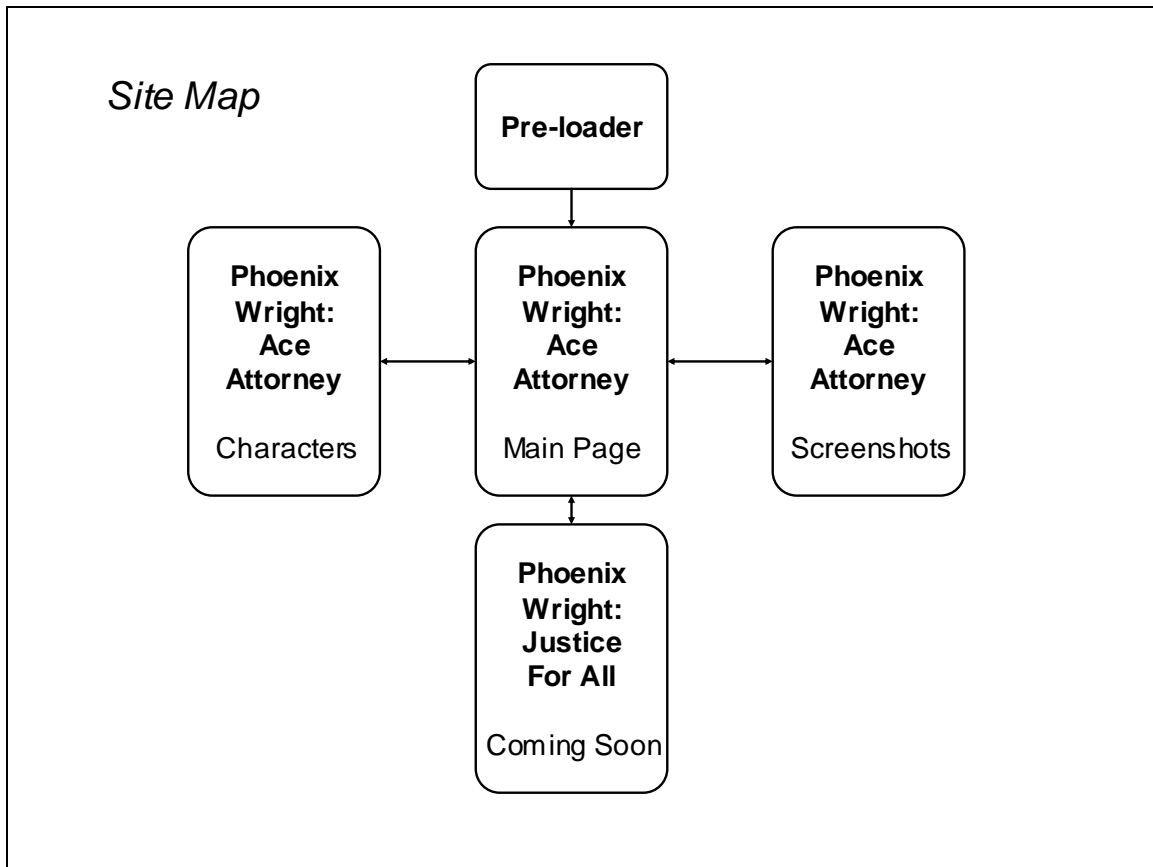


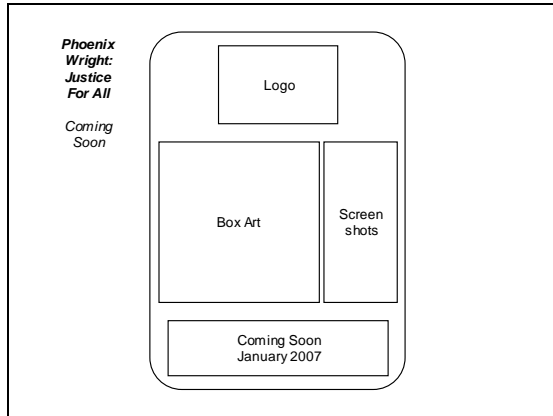
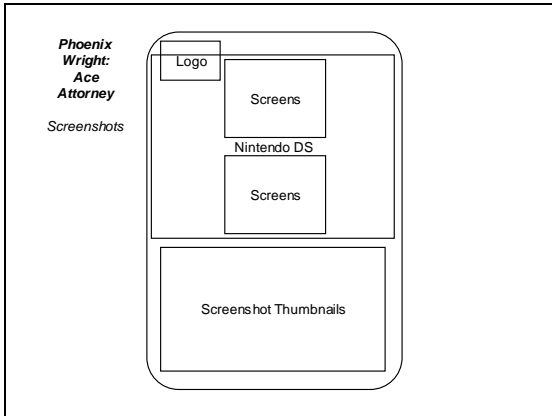
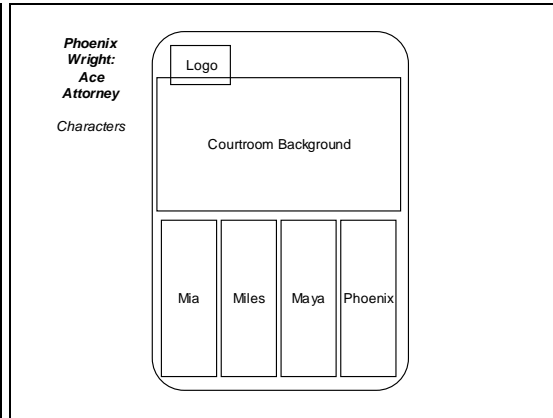
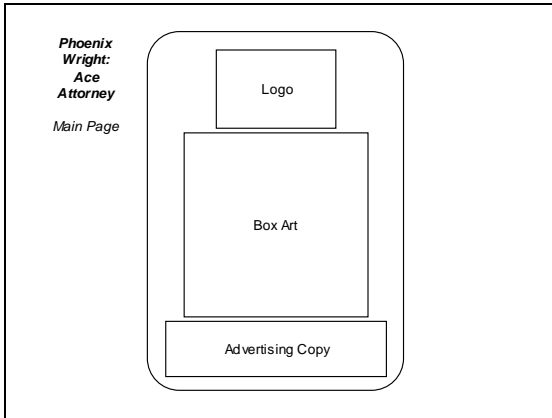
**DESCRIPTION**

This is a Macromedia Flash web site to promote the Nintendo DS game "Phoenix Wright: Ace Attorney" and its sequel by Capcom. The official promotional Flash web site can be seen here: <http://www.capcom.com/phoenixwright/>. The purpose of this site is to redesign the official one into something more accessible, extensible, and aesthetically pleasing, while retaining all of the original content. The Flash file was created with Adobe Illustrator CS2, Adobe Photoshop CS2, and Adobe/Macromedia Flash 8.

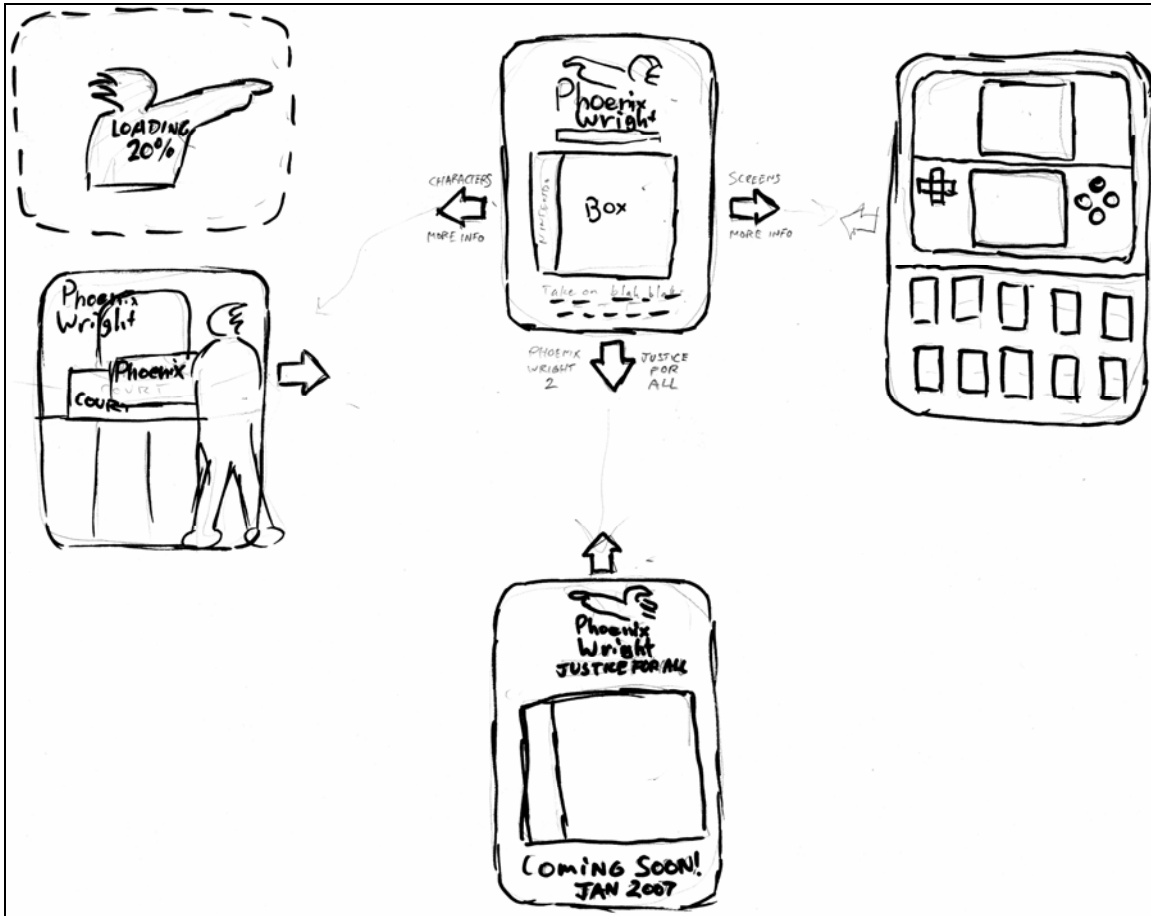
**SITE MAP**



**PAGE MAPS**



SKETCHES

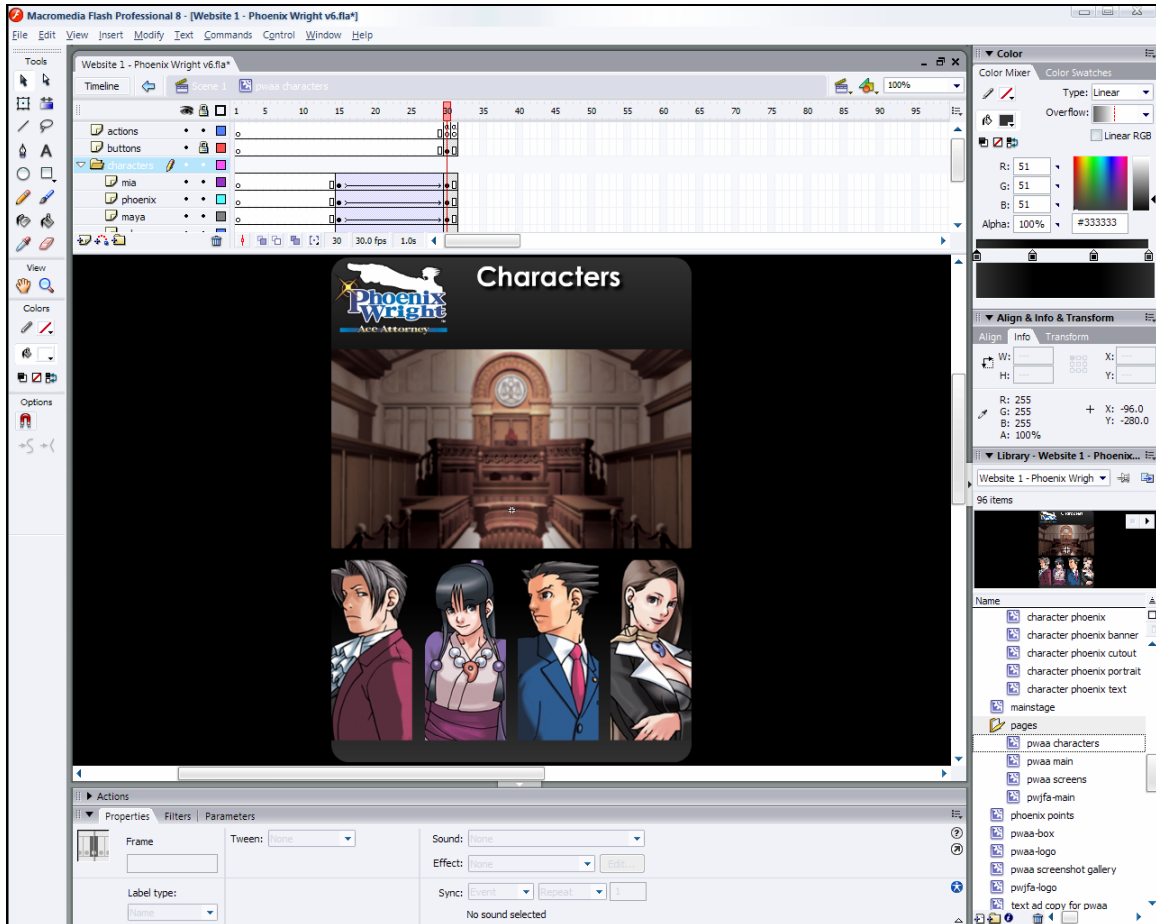


# ART 257/258 PORTFOLIO: PHOENIX WRIGHT FLASH SITE

Brendan Smith  
KCC :: Fall 2006 :: ART 257/258  
Motion Graphic Design/Interface Programming II

## INSIDE LOOK AT THE FLA UNDER CONSTRUCTION

The final site is constructed entirely out of movie clips embedded within movie clips

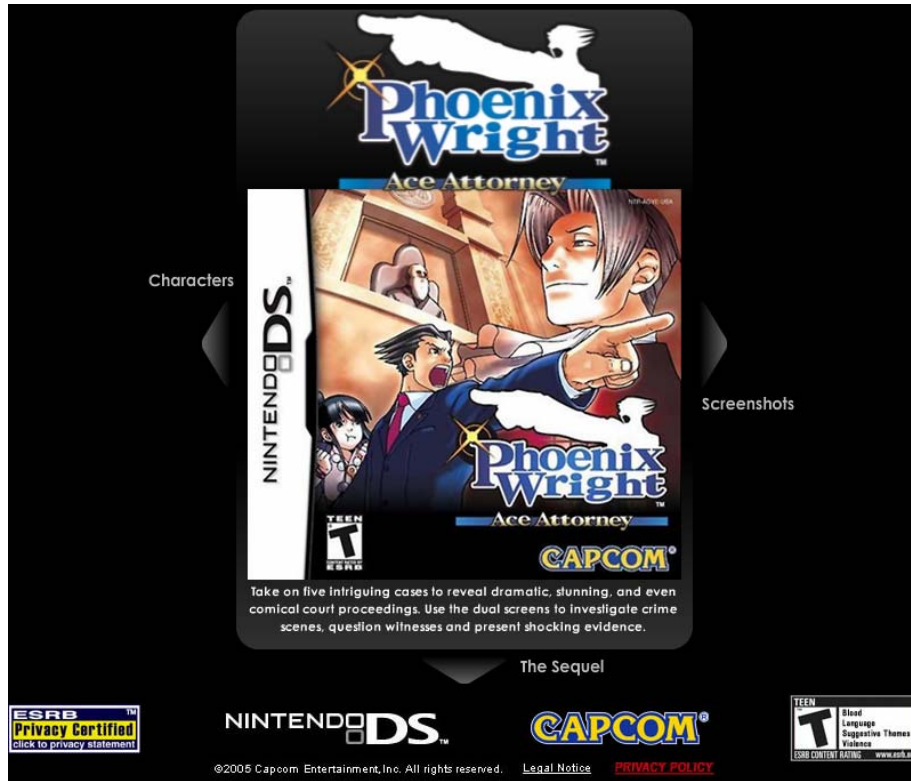


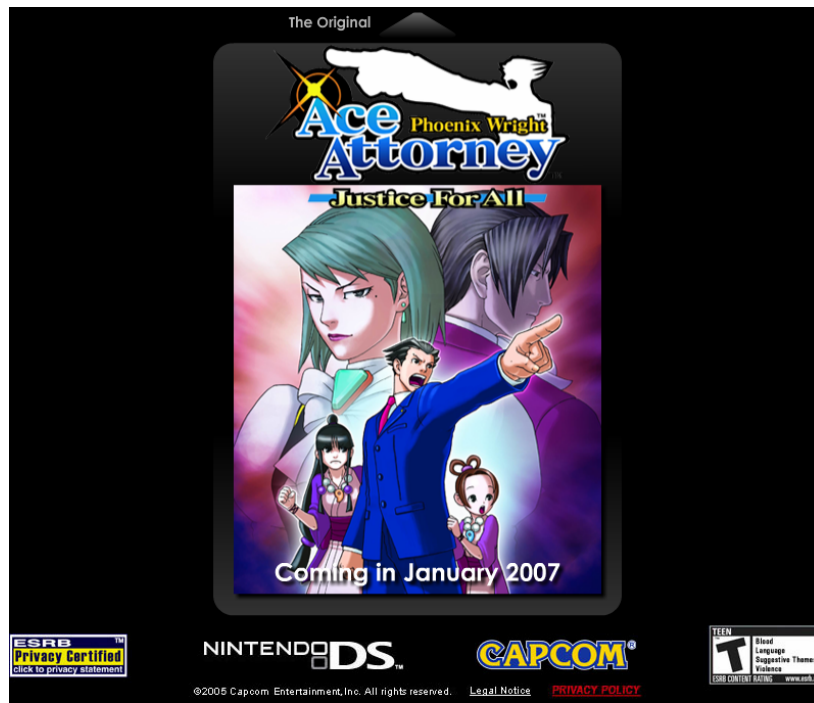
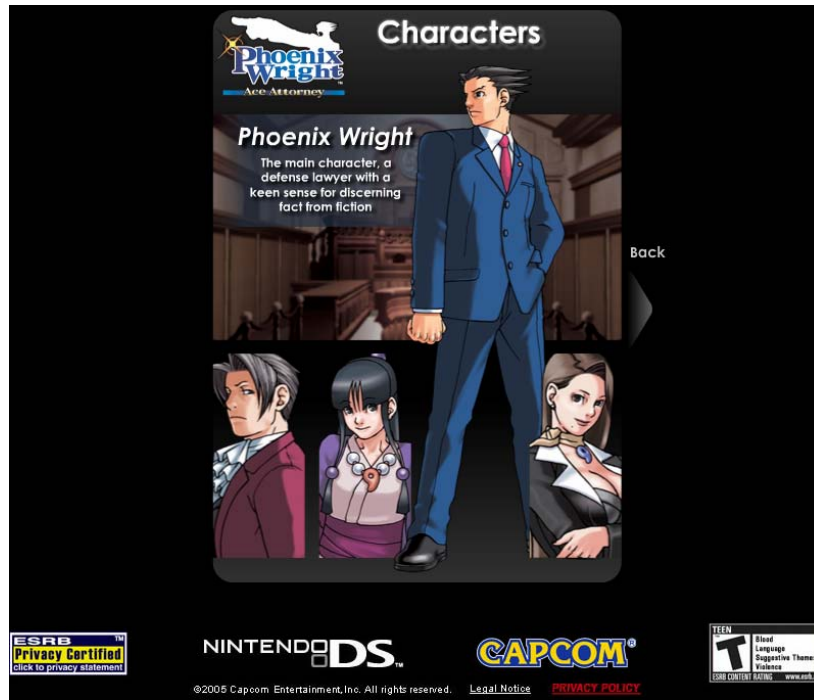
**EXAMPLE ACTIONSCRIPT**

Examples of the actionscript code which controls the behavior of the site

<u>Actionscript code for the main stage</u>	<u>Actionscript code for the characters page</u>
<pre>stop();  bgmSound = new Sound(); bgmSound.attachSound("04 Questioning ~ Moderato 2001.mp3"); bgmSound.start(0, 99);  main_stage.onEnterFrame = function () {     this._x += (newx - this._x)/5;     this._y += (newy - this._y)/5; }  main_stage.button_pwaamain2pwaacharacters.onRelease = function() {     newx = 1200;     newy = 0;     bgmSound.stop();     bgmSound.attachSound("08 Pressing Pursuit ~ Cornered.mp3");     bgmSound.start(0, 99);     main_stage.pwaa_characters.gotoAndPlay(1); } main_stage.button_pwaacharacters2pwaamain.onRelease = function() {     newx = 400;     newy = 0;     bgmSound.stop();     bgmSound.attachSound("04 Questioning ~ Moderato 2001.mp3");     bgmSound.start(0, 99);     main_stage.pwaa_main.gotoAndPlay(1); }  main_stage.button_pwaamain2pwaascreens.onRelease = function() {     newx = -400;     newy = 0;     bgmSound.stop();     bgmSound.attachSound("05 Logic and Trick.mp3");     bgmSound.start(0, 99);     main_stage.pwaa_screens.gotoAndPlay(1); } main_stage.button_pwaascreens2pwaamain.onRelease = function() {     newx = 400;     newy = 0;     bgmSound.stop();     bgmSound.attachSound("04 Questioning ~ Moderato 2001.mp3");     bgmSound.start(0, 99);     main_stage.pwaa_main.gotoAndPlay(1); }  main_stage.button_pwaamain2pwjfamain.onRelease = function() {     newx = 400;     newy = -800;     bgmSound.stop();     bgmSound.attachSound("09 Telling the Truth 2001.mp3");     bgmSound.start(0, 99);     main_stage.pwjfa_main.gotoAndPlay(1); } main_stage.button_pwjfamain2pwaamain.onRelease = function() {     newx = 400;     newy = 0;     bgmSound.stop();     bgmSound.attachSound("04 Questioning ~ Moderato 2001.mp3");     bgmSound.start(0, 99);     main_stage.pwaa_main.gotoAndPlay(1); } }</pre>	<pre>button_mia.onRollOver = function(){     pwaa_characters_mia.gotoAndPlay(2); };  button_mia.onRollOut = function(){     pwaa_characters_mia.gotoAndPlay(16); };  button_phoenix.onRollOver = function(){     pwaa_characters_phoenix.gotoAndPlay(2); };  button_phoenix.onRollOut = function(){     pwaa_characters_phoenix.gotoAndPlay(16); };  button_maya.onRollOver = function(){     pwaa_characters_maya.gotoAndPlay(2); };  button_maya.onRollOut = function(){     pwaa_characters_maya.gotoAndPlay(16); };  button_edgeworth.onRollOver = function(){     pwaa_characters_edgeworth.gotoAndPlay(2); };  button_edgeworth.onRollOut = function(){     pwaa_characters_edgeworth.gotoAndPlay(16); };  </pre> <p><u>Actionscript code for the screenshots page</u></p> <pre> bloopSound = new Sound(); bloopSound.attachSound("sound_button_bloop");  button_screen.onRelease = function(){     pwaa_screenshot_gallery.nextFrame();     bloopSound.start(); }; </pre>

FINAL VERSION INCLUDING ITS HTML FRAME





TESTED ON ALL MAJOR BROWSERS AND OPERATING SYSTEMS SUPPORTING THE ADOBE/MACROMEDIA FLASH 8 PLATFORM

