

## Assignment 01 – Growing Mushrooms

### Guidelines and Assessment Rubric

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As part of an instructional piece on mushrooms you are going to create an animation showing their growth rate (sort of a time-lapse photography thing).

You'll need the following elements in your flash project:

- A mushroom (stem and head—the easiest way to draw this is to start with two filled ovals and then use the “reshaping” feature of the arrow tool).
- Some sort of “ground” for the mushroom to sit on.
- A crescent moon.
- Use a tween to move the moon from one end of the screen to the other.
- Use a tween to make the mushroom “grow” (the moon should move much faster than the mushroom grows to give a feel for how much time is passing).
  - You may want to play with the “ease” settings so that the mushroom appears to grow quickly at first and then slow down.

**If you are already well versed in Flash:** Make this a little more realistic by having the mushroom grow over a period of days (showing skyline color changes with the moon and sun moving across rapidly). You might want to put these in a movie clip so that you loop the changes on your main timeline. You could also have the mushroom be a movie clip and then show several instances (a whole field) of growing mushrooms.

- Deliverables: flash development file (.fla)
- File Naming convention: assignment1{YourName}.fla (so if your name were Sam Walker you would name the file assignment1SamWalker.flas).

### Assessment Rubric

Your assignment will be assessed using the following rubric:

Criteria	Points
Do you use a consistent naming convention for layers? (with all layers having a meaningful name—e.g. “layer 1” is not an option)	3 points
Do you have a well organized timeline (related layers are near each other, elements are where they are promised—e.g. the moon is on the layer named “moon”)?	3 points
Are all of the required elements (see above) present and working correctly?	4 points
Total	10 points