In our work we consider computer game developing with the use of Adobe Flash platform on the base of the English language. My project is realized in English. So, everyone who will play this game could train his/her English. It is very advisable because it helps learn some new words and train «reading», it’s also a very interesting way of studying – in playing form, with visual images it’s easy to remember or understand something. So, it is a good way to practise the English language not only for players, but also for me, because while I was writing replies, instructions, and other text-content for my game, I knew a lot of new English words and constructions. I practised my programming-languages and English language skills working on this game – so, it was a great informational and cognitive experience!

My program is a game for children or everybody who is fond of simple computer games for fun. It has an elementary and friendly interface which is very comfortable for using and understanding.

1. Purpose
To develop a cross-platform entertaining game for web and desktops based on Adobe Flash platform using ActionScript3.

2. Description
2.1 Platform
Adobe Flash is a multimedia and software platform. It is used for creating vector graphics, animation, games and Rich Internet Applications (RIAs) that can be viewed and played in Adobe Flash Player.

Adobe Flash platform is not so demanded now. Technologies are developing faster and faster, one programming language replaces another, a widely used engine becomes less popular and vice versa. The same thing happened to Flash technologies. With the advent of Hypertext Markup Language (HTML5), which has all the same methods and resources for developing, Flash became less used. But I chose it for 3 reasons:
- there is a very comfortable interface and tool-set for graphic making;
- syntax of ActionScript3 language, which is used in Flash platform, is similar to C-compatible languages, that makes learning them in future more easily.
- Small Web Format (SWF) games don’t require any installation and the user can play this game immediately after downloading.

2.2 Game description
The genre of my game is «platformer» that includes 2 locations and the possibility to choose music which is playing during the game process or to turn it off. There is a collecting system for coins which a player catches in locations. After every game session the sum of collected coins increases and a player can buy some bonuses in a bonus-shop.

There are 10 types of bonuses: some of them multiply the volume of coins, the others give special abilities or make trouble for a player.

Moreover, there is a reference in the menu. A player can find all necessary information about the game: bonuses and the system of the game’s control.

3. Stages of game developing

3.1 The idea and the plot of the game
A main character of the game is a funny panda which loves travelling and adventures. It explores different dangerous but amazing places (the open space or the depths of the sea) and collects coins.

3.2 «The foundation»
I started developing this game with programming main motions.

At first, traffic of barriers was created, then – the system of the player’s control. The panda’s motions are performed owing to the keyboard and the mouse events.

3.3 Additional details
I added a homepage with brief directions and the menu which includes a settings button, the section with full information about the game, and a bonus-shop button. Then I added these sections into my game.

3.4 Making graphics
I drew all elements of graphic design for every page. There were buttons, icons for bonuses and coins, etc. Then I made «frame by frame» animation for the game’s character in 2 variations (panda in the space and panda under the water) and pasted them into the source templates.

3.5 Testing
I checked my game for bugs and operability and corrected all mistakes.

4. Conclusion
While I was working on this project, I learnt ActionScript3 and got good experience in this sphere. Now I know how to create a character, draw it, animate it and give it an ability to move. Also I learnt the foundation of working with Adobe Flash platform and different programs for graphical design. In future I will use my
knowledge and these skills to make new more elaborated projects. This base will help me study the animation more intensive and productive.

Список литературы:
2. [Электронный ресурс] / Режим доступа: http://xitri.com