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| OPIFIS | December 9  2013 | |
| IACIT FLASH PROJECT REPORT | |  |



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Class of :

XII IA 2 | SMAN 2 DEPOK (2013/2014)

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# 1. INTRODUCTION

1. **PLEMINARY**

* Theme : TV Programs
* Sub theme : Anime series
* Title : OPIFIS (One Piece Fighting Skill)
* Time created : 08/12/2013
* Creator : - Adam Makarim

- Hardika Adhitama

1. **BACKGROUND**

Adobe Flash is a multimedia and software platform used for authoring of vector graphics, animation, games and rich Internet applications (RIAs) that can be viewed, played and executed in Adobe Flash Player. Flash is frequently used to add streamed video or audio players, advertisement and interactive multimedia content to web pages, although usage of Flash on websites is declining.

One Piece (ワンピース Wan Pīsu) is a Japanese manga series written and illustrated by Eiichiro Oda. It has been serialized in Weekly Shōnen Jump since August 4, 1997; the individual chapters are being published in tankōbon volumes by Shueisha, with the first released on December 24, 1997, and the 72nd volume released as of November 2013. One Piece follows the adventures of Monkey D. Luffy, a young boy whose body gains the properties of rubber after unintentionally eating a Devil Fruit, and his diverse crew of pirates, named the Straw Hat Pirates. Luffy explores the ocean in search of the world's ultimate treasure known as One Piece in order to become the next Pirate King.

Now to the point of this background. An example of Flash is that it can make application that explain something with further animations and details for better understanding, in which in this case, we made an application that explaining about Fighting Skill in Anime called “One Piece” from the Japans anime and manga series and one of the TV series in there.

1. **PURPOSE**

The following are the purpose of this project :

* To fullfill the final project from ICT for senior classes of hich school.
* To make people better at understanding details of anime “One Piece” in its fighting term.
* To improve our skills and experiences in using Adobe Flash for future work.

1. **BOUNDARY**

This project has been limited to make something that linked only to Televisions programs or social media. So, we choose One Piece that linked to Televisions programs.

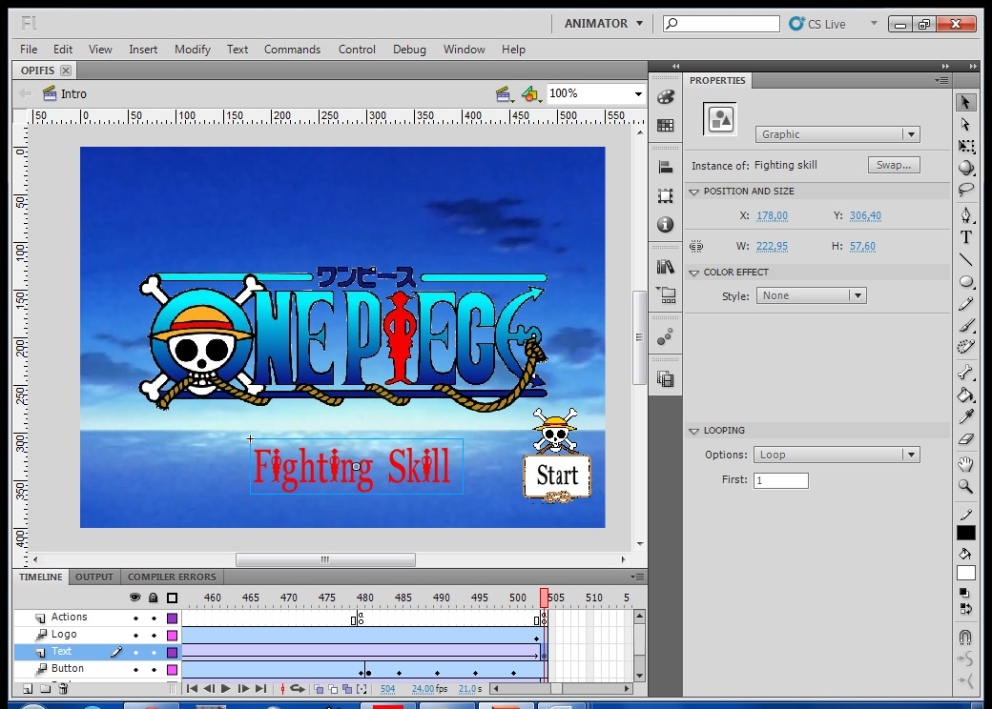
Also, our selected topic has a very complex material so there will be another boundary. While we explain about figthing skill in One Piece, we also divide them into three general elements : Rokushiki; Haki; and Devil Fruits Power. This is needed in order to make our project much easier.

# 2. PROJECT

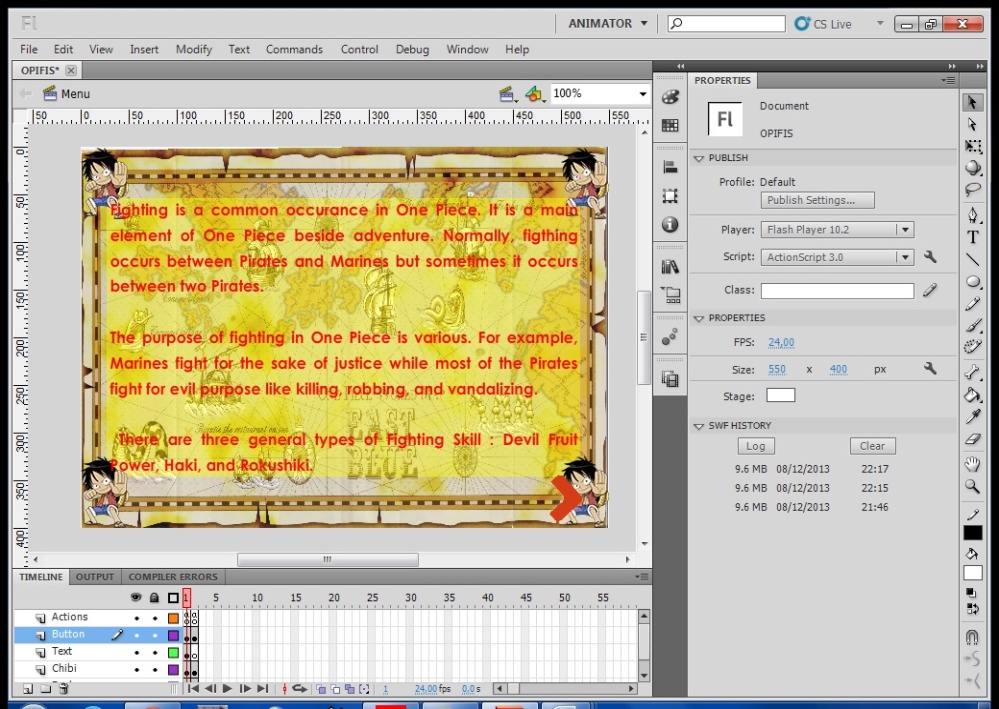
Firstly, before starting this application, you must first installing “One Piece” font into your Windows, which you can copy from the folder of this project, and paste it from “C:\Windows\Fonts”. It is needed because most of the font we used in this application are using that font.

1. **WAYS OF WORKING**

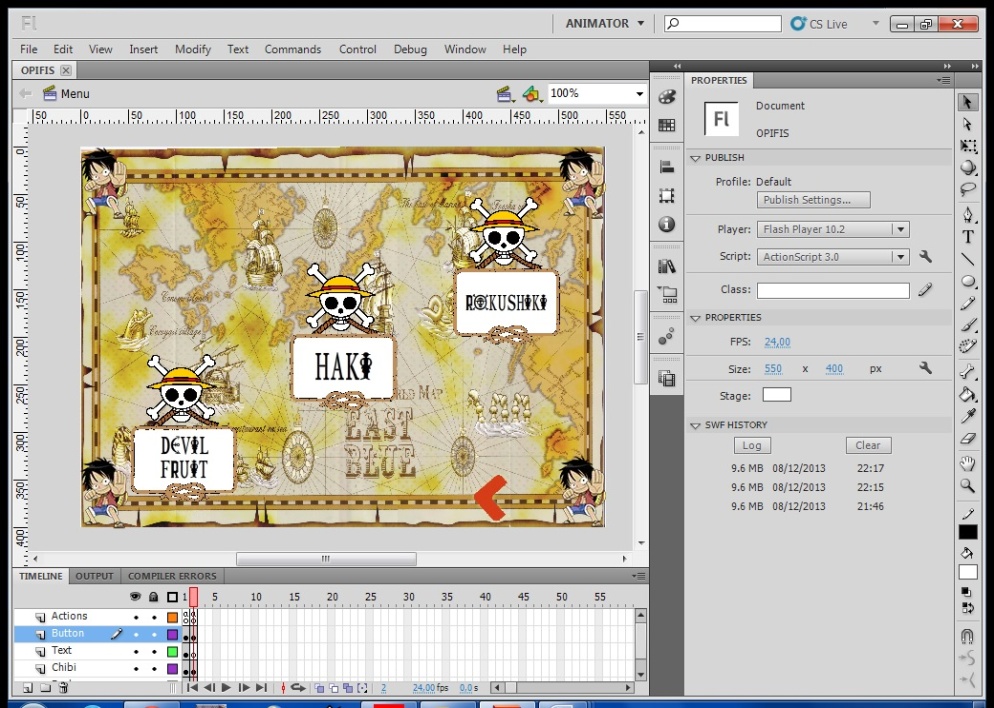
Most of the input from the users are using button function, while the process and output of the input may be various.

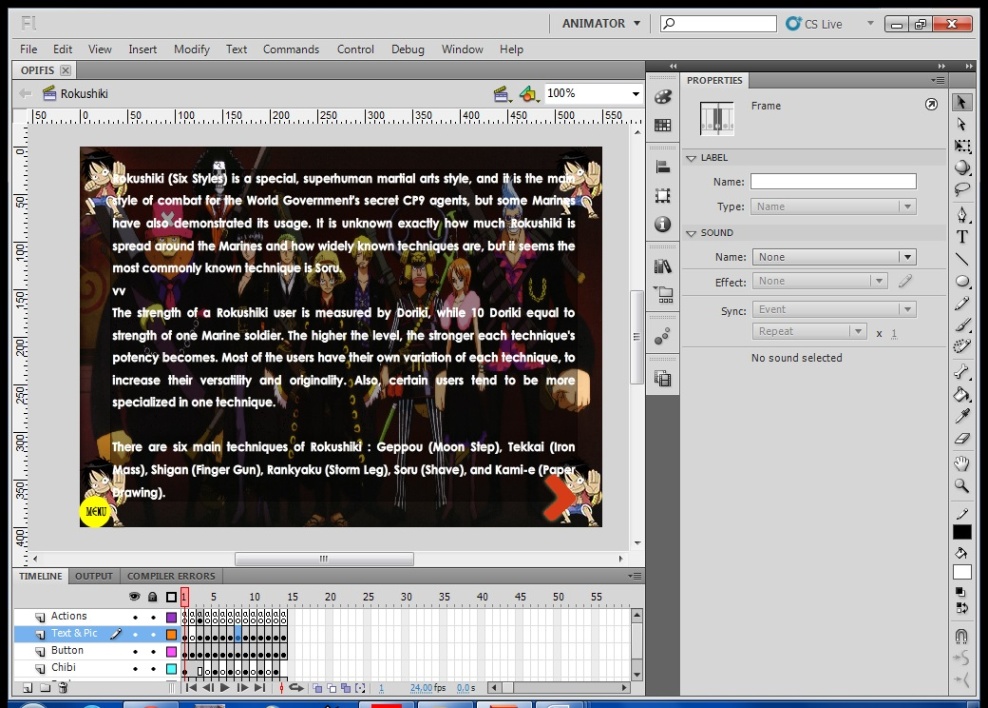
At the beggining when the application started, it will show the scene of the introduction with basic animations using motion presets such as zoom in, fade in, and pulse.

There are five different layers in this scene (excluding actions) in which one of them is containing sounds layer that will play looply as the applications run.

 Next, there will be a simple introduction about what are we explaining and the general idea of what we will explaining. There will be also a movie clip-symbol representaing a *chibi* gif that will always animating in this stopped frame.

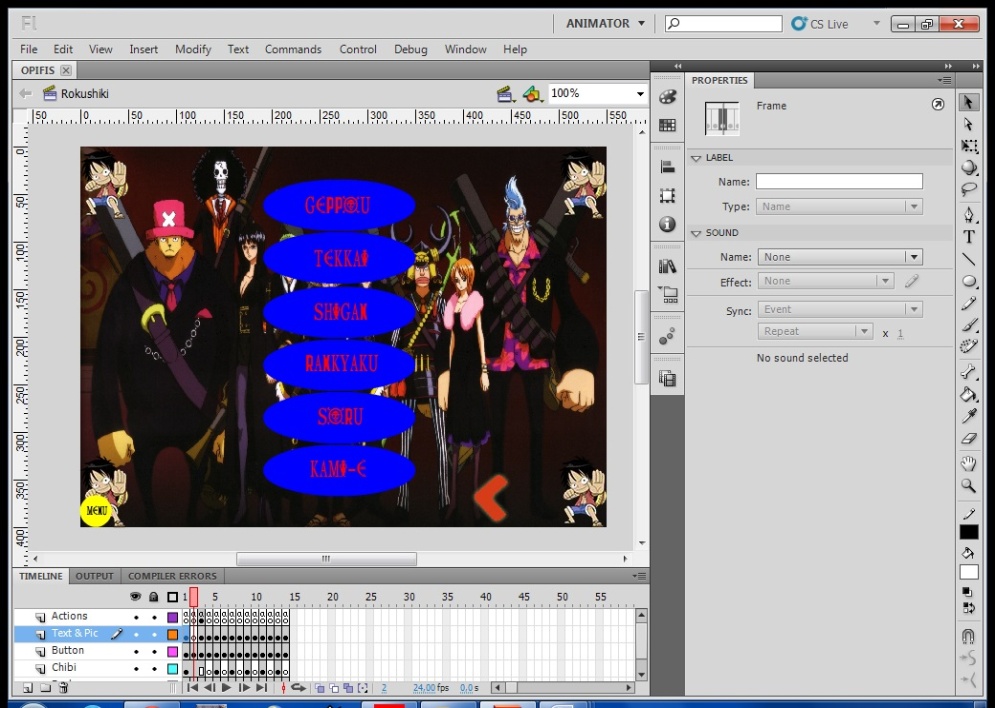
The sounds from the previous scene also keep playing, despite in the layers in different scene.

 The next frame is where the application strated to have plenty interactive button, which each button will direct to different scene and frame.

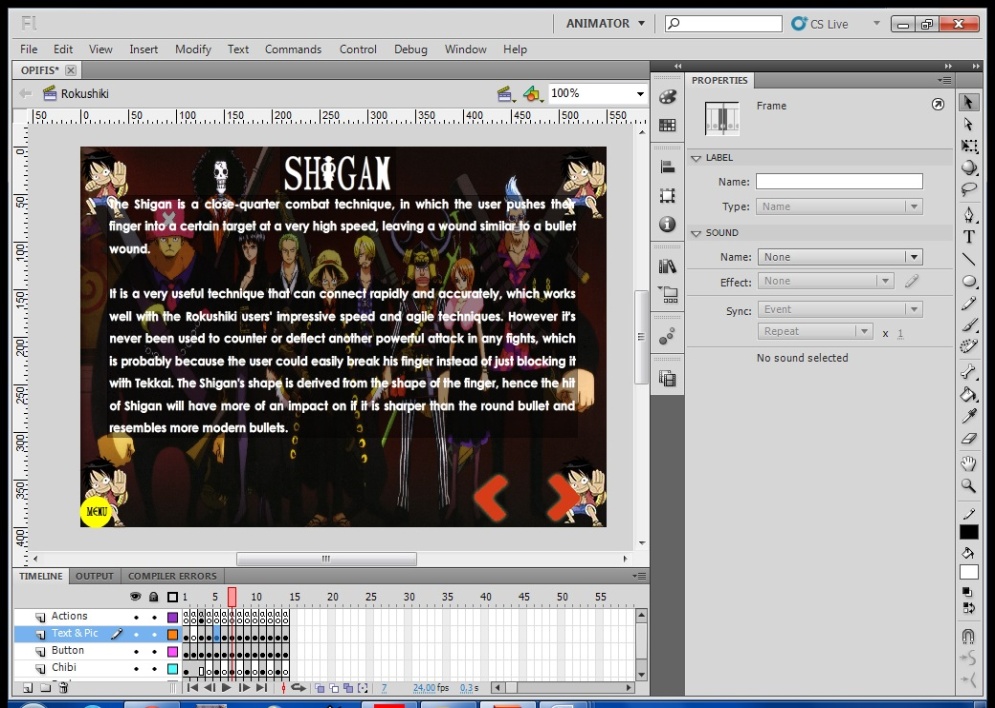
 This frame also where the application split into three different main categories that we will explain it. This frame will be the applications main part, because most of the button later will direct back to here.

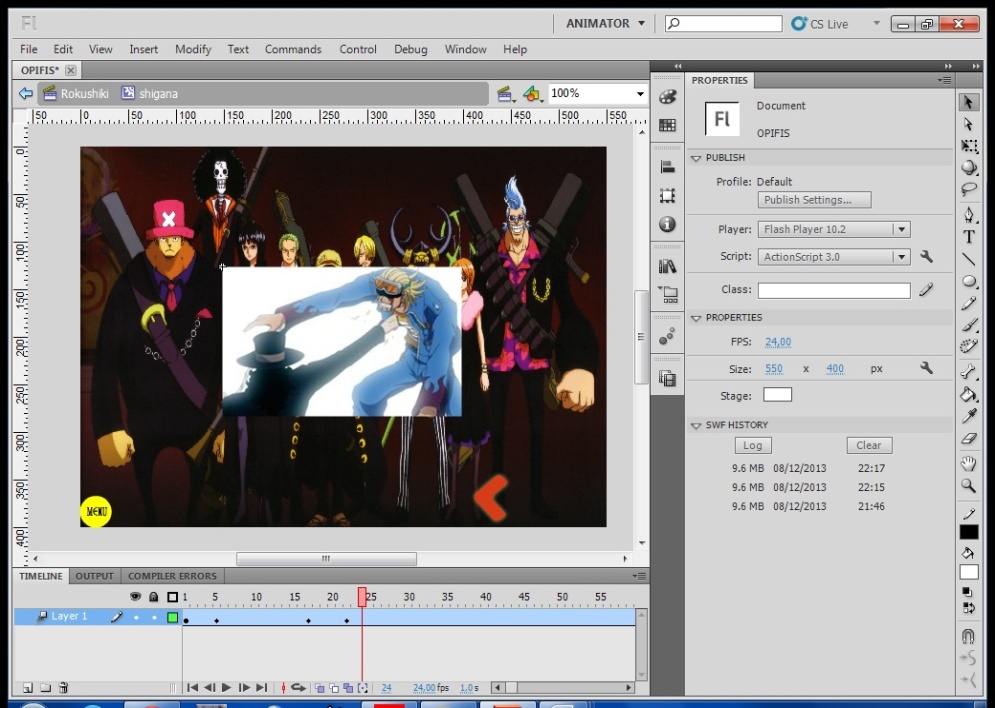
Whatever categories you choose, it will again explaining a simple introduction about what you choose in the first frame of the scene.

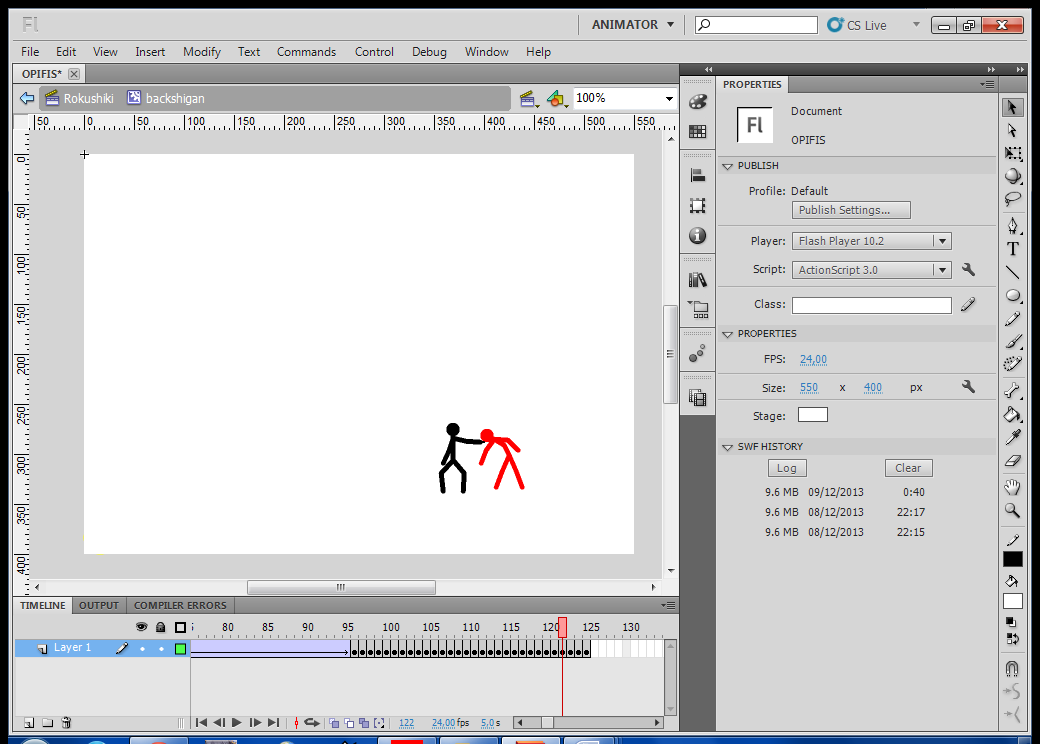
There, you will notice that there is a button with text “Menu” in this scene. This button if clicked, will direct you to main part of the application mentioned earlier. This button will also always exist in the frame so.

 Again, there will be some menu button in this frame, which the categories of the fighting style you choosed before will have another different style.

This frame also will be the secondary main part of the corresponding scene because there will be previous button redirrect to this frame in each of this menu, regardless of what you choose.

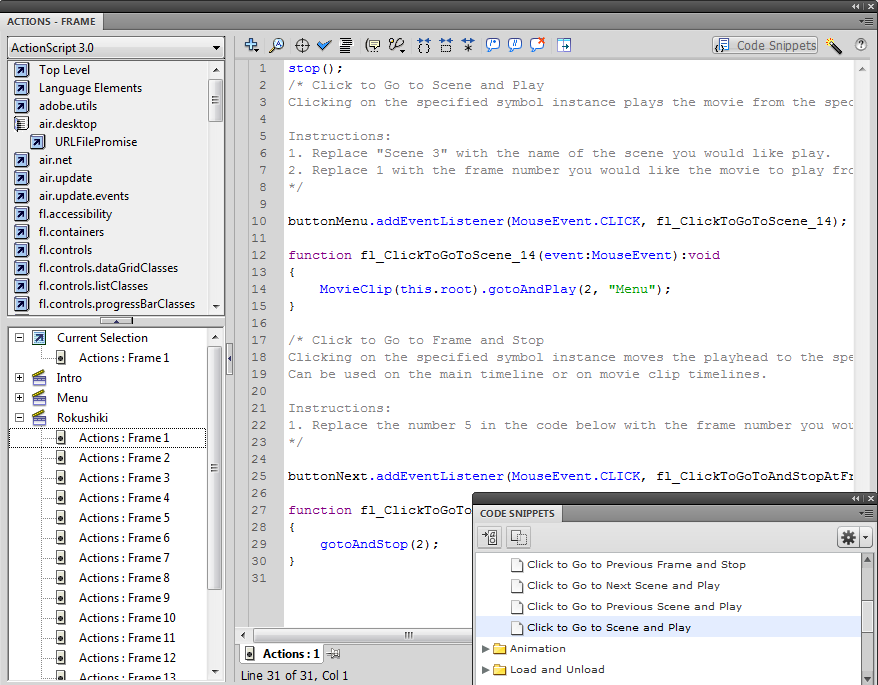
 Next is the explanation of the style you choose. The previous button in here will direct you to the menu of this scene (the secondary main part) while the next button will dirrect you to next frame, where there will be a picture, followed by a stickman figure animation for illustration.

 This is where the illustration of the style is.

 First, it will show the picture of the style with zoom in animation. The picture after zoom in motion then will be staying like that for about two seconds, and then followed by zoom out motion to the upper left corner of the stage. At the same time, the background of the stage fade out to white.

Then, when the background of the stage completely white, the stickman figure will appear, and the animation of the stickman doing like the style explained and the picture before is started.

The previous button in this frame redirect to the previous frame, where the explaining of the style is.



The action script used in this applications is simple. We used most of the action script from the Code Snippets provided in Action Script Flash CS 5.5.

Here are the links to the full size image of screenshots if you see those images above aren’t clear enough (based on images of this report order) :

* <http://puu.sh/5GaNX>
* <http://puu.sh/5GbfJ>
* <http://puu.sh/5Gbt5>
* <http://puu.sh/5GbRi>
* <http://puu.sh/5GcfQ>
* <http://puu.sh/5GcG1>
* <http://puu.sh/5Gdmn>
* <http://puu.sh/5GekU>
* <http://puu.sh/5GeYa>

And here is the paste of the Applications Action Scripts :

* <http://pastebin.com/ETfTGGWT>

1. **PROJECT PHASE**

|  |  |
| --- | --- |
| **Activity** | **Suggested duration** |
| Planning (Selecting and understanding topic, researching.) | One day |
| Developing  (Make a project based on the selected topic.) | One week |
| Testing  (Test the application, searching and fixing errors and bugs.) | One day |
| Documenting  (Make a report of the project.) | Four hours |