Development environment

- Flex 3 SDK
  - http://opensource.adobe.com/wiki/display/flexsdk/Download+Flex+3
- FlashDevelop
  - http:// www.flashdevelop.org/
- Flixel
  - http://flixel.org/

Tutorial Information

- http://wiki.github.com/AdamAtomic/flixel/
- http://wiki.github.com/AdamAtomic/flixel/seifer-tims-tutorial

FlashDevelop

ActionScript 3.0

```
package
{
  import org.flixel.*;

  [SWF(width="640", height="480",backgroundColor="#000000")]

  public class FooClass extends BarClass {

    override public function Baz():void {
        super();
        var x:ClassX = new ClassX();
        // do something ...
    }
  }
}
```

Flixel important classes

- FlxGame
  - super(320, 240, MenuState, 2);
- FlxState
  - update()
- FlxSprite

  - x, y, velocity, kill(), …
- FlxText
  - setFormat

Embedding assets

```
public class Foo
{
    [Embed(source='image.png')] private var ImgFoo:Class;
    [Embed(source='sound.mp3')] private var SndFoo:Class;
    [Embed(source='bg.mp3')] private var MscFoo:Class;

    ...
}
```

Using assets

```
FlxG.play(SndFoo);


FlxG.playMusic(MscFoo);



//
loadGraphic(ImgFoo, true, true, 8, 8);
addAnimation("idle", [1, 1, 2, 1], 10);
addAnimation("run", [2, 3, 4, 5], 10);
play("idle");
```

Collision detection

```
FlxU.overlap(obj1, obj2, callback)
FlxU.collide(obj1, obj2, callback)

public function cb(obj1:FlxObject, obj2:FlxObject):Boolean
{
    // do something...
    return true;
}
```

Useful links

- Pong assets
  - http://www.cs.washington.edu/homes/scooper/cse481d/pong.zip
- These slides
  - http://www.cs.washington.edu/homes/scooper/cse481d/slides-20100330.ppt

Useful links

- GIMP
  - http://www.gimp.org/
- Audacity
  - http://audacity.sourceforge.net/
  - http://audacity.sourceforge.net/help/faq?s=install&item=lame-mp3
- sfxr
  - http://games.softpedia.com/get/Tools/sfxr.shtml