

STRUCTURE OF THE LIBRARY

Here is a description of how is organized the library of the FLA. It's well organized in folders with an informative name that match with the behavior expected:

FOLDER "GAME":

This folder contains all the elements that are used in-game engine, the characters like the ball, the player, the interface, the bricks and some screens used for victory, lose and pause states:

GAME\CHARACTERS

GAME\CHARACTERS_MISCELANEOUS\gamePhysicsWall

Movieclip used for the physics engine. It's hidden by other clips, so don't need to be touched.

GAME\CHARACTERS\BACKGROUND\gameBackground

It's the background used in the game

GAME\CHARACTERS\BALL\gameBall

Movieclip of the ball of the game

GAME\CHARACTERS\BALL_animations

Movieclip of the animations used by the ball.

GAME\CHARACTERS\BRICK\gameBrick

MovieClip of a brick of the game.

GAME\CHARACTERS\PLAYER\gamePlayer

Movieclip of the player bar

GAME\CHARACTERS\PLAYER_animations

Movieclip of the animations used by the player.

GAME\INTERFACE

GAME\INTERFACE\gameInterface

In-game interface

GAME\INTERFACE_elements

Elements used by the game interface

GAME\SCREENS

GAME\SCREENS\00_PRESENTATION\gameScreenPresentation

Movieclip used in the presentation of the level

GAME\SCREENS\01_PAUSE\gameScreenPause

Movieclip used in the game pause.

GAME\SCREENS\02_VICTORY\gameScreenVictory

Movieclip used for the victory end screen

GAME\SCREENS\03_LOSE\gameScreenLose

Movieclip used for the lose end screen.

FOLDER "MENU":

This folder contains the movieclips used in the menu, the main menu, the help menu, credits section, and final end game screen. All these movieclips are used outside the game engine.

MENU_LOADING

Movieclip of the loading process.

MENU\00_MAIN\mc_main

The main menu

MENU\01_HELP\mc_help

Help Movieclip

MENU\02_CREDITS\mc_credits

Used to present the staff who has created the game

MENU\03_END_GAME\mc_endGame

Used in the end of the game

MENU\menuBackground

Main movieclip that will be at the background of all menu screens.