

Actionscript 3.0 for Flash Matching Games

```
// AS3.0 for Basic Flash Match Shapes Game
// Made by following Tutorial at:
// http://www.flashclassroom.com/docs/documents/444\_dragdroptargetsflashcs3.pdf
//
var objectoriginalX:Number;
var objectoriginalY:Number;

blue_mc.buttonMode = true;
blue_mc.addEventListener(MouseEvent.MOUSE_DOWN, pickupObject);
blue_mc.addEventListener(MouseEvent.MOUSE_UP, dropObject);

star_mc.buttonMode = true;
star_mc.addEventListener(MouseEvent.MOUSE_DOWN, pickupObject);
star_mc.addEventListener(MouseEvent.MOUSE_UP, dropObject);

hexagon_mc.buttonMode = true;
hexagon_mc.addEventListener(MouseEvent.MOUSE_DOWN, pickupObject);
hexagon_mc.addEventListener(MouseEvent.MOUSE_UP, dropObject);

function pickupObject(event:MouseEvent):void {
event.target.startDrag(true);
event.target.parent.addChild(event.target);
objectoriginalX = event.target.x;
objectoriginalY = event.target.y;
}
function dropObject(event:MouseEvent):void {
event.target.stopDrag();
var matchingTargetName:String = "target" + event.target.name;
var matchingTarget:DisplayObject = getChildByName(matchingTargetName);
if (event.target.dropTarget != null && event.target.dropTarget.parent ==
matchingTarget){
event.target.removeEventListener(MouseEvent.MOUSE_DOWN, pickupObject);
event.target.removeEventListener(MouseEvent.MOUSE_UP, dropObject);
event.target.buttonMode = false;
event.target.x = matchingTarget.x;
event.target.y = matchingTarget.y;
} else {
event.target.x = objectoriginalX;
event.target.y = objectoriginalY;
}
}

//-----
// Flash Matching Objects Game with Dynamic Text and Sounds Added.
//-----
// AS3.0 here was made by following Tutorial at:
// http://www.flashclassroom.com/docs/documents/444\_dragdroptargetsflashcs3.pdf
// and then adding sound effects and other enhancements at Passy World.
//
// Here is how we can add objects that match to this game:
// -----
// We draw a shape on the stage, and call it a name like "circle"
// when we assign the instance name in its properties.
// We then draw a bigger version of the shape called "targetcircle"
// We then have to add some Event Listeners (clone the code later
// below to do this). The generic code should then match the two
// shapes ok if we put the left one onto the right hand one.
//
var objectoriginalX:Number;
var objectoriginalY:Number;
```

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// Here is where we setup our left hand screen shapes.
// Make sure the name here, is the instance name of the item
// on the stage. Eg. We imported a picture of Hitler, converted
// it to a movie clip and then called it instance name hitler_mc .

hitler_mc.buttonMode = true;
hitler_mc.addEventListener(MouseEvent.MOUSE_DOWN, pickupObject);
hitler_mc.addEventListener(MouseEvent.MOUSE_UP, dropObject);

churchill_mc.buttonMode = true;
churchill_mc.addEventListener(MouseEvent.MOUSE_DOWN, pickupObject);
churchill_mc.addEventListener(MouseEvent.MOUSE_UP, dropObject);

stalin_mc.buttonMode = true;
stalin_mc.addEventListener(MouseEvent.MOUSE_DOWN, pickupObject);
stalin_mc.addEventListener(MouseEvent.MOUSE_UP, dropObject);

japan_mc.buttonMode = true;
japan_mc.addEventListener(MouseEvent.MOUSE_DOWN, pickupObject);
japan_mc.addEventListener(MouseEvent.MOUSE_UP, dropObject);

usa_mc.buttonMode = true;
usa_mc.addEventListener(MouseEvent.MOUSE_DOWN, pickupObject);
usa_mc.addEventListener(MouseEvent.MOUSE_UP, dropObject);

italy_mc.buttonMode = true;
italy_mc.addEventListener(MouseEvent.MOUSE_DOWN, pickupObject);
italy_mc.addEventListener(MouseEvent.MOUSE_UP, dropObject);

// Need to have these mp3 sound files stored in same location as
// the Flash SWF file. Can be a folder on PC or the Internet.
var request:URLRequest = new URLRequest("jetbomb.mp3");
var jetbomb:Sound = new Sound();
jetbomb.load(request);

var request2:URLRequest = new URLRequest("horngoby.mp3");
var horngoby:Sound = new Sound();
horngoby.load(request2);
//----- end of mp3 and wav sound files setup.

function pickupObject(event:MouseEvent):void {
event.target.startDrag(true);
event.target.parent.addChild(event.target);
objectoriginalX = event.target.x;
objectoriginalY = event.target.y;
}
function dropObject(event:MouseEvent):void {
event.target.stopDrag();
textField.text = "(Use the Mouse to click and drag each person onto the correct
flag)";
var matchingTargetName:String = "target" + event.target.name;
var matchingTarget:DisplayObject = getChildByName(matchingTargetName);
// stop any sounds that might still be playing
SoundMixer.stopAll();
// Check if the left hand shape has been moved onto its target shape.
if (event.target.dropTarget != null && event.target.dropTarget.parent ==
matchingTarget){
event.target.removeEventListener(MouseEvent.MOUSE_DOWN, pickupObject);
event.target.removeEventListener(MouseEvent.MOUSE_UP, dropObject);
event.target.buttonMode = false;
event.target.x = matchingTarget.x;
event.target.y = matchingTarget.y;
```

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// we got a match so make the sound play for this
jetbomb.play();
} else {
// shapes do not match, so flick the left hand shape back to where
// it was, and give a not successful message.
event.target.x = objectoriginalX;
event.target.y = objectoriginalY;
// Play the not successful sound effect
horngoby.play();
// On the stage we have set up a Dynamic Text
// field and given it an instance name as:
// textField. We will now put a message in it.
textField.text = "Sorry - Not a Match - Please Try Again";
}
}

// End of AS 3.0 Code
```