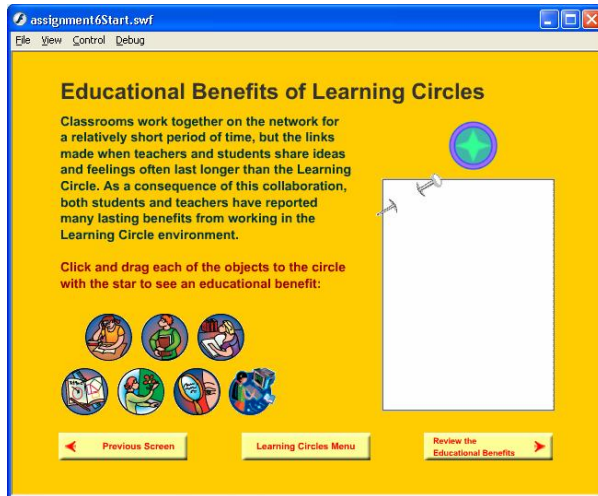


Assignment 06 – Drag And Drop Guidelines and Assessment Rubric

For this assignment we're going to reverse engineer the drag and drop interaction from a portion of one of our exemplar projects. Note you have a couple of files for this. The first is `assignment6Start.fla`, which contains all of the media already set up (including instance names) the second file is `assignment6Text.txt` which contains all of the prose you'll need to plug into the appropriate places. To be specific, you'll rebuild the embedded item found on Frame 4:



You should:

1. Make each of the circles with pictures draggable objects, with the idea that the user will drag them over to the circle with a star in the middle as the drop target.
2. Check for the appropriate drop target (circle with star in the middle)
3. If one of the circles is dropped onto the star, then show the relevant text in the dynamic text field immediately below the star (again, the text can be found in the `assignment6Text.txt` file)
 - a. After showing the text, make the circle invisible (hint move it off screen) so that the learner will know they've already looked at it.
4. If the circle is not dropped onto the star, then show the text prompting them to do so again (this is the last line found in the `.txt` file).
5. As you are dragging and checking for the appropriate target:
 - a. Make sure you can accurately detect the drop target (hint: use the `lockCenter` option of the `startDrag()` function).
 - b. Make sure your object won't run off the edge of the screen.

Note that this drag and drop is related to the most simple example we covered in the lecture video. The primary reason for this is I want you to start focusing less on assignments and more on your final projects.

Do take the time to look around Barry's other drag and drop interactions though, he's done something to handle a problem with stacking order that many of you are likely to encounter (note: this is NOT required for your final projects, but is a nice thing to add). His embedded item on Frame 9 is also an excellent example of providing recursive corrective feedback (a concept which we'll cover when we get into the specifics of embedded items).

If you are already well versed in Flash: Try to implement Barry's approach to making sure the circle that the user is dragging is always on "top" of the other circles. Use the `htmltext` property to format the text in slightly better ways (check the help file on `htmltext` for usable tags within flash). You might also want to experiment with stylesheets. You might also try an alternative to

moving the movie clip offscreen (such as setting the alpha level to 80%, or unloading the movieclip—the first is an appropriate visual cue that the learner has looked at it but allows them to go back if they want easily, the second simply eliminates the option altogether).

- Deliverables: flash development file (.fla)
- File Naming convention: assignment6{YourName}.fla (so if your name were Sam Walker you would name the file assignment6SamWalker.flas).

Assessment Rubric

Your assignment will be assessed using the following rubric:

Criteria	Points
Do you use a consistent naming convention for layers, symbols, and pseudo-symbols—in this case the image bitmaps? Did all of your layers have a meaningful name? (e.g. "layer 1" is not an option)	1 points
Is your project easy to change and update? <ul style="list-style-type: none">• you should have only the number of instances you absolutely need for each symbol.• you should use consistent tab stops for your code—don't be shy about using the autoformat button in the actions window.• Finally, you should not have any "magic numbers." For the purposes of this class, a magic number is defined as a value in ActionScript that is used in more than one piece of code, but not updatable in one place.	3 points
Do you have a well organized timeline (related layers are near each other, elements are where they are promised—e.g. student photos are in the pictures layer, not the buttons layer).	2 points
Are all of the required elements (see above) present and working correctly?	4 points
Total	10 points