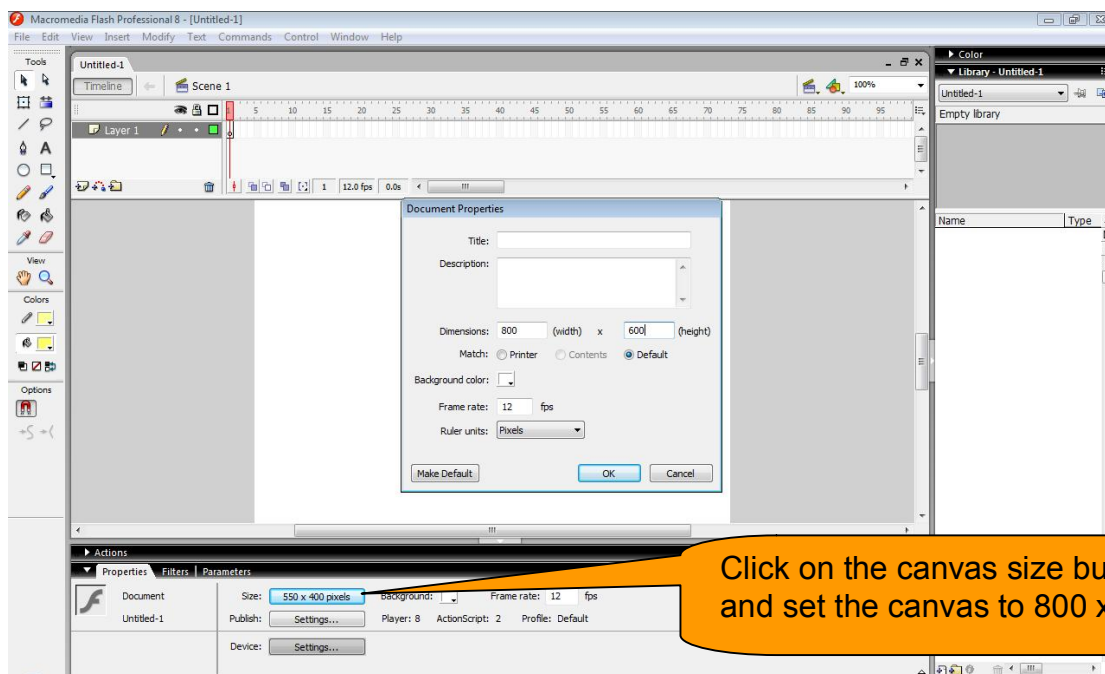
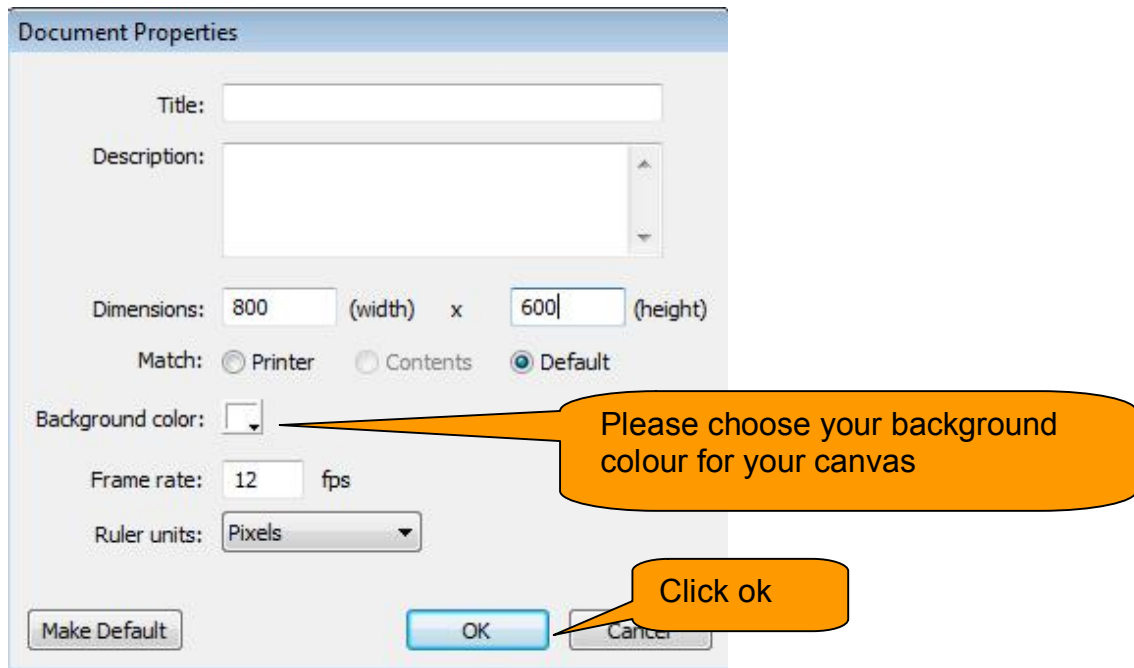


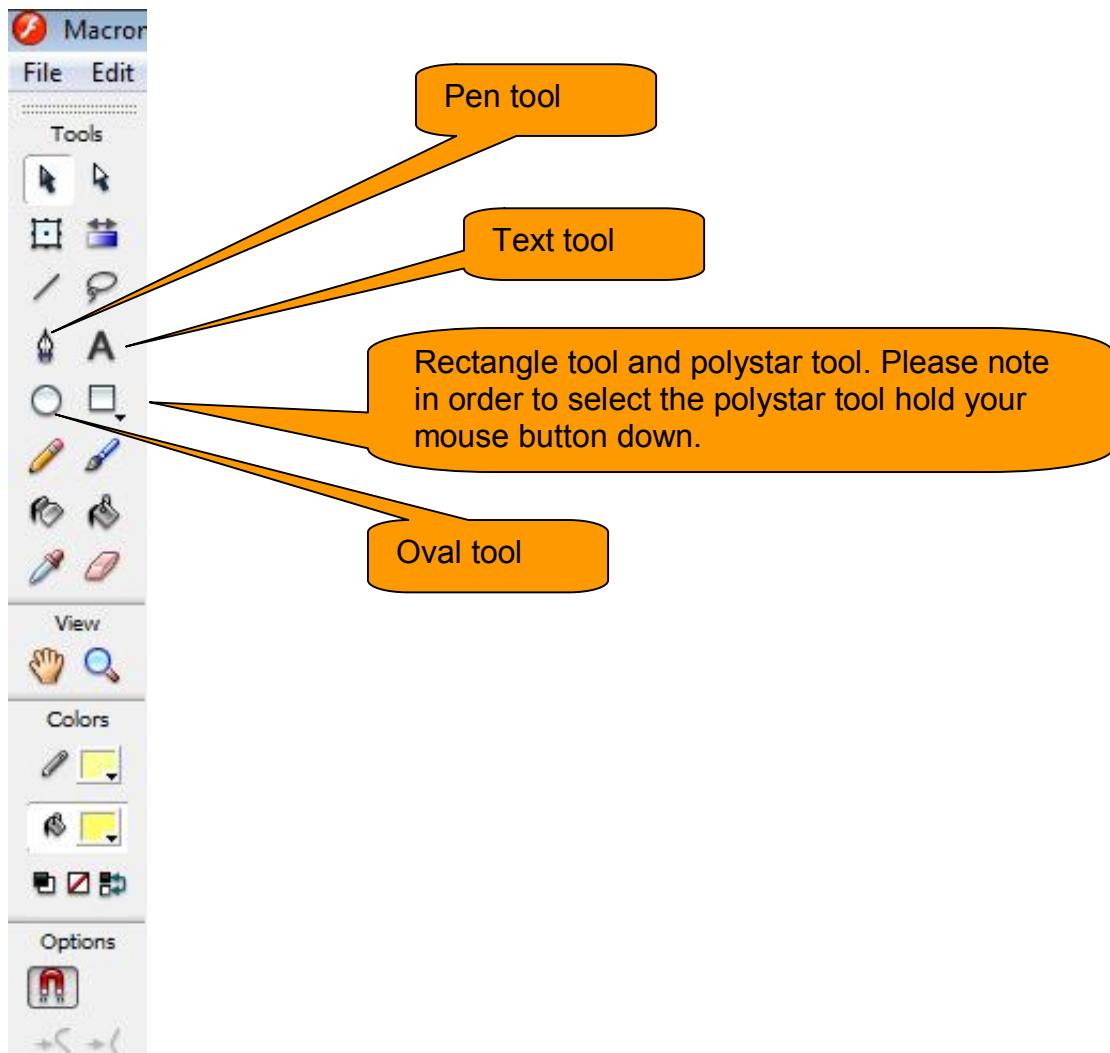
Lesson 3 – Creating different shapes

This tutorial will take you through building different shapes for a drag and drop game.

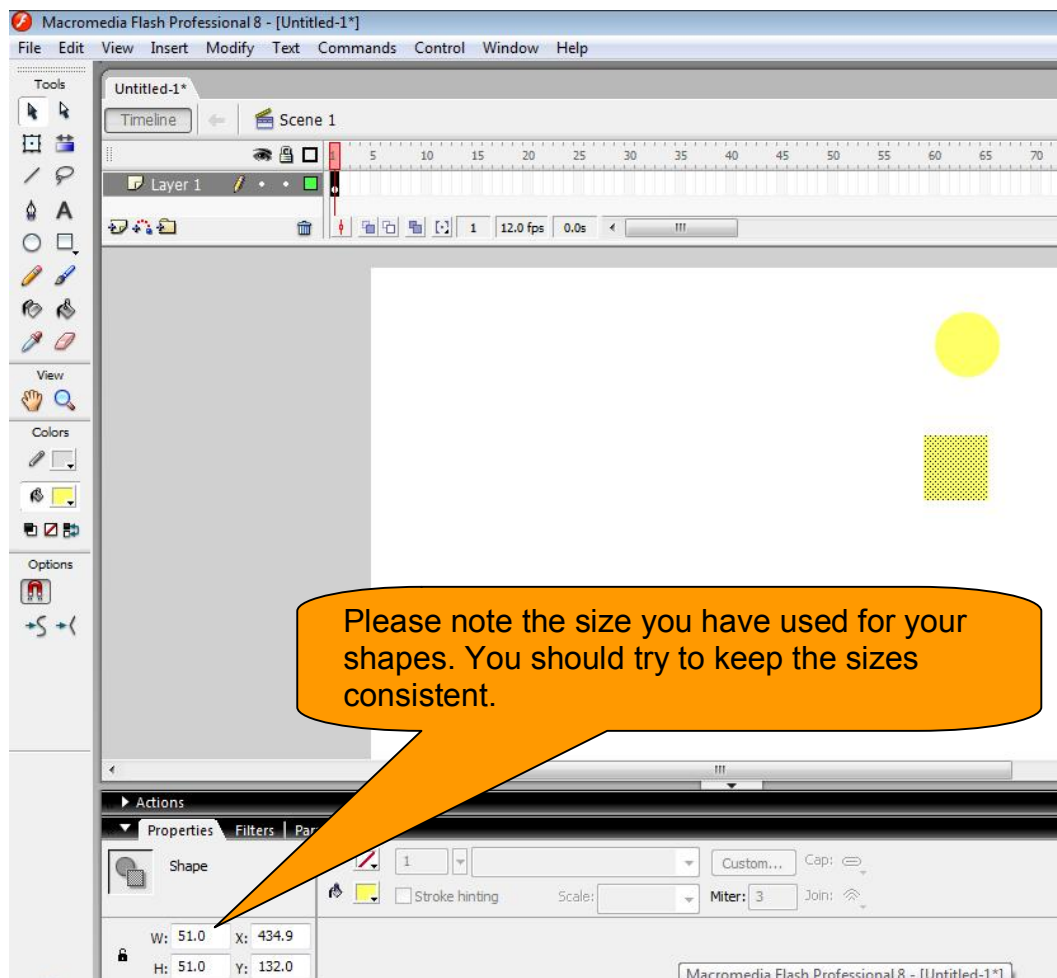


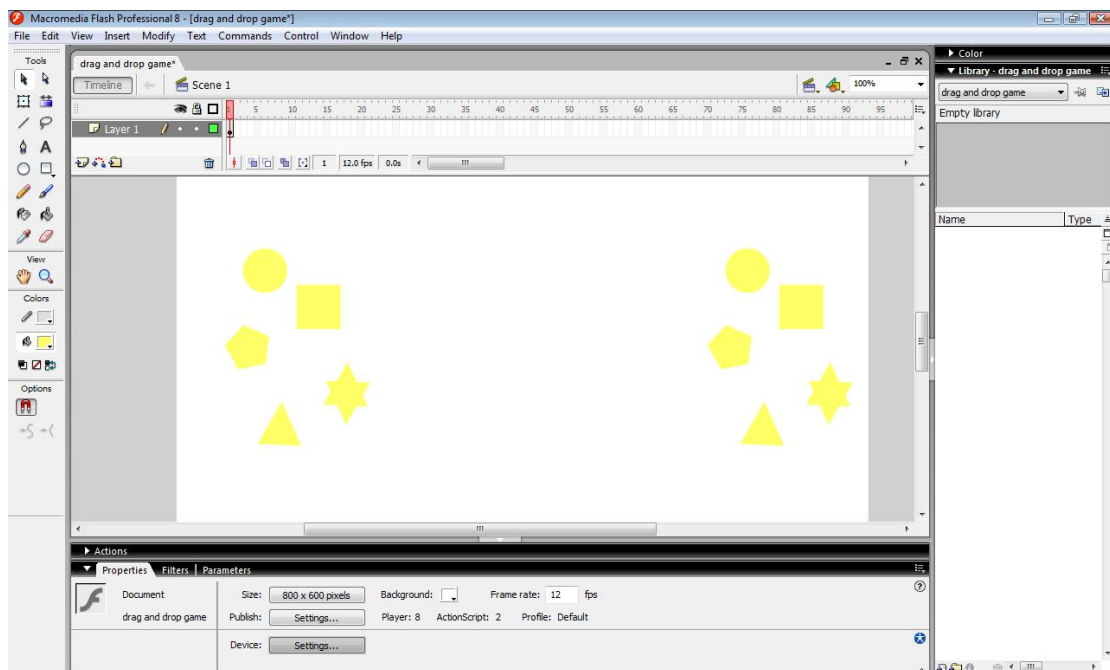
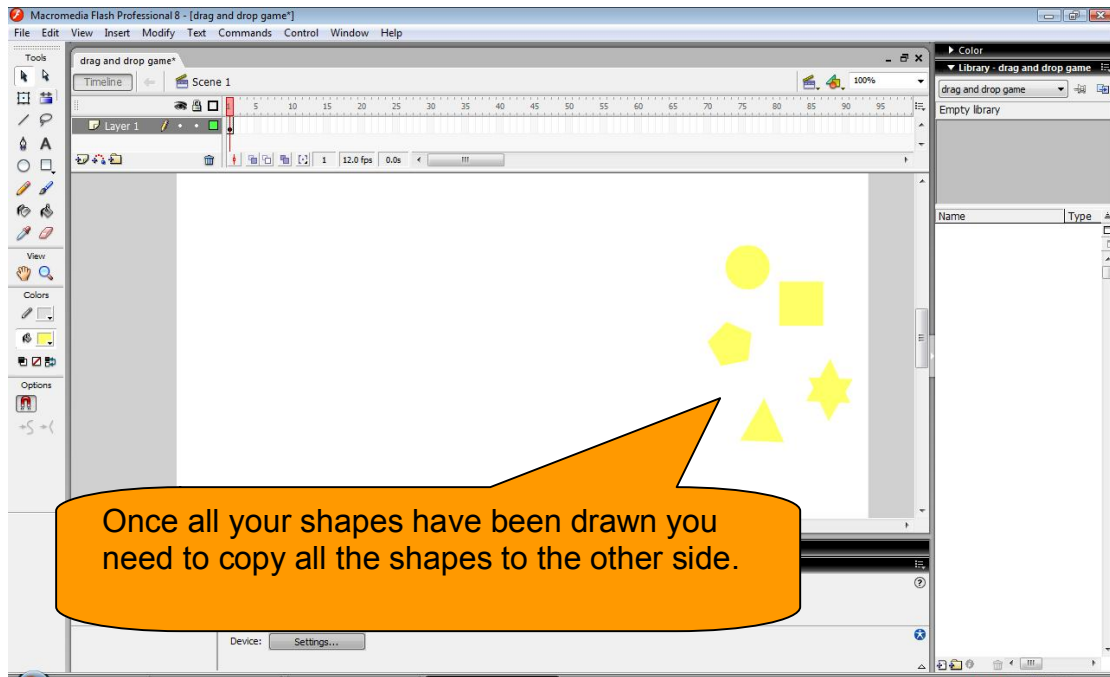


The next stage of this tutorial we will start to create some basic shapes. You will be using the following shapes.

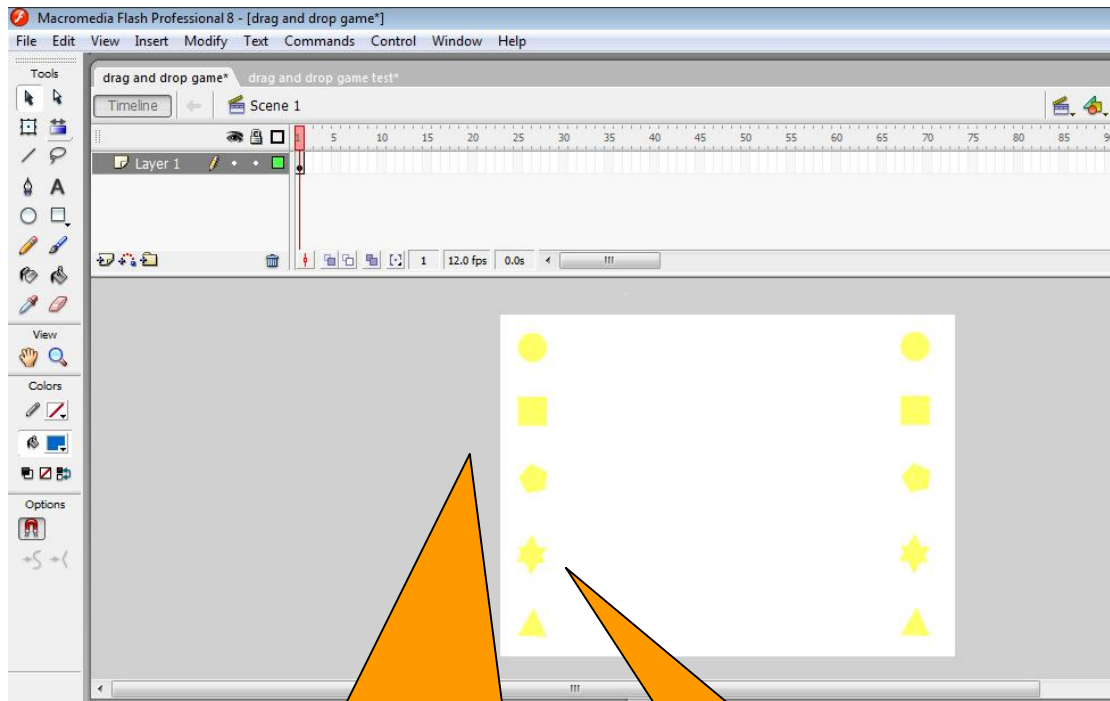


Start to draw the following shapes on your canvas



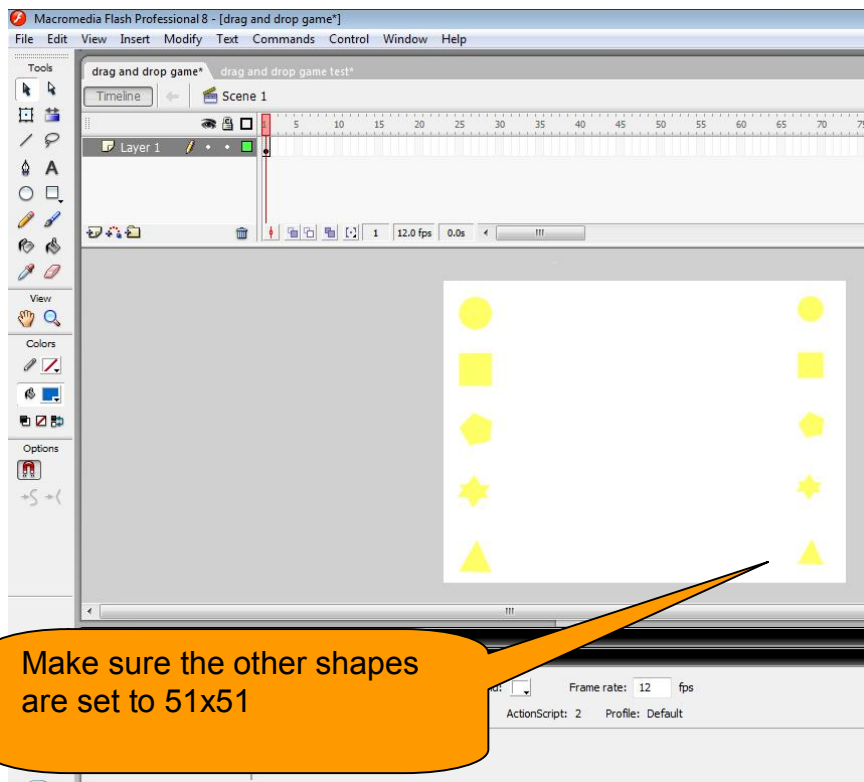


We need to re-arrange our shapes. Please choose an order that suites you, but for this tutorial, I am going to arrange the shapes in a straight line.

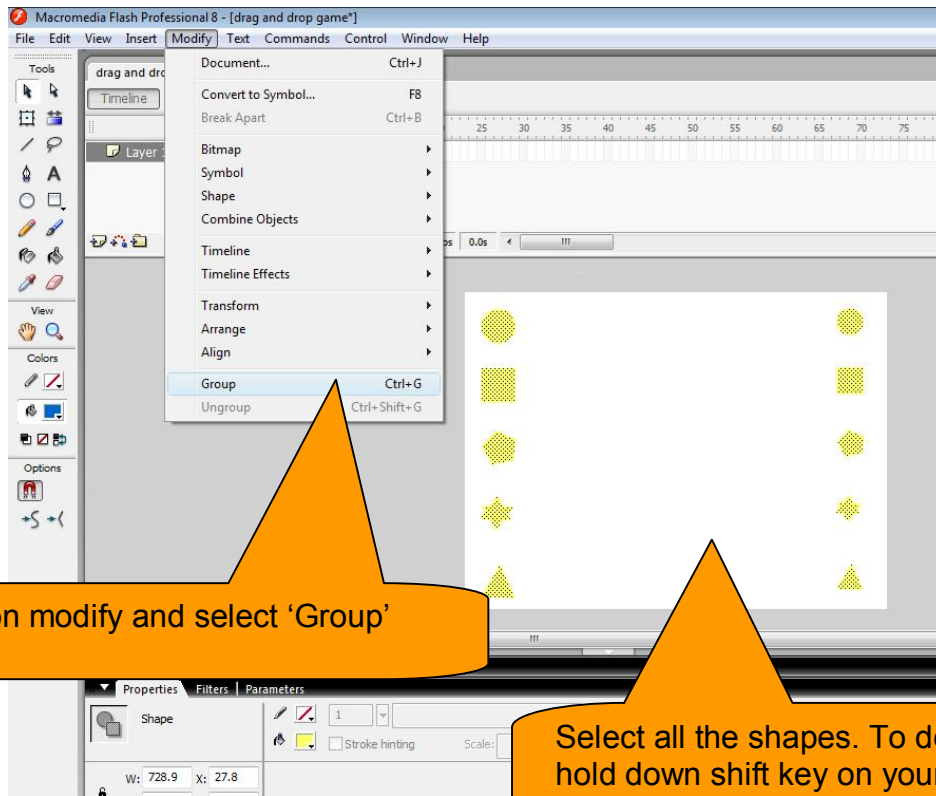


The shapes on the left will need resizing bigger than the shapes on the right.

Click on each shape and give it the size of 65x65

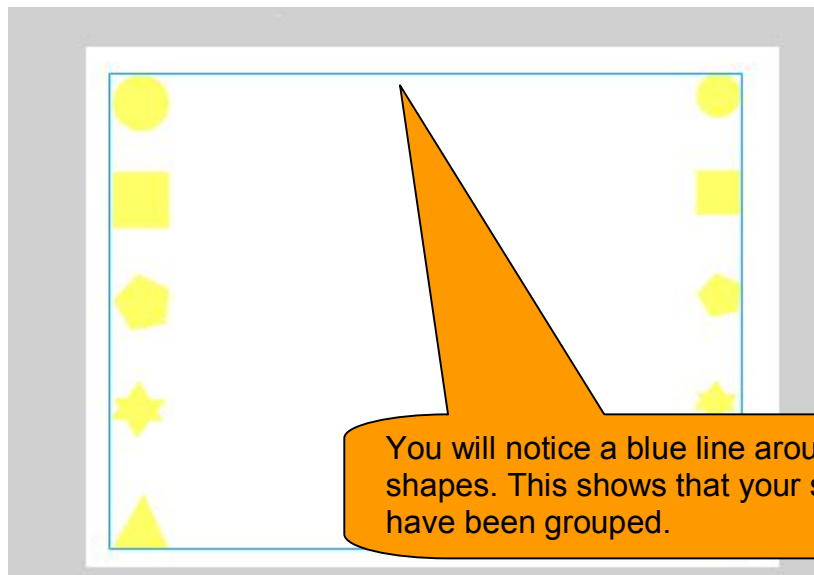


Make sure the other shapes are set to 51x51



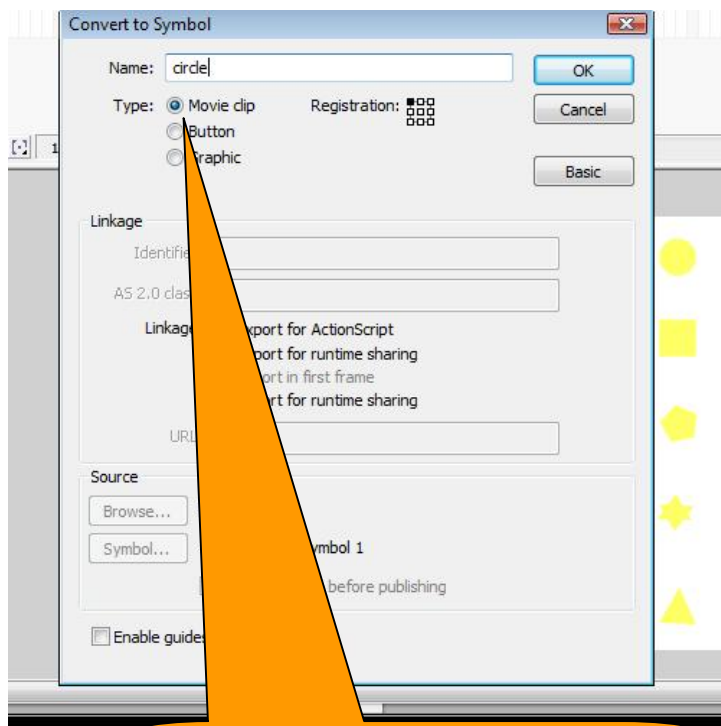
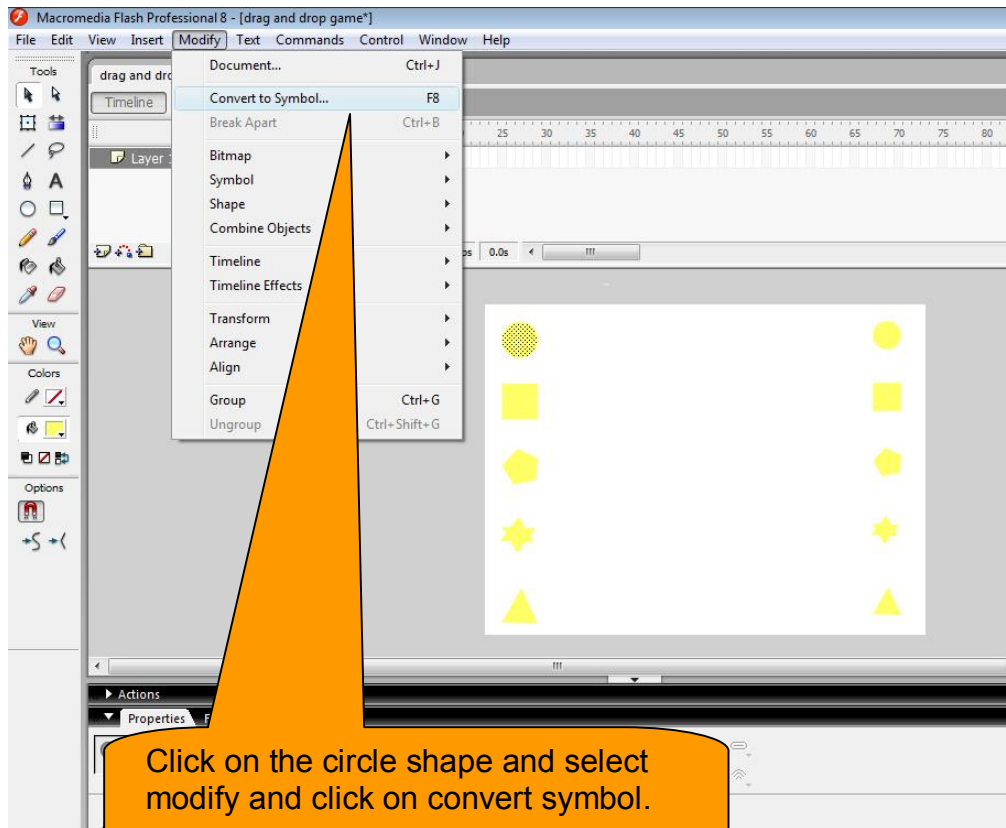
Click on modify and select 'Group'

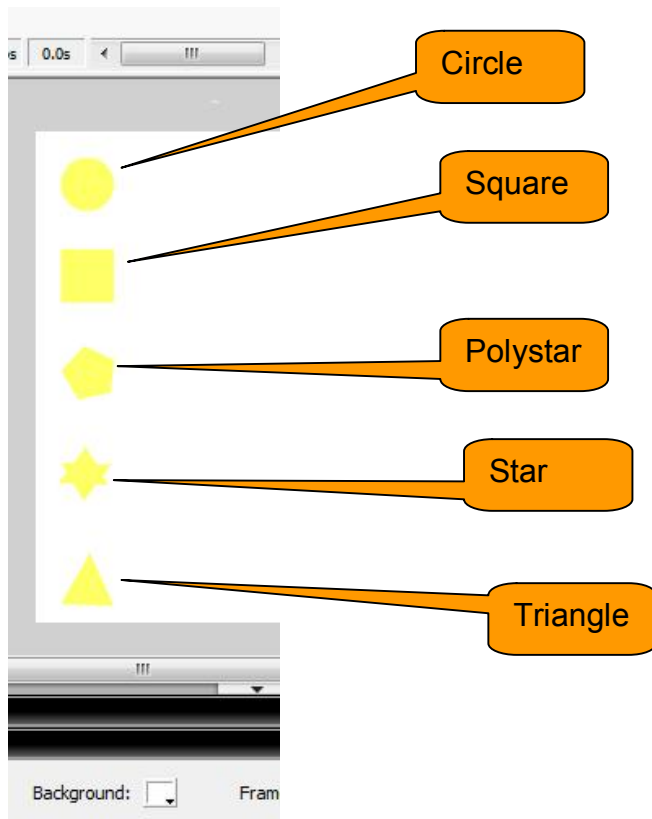
Select all the shapes. To do this you can hold down shift key on your keyboard and click each shape individually



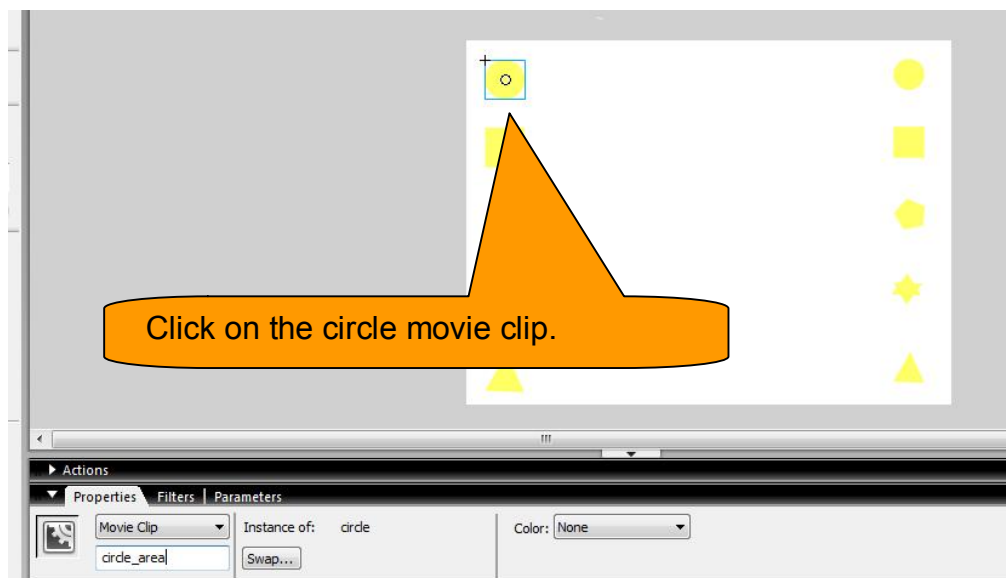
You will notice a blue line around the shapes. This shows that your shapes have been grouped.

To go into a group double click on one of the shapes.



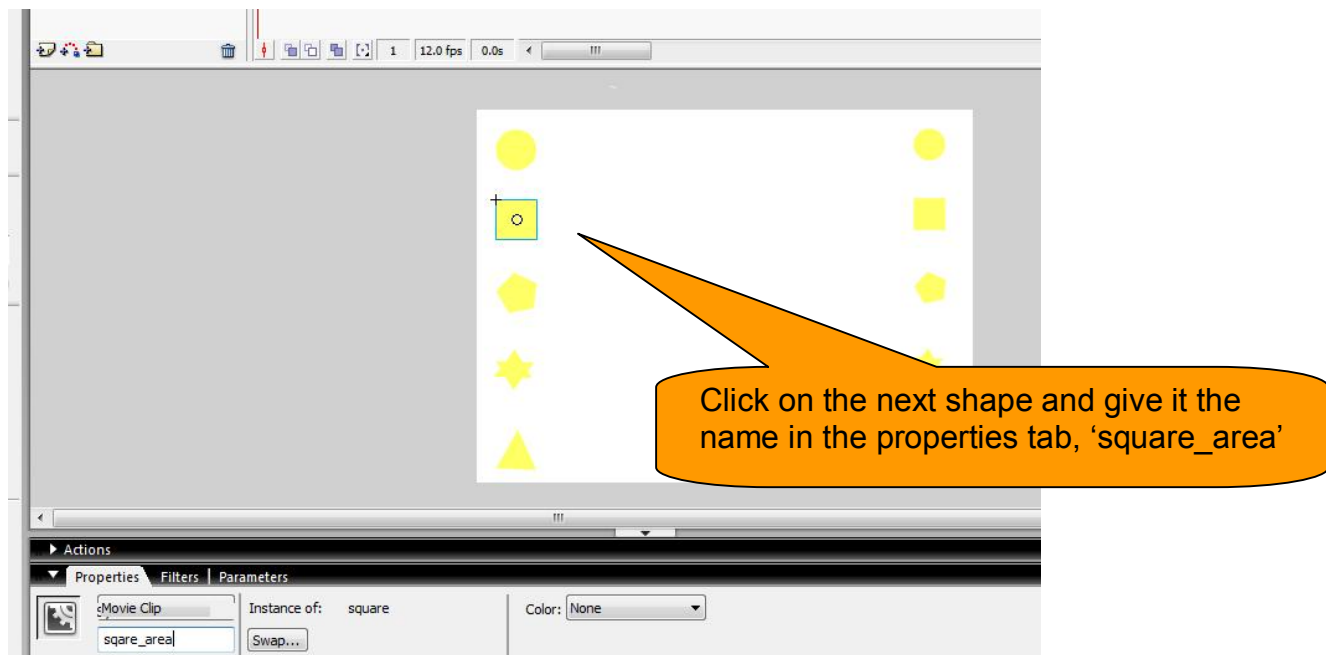


Click on the rest of the shapes on the right side and convert to movie clips. Give them appropriate names.



In the properties tab give it the name 'circle area'

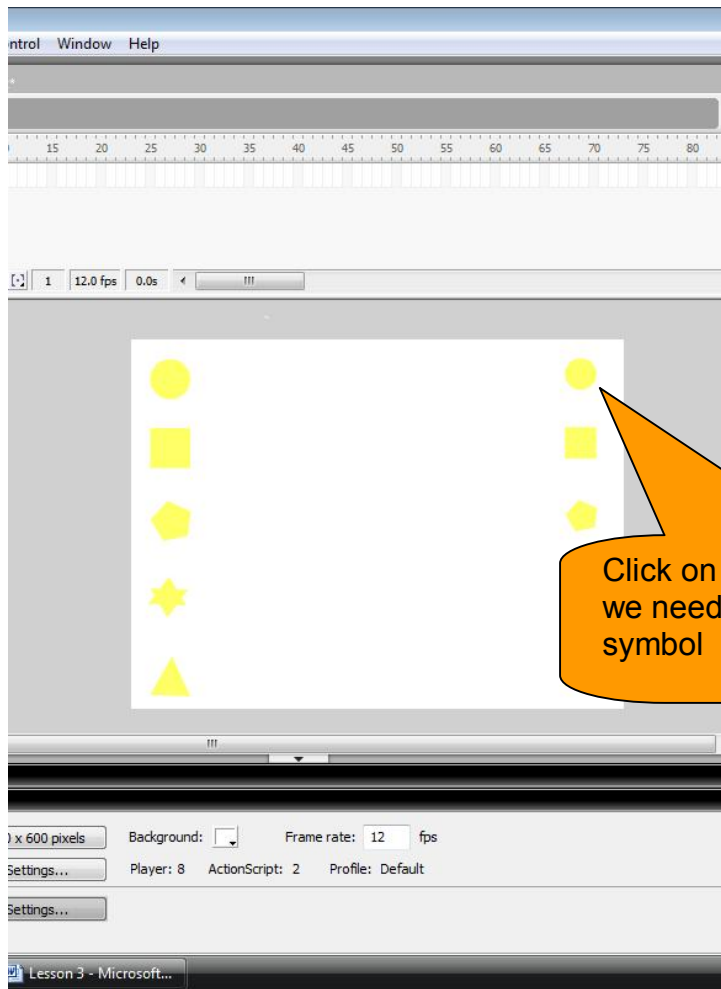
The reason why we are naming our circle 'circle_area' is because this is the shape that our other circle shape will be dropped onto. Without naming this, the other circle will not know what is the correct area.



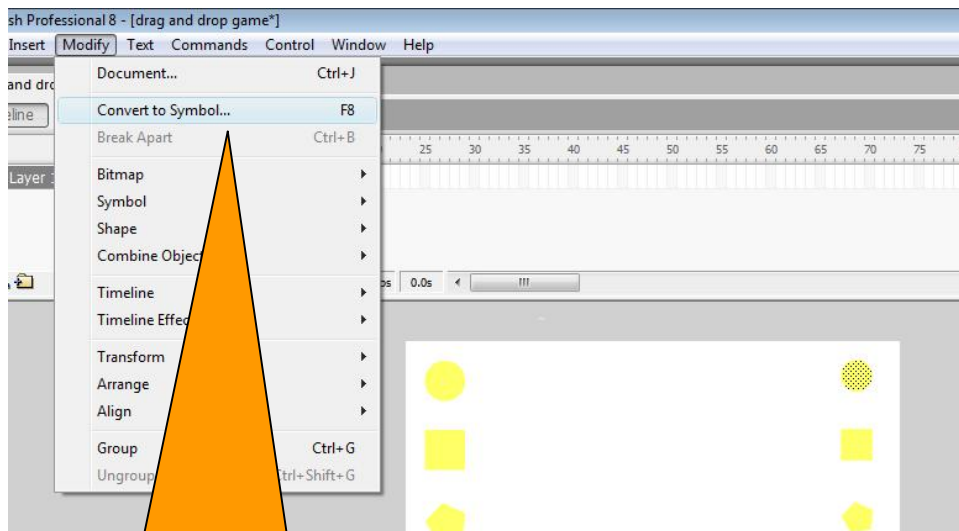
Name the rest of your shapes on the left side of your canvas the same way. Give each shape the names as follows:-

circle_area
square_area
polystar_area
star_area
triangle_area

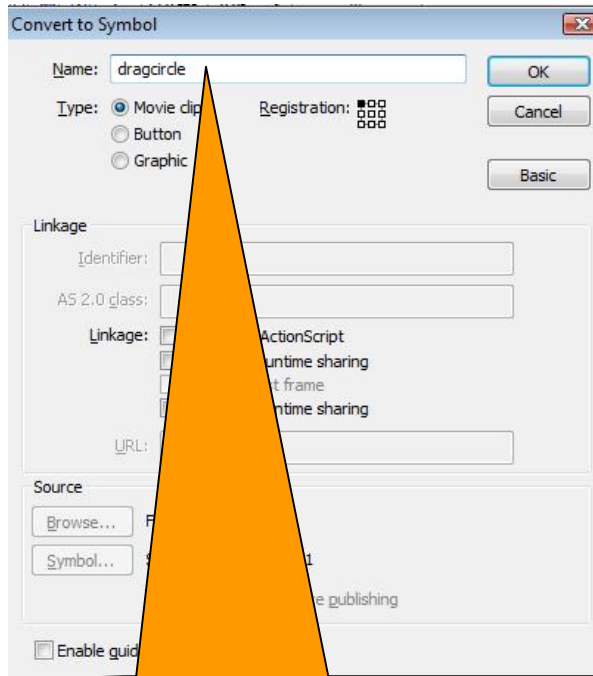
When you have named all your shapes on the left side, we are now ready to make a start with the shapes on the right side of the canvas.



Click on the circle shape. Like before we need to convert the shape into a symbol

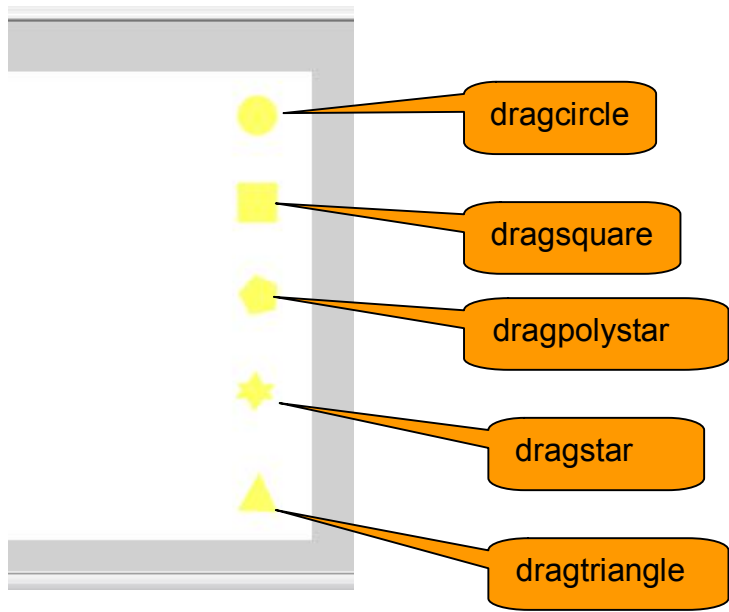


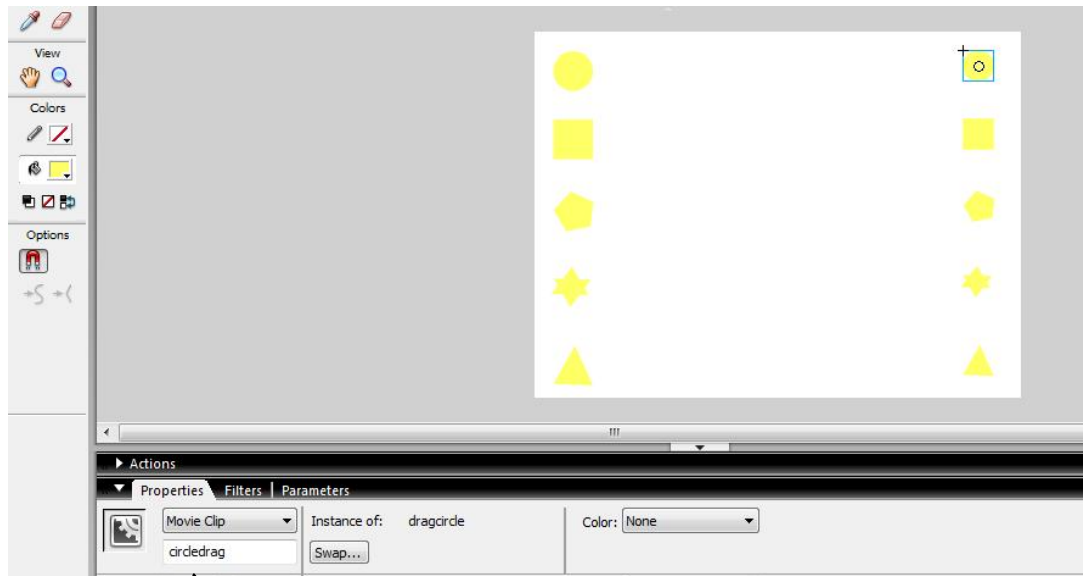
Click on modify and convert to symbol



Make sure movie clip is selected and give it the name dragcircle. Click ok when complete.

Convert the rest of your shapes into movie clips and give them the names as follows.



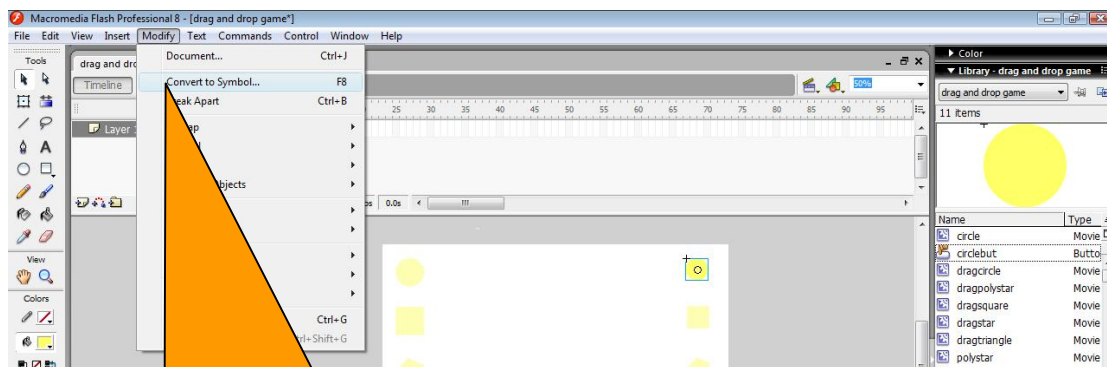


Click on the circle shape and name in the properties box as 'circledrag'

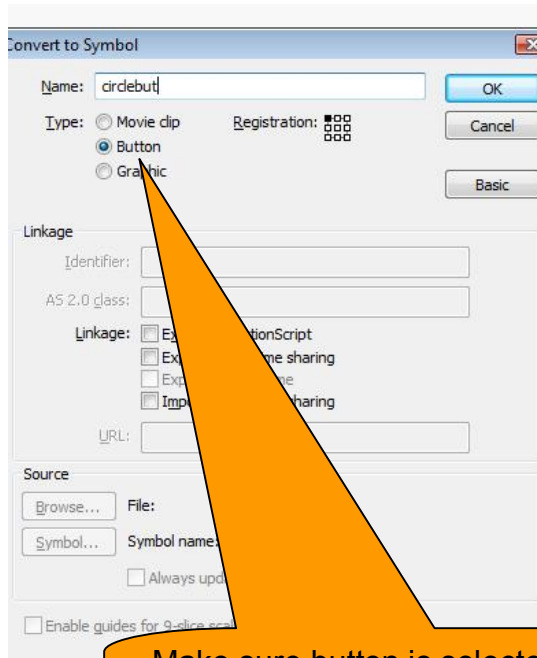
Name the rest of your shapes as follows:-

- circledrag
- squaredrag
- polystardrag
- stardrag
- triangledrag

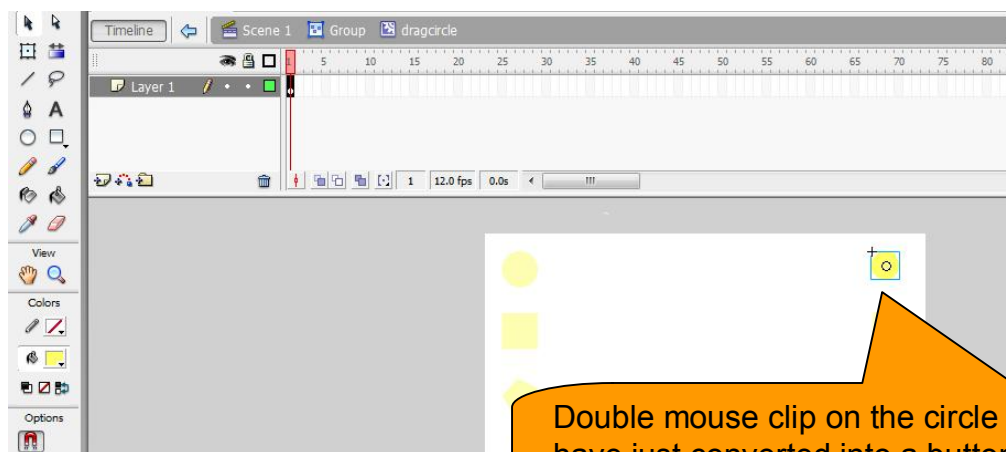
We now need to convert the shapes on the right side into button. This is because we want to have a rollover effect on the shapes.



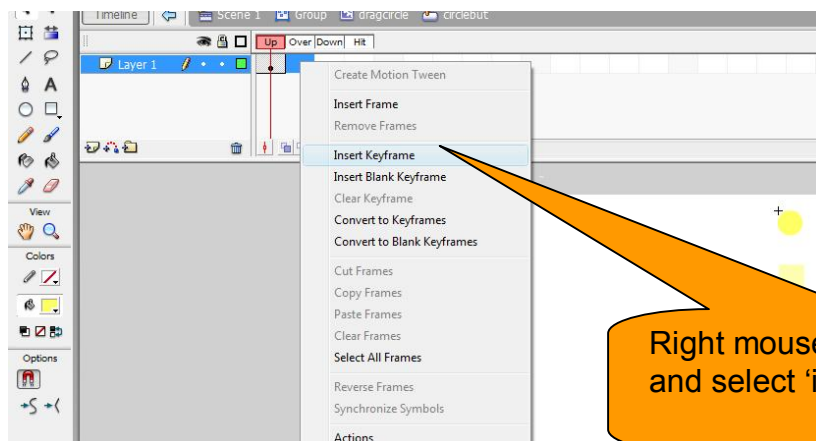
Double click on the circle shape. This will take you into the circles movie properties. Select modify and click on convert symbol.



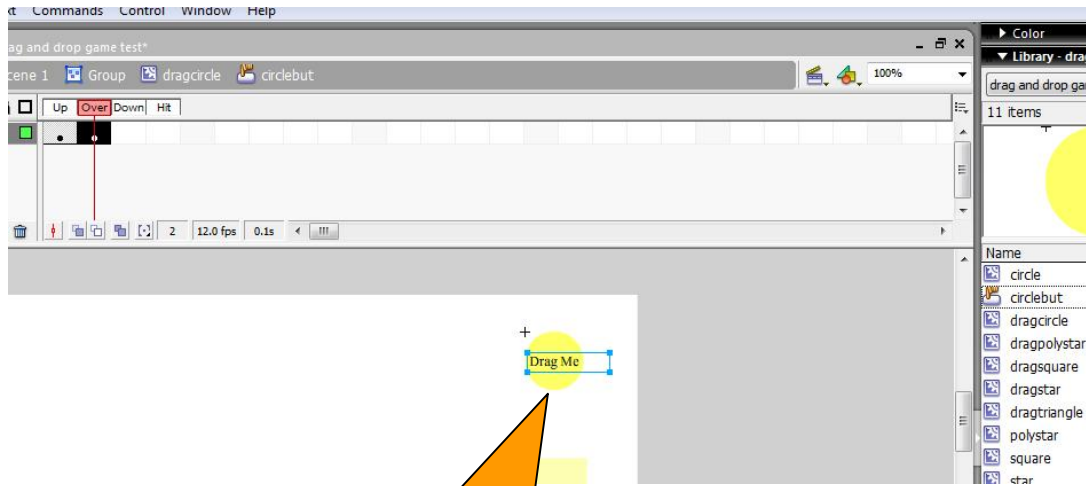
Make sure button is selected and give it the name circlebut



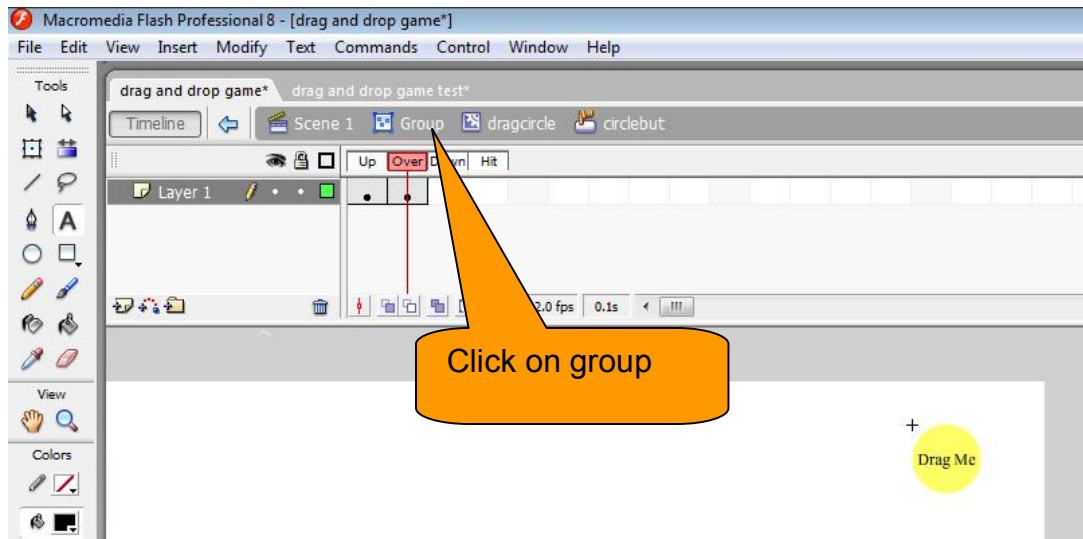
Double mouse click on the circle you have just converted into a button



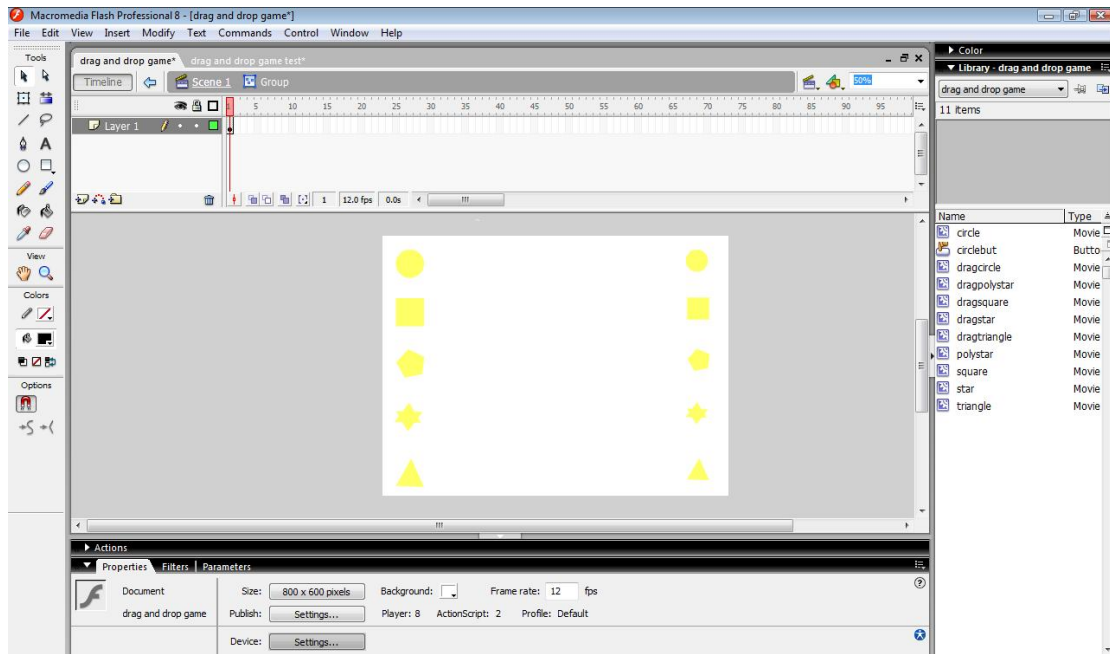
Right mouse click on the over frame and select 'insert keyframe'



With the over frame selected, use the text tool to write 'Drag Me' and place on top of the circle



Click on group



Repeat the steps from above for the rest of the shapes. Remember to name the buttons appropriately.

We now need to setup our shapes for the action script. Please make a start at lesson 4.