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The Assignment	For this assignment, I'd like you to create a small piece of interactive artwork. Your exploration shouldn't be designed to serve any particular goal, that is, you're not building an application or a game. That can come later in the semester. For now, focus primarily on the aesthetic possibilities available through computation.
Objective	Your solution should draw on and expand on the skills learned from the short exercises in class. This assignment should give you more experience in using code, rather than the timeline as the architecture for your designs.
Topics	Mouse and Keyboard Actions Finding and using 3rd party Actionscripts Flash Presentation Techniques Variables Conditionals Loops Arrays Functions
Guidelines	<p>Use the short exercises we've been working on in class for guidelines in building your code. While you may use short bits of tweened animation in your design, the majority of the project should be driven by Actionscript.</p> <p>If you need to explore other facets to code to realize your design, I'll help you investigate the options. Try not rule out ideas too early in the project if they seem too difficult. Even complex interactions can break down into manageable components.</p>
Timeline	<p>9/30 Assignment distributed. Begin sketching of ideas.</p> <p>10/5 Experiment with different approaches and ideas.</p> <p>10/7 Selection of final direction for project.</p> <p>10/12 Workday.</p> <p>10/14 Mid project evaluation.</p> <p>10/19 Workday.</p> <p>10/21 Evaluate class progress and assign final due date.</p>