `_root.originalStar.duplicateMovieClip("star" + i, i);` is doing.

Select the *Star* movieclip instance *originalStar* and attach the following Actionscript to it.

```
onClipEvent(load) {  
    if(_name != "originalStar"){  
        _x = -10;  
        _y = 5 + random((Stage.height - 5) - 5);  
        speed = Math.random() * (2 + random(15 - 2)) + 2;  
  
        if(speed >= 2 && speed <= 5) {  
            _xscale = 30;  
            _yscale = 30;  
        }  
        else if(speed >= 6 && speed <= 9) {  
            _xscale = 50;  
            _yscale = 50;  
        }  
        else if(speed >= 10 && speed <= 12) {  
            _xscale = 70;  
            _yscale = 70;  
        }  
        else if(speed >= 13) {  
            _xscale = 90;  
            _yscale = 90;  
        }  
    }  
}  
onClipEvent(enterFrame) {  
    _x += speed;  
    if(_x >= Stage.width) {  
        removeMovieClip(this);  
    }  
}
```

b) Spaceship

Design and create a spaceship for this movie. Add appropriate sound effects.

When you ran the movie where were the stars in relation to the spaceship? Fix the problem – Hint: Use the **Actionscript Dictionary** on the **Help** menu and look up `swapDepth`.

Note: The code for the scrolling background was developed from a game component by Andeus W from *www.flashkit.com*.

c) Extension

Modify the code so that the stars come down the screen.