

Written by Administrator

Sunday, 16 October 2011 14:42 - Last Updated Wednesday, 15 February 2012 17:06



In this detailed lesson made for **Flash 8** and **ActionScript 2.0**, I will show you how to create a **completely dynamic**

hangman game. This lesson is intended for

intermediate

or

advanced

users of ActionScript. If you are completely new to ActionScript, I suggest that you learn

[more about ActionScript](#)

and come back to this tutorial later.

Step by step to create a Hangman Game in Flash 8

In this detailed lesson made for **Flash 8** and **ActionScript 2.0**, I will show you how to create a **completely dynamic**

hangman game. This lesson is intended for

intermediate

or

advanced

users of ActionScript. If you are completely new to ActionScript, I suggest that you learn

[more about ActionScript](#)

and come back to this tutorial later. Before continuing with this lesson, you should already know some fundamental ActionScript concepts, such as variables, if/else conditional logic, for loops, function basics, paths, dynamic text fields and movie clip events.

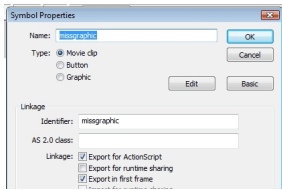
Below is the example of the hangman game. Try it! Click play and then try to guess the hidden word by pressing on different letters.

```
{swfremote}http://www.flashexplained.com/img/actionscript/media/hangman-game-flash-example.swf{/swfremote}
```

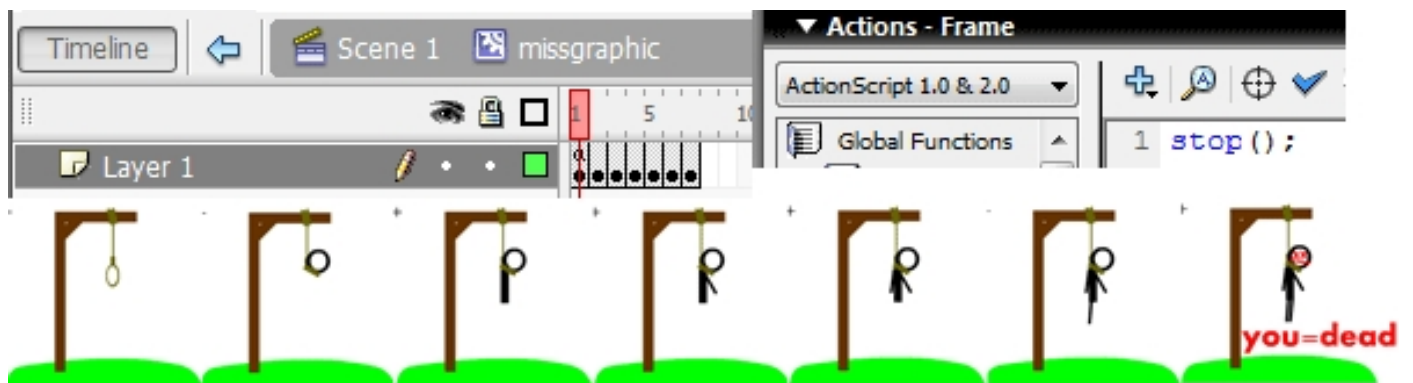
Step by step to create a Hangman Game in Flash 8 - Lesson Flash 8 - Lesson Flash Online

Written by Administrator

Sunday, 16 October 2011 14:42 - Last Updated Wednesday, 15 February 2012 17:06



On the first frame, draw the frame and hang a noose from it. In the actions section, add stop(); For frames 2-7, add one piece to the hangman. Return to the main stage. Delete the symbol from the stage, keeping it in the library.



Next we are going to create the buttons which contain the letters for the player to guess. Draw a square with rounded corners. Copy and paste the rectangle. Change the color to white and Modify->Shape->Expand Fill. Set the inset to 5px. Add a text box with type dynamic text. Set the Var to displayletter. Return to the main stage and delete the movieclip from the stage. In the library, select the movieclip, right click Export for Actionscript and set the Linkage Identifier to displayletter.

