Flash Maze Project

Open a new flash document. **Select Action Script 2.**

In Google do a maze generator search.

Set maze width to 15, maze height to 15, and wall width to 5.   Generate the maze.
Right click on the image and save picture as bitmap.

Import picture to stage. Use transform tool to size maze to fill about 80% of stage.
Click on stage and set background color to something other than white.
Select Image. Go to modify/bitmap/trace bitmap. Set curve fit to very tight and corner threshold to many corners. O.K.

Select off the image, then select the white background and delete. You should be looking at a black maze on a colored background with no white.

Click on background. In actions panel, frame 1 type   stop();
Next, select the entire maze graphic and F8 (convert) it to a button symbol. Name it maze_btn

Now select Frame 5 and insert a keyframe (F6).
Select Frame 10 and insert a BLANK Keyframe. Type something like   You Lose on the stage.
Select Frame 20 and insert a BLANK Keyframe. Type something like   You WIN on the stage.

Now go back to frame 5. Click on the maze_btn. Open the Action Panel and enter this code:

on(rollOver){
    gotoAndStop(10);
}

Let's now create a new button on Frame 1. It is a small rectangle or square. Select the graphic and F8 (convert to Symbol) it into a button symbol you name inv_btn for invisible button.

To make it invisible, double click the button. Go to the HIT frame and enter keyframe.
Now erase the contents in the first frame titled UP. Now return to scene 1.

You should be looking at a button that shows up looking light blue, sort of like glass. Drag an instance of the button to the entrance of the maze. Use the transform tool to make it small and place it just inside the entrance. Click on the button and add this action code:

on(rollOver){
        gotoAndStop(5);
}

Now, on frame 1, select the maze button. In the Properties Panel it shows as a button. Select the arrow and change it to a movie clip. This will make the button a movie clip in frame 1 and a button in frame 5.

Go to frame 5.

Place another instance of the inv-btn at the end of the Maze. Click on the button and add this action code:

on(rollOver){
        gotoAndStop(20);
}

Add text on Frame 1 to Show where to start and where the end is. Add a trap (inv-Button) to trap cheaters.