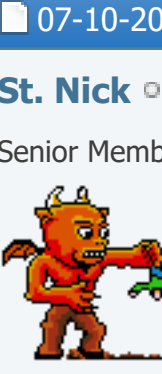
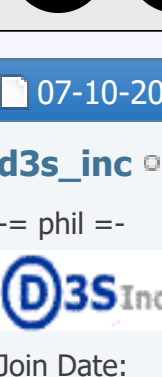
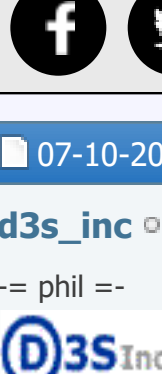
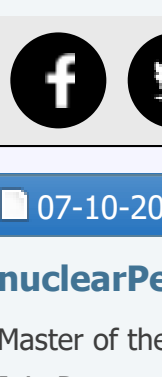
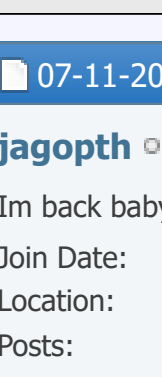
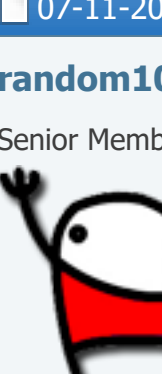
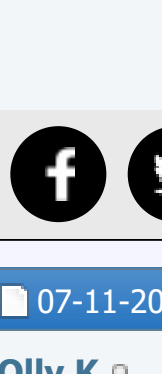
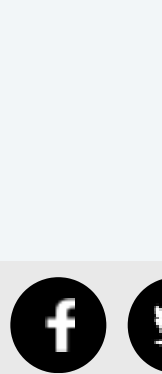


Thread: [BETA] Interactive "Buddy"

Thread ToolsDisplay▼	
#1	
shock-value◊ Junior Member Join Date: Jul 2004 Posts: 24	[BETA] Interactive "Buddy" Here's a project I've been working on, called the "DeviantArt Buddy" for submission on DeviantArt.com. It's a Flash movie where you interact with a little creature and he responds. Of course everything is dynamic which means it doesn't get old (at least not for me ☺). Anyway, I still have more stuff to do with it like add help, add stats page, add more ways to interact, etc. but I was hoping you guys/girls could identify any bugs that you find and give suggestions for new features/weapons. Thanks and enjoy! http://www.deviantart.com/view/8780157/ EDIT: Some notes: you can buy new weapons/skins by beating up (or playing with) the buddy to get cash. I could use some skin ideas too, I'm looking for characters that people would want to beat up. Any ideas are appreciated. BTW, all progress (like bought items, cash, etc.) is saved using sharedObject. Also there is a bug where the sound is turned off by default. You can enable it in the settings menu. <i>Last edited by shock-value; 07-10-2004 at 08:10 PM.</i> Reply With Quote
#2	
thelumanchimp◊ Official Shoe Shiner  Join Date: Jul 2003 Location: London Posts: 953	lol, very nice indeed i especially like the smoke and fire effects...keep up the good work! Message on a gravestone: <i>I finished before you in the human race.</i> Using: Flash MX Reply With Quote
#3	
St. Nick◊ Senior Member  Join Date: Sep 2003 Location: Ontario, Canada Posts: 312	That is sooooo sweetee... a cattle prod or taser would be nice as well ☺ - St. Nick Reply With Quote
#4	
d3s_inc◊ → phil ←  Join Date: Oct 2002 Posts: 610	freakin' AWESOME! Reply With Quote
#5	
Frag◊ Professional Air Guitarist  Join Date: Dec 2002 Location: Brain, Body, Clothes, Computer Chair, Room, House, Neighborhood, City, State, Country, Continent, World, Galaxy, Universe, and on? Posts: 811	I've always wanted to do that to a teletubby ☺ Got Cool? Studios Reply With Quote
#6	
d3s_inc◊ → phil ←  Join Date: Oct 2002 Posts: 610	light him on fire than have a rainstorm of flying rubber balls, its judgment day for you, you stupid teletuby Reply With Quote
#7	
jtnw◊  Join Date: May 2002 Posts: 1,328	Very nice. My favorite thing to do is set the maximum objects to 40, fill the screen with bowling balls and use the strong gravity vortex. Then, just sit back and watch your money go up. jtnw Reply With Quote
#8	
random10122◊ Senior Member  Join Date: Mar 2002 Location: Sheffield, UK Posts: 1,747	Yup, very nice... feels very polished already. The effects are nicee, especially fire and the physics seem fairly accurate - which is always a bonus! Think you might be onto a winner here, i'd like to see it brightned up a bit though. Oh and add a chair that you can hit him with, and it smashes *movie style* ☺ fracture2 - the sequel fracture - retro shooter blog - games, design and the rest *2D is a format, not a limitation" -Luis Barriga Reply With Quote
#9	
nuclearPenut◊ Master of the pirate fetus! Join Date: Feb 2004 Location: usa Posts: 74	thats amazing.. all i can think of is add more skins, because unless hes dressed up like something i dont like, i feel sorry for it, especially when its in the corner, shaking and saying "no boomi!" <i>Last edited by nuclearPenut; 07-10-2004 at 07:28 PM.</i> Viva Le Fetus! Reply With Quote
#10	
X-Tender◊ Senior Member  Join Date: Jun 2003 Location: Germany Posts: 507	Holy Jesus on a Pogo Stick! .. thats so cute =D .. i love how he runs away from the grandes .. adn when we catch it =D ... ingenious work .. Reply With Quote
#11	
jagoph◊ Im back baby! Join Date: Apr 2004 Location: Redditch Posts: 207	oh-myy-god!!!! that is amazing!!! I found only one bug. If you put a mine down in mid-air at either the left or right of the screen at the very edge, so not ALL the mine is on the screen, then it just hovers there in mid-air until it disappears from puttin more stuff down! Love the 'shake-screen-on-explode' Thingy!!! & the fire graphics are gr8!!! maybe skins of celebrities? ☺ jag howdy pardner! Reply With Quote
#12	
Frag◊ Professional Air Guitarist  Join Date: Dec 2002 Location: Brain, Body, Clothes, Computer Chair, Room, House, Neighborhood, City, State, Country, Continent, World, Galaxy, Universe, and on? Posts: 811	Hmm... Skins: 1) George Bush 2) John Kerry 3) Michael Moore 4) Jared from SubWay ☺ A Matrix mode might be cool ☺ Got Cool? Studios Reply With Quote
#13	
shock-value◊ Junior Member Join Date: Jul 2004 Posts: 24	"If you put a mine down in mid-air at either the left or right of the screen at the very edge, so not ALL the mine is on the screen, then it just hovers there in mid-air until it disappears from puttin more stuff down!" Actually I purposely made it so that the mines stick to the wall, if that's what you mean. Do you think it would be better if they just bounced until they hit the ground and then get stuck? And, excellent ideas for weapons! I'll definitely put in a taser and probably that chair idea too although the chair would require some modifications to the physics code which may be tricky. But I'll certainly try! Reply With Quote
#14	
Doush.◊ Dance Monkey Dance!  Join Date: Jun 2004 Posts: 254	I love it. Releases stress. I like that fact that your last used items come up in the right click menu. Never knew you could do that. Reply With Quote
#15	
jagoph◊ Im back baby! Join Date: Apr 2004 Location: Redditch Posts: 207	"If you put a mine down in mid-air at either the left or right of the screen at the very edge, so not ALL the mine is on the screen, then it just hovers there in mid-air until it disappears from puttin more stuff down!" Sorry, yea, after posting it, i went back on it and realised that it supposed 2 be like that. Ideas:? 1. Whip 2. hammer 3. Volcanoe?? lol Skins: 1. Ghost 2. Devil or Angel 3. Astronaut 4. Tony Blair A 'matrix mode' would be cool aswell! jag howdy pardner! Reply With Quote
#16	
mentuat◊  Join Date: Mar 2002 Location: out of office Posts: 718	excellent fun - surrounding him with mines then dropping a grenade over so he runs into them... blimmin hard to put a flaming bouncy ball storm out! Reply With Quote
#17	
The_Xell◊ ∴ Weirder Out ∴  Join Date: Nov 2002 Location: Under the table and dreaming... Posts: 802	Excellent! I had no idea you could play with the right click menu.... Reply With Quote
#18	
random10122◊ Senior Member  Join Date: Mar 2002 Location: Sheffield, UK Posts: 1,747	Its only in the latest version of flash... I disagree with the matrix mode, i hate how everyone seems to think its 'cool' to have it in a game... Theres no reason, especially not in this game - please dont put it in just for the sake of it! fracture2 - the sequel fracture - retro shooter blog - games, design and the rest *2D is a format, not a limitation" -Luis Barriga Reply With Quote
#19	
Oily K◊ zephyr  Join Date: May 2002 Location: The University of Wales, Newport Posts: 1,357	Haha! thats cool! ☺ For skins: Tony Blair and George Bush (obviously) Puppy and Kitten Devil and Angel Alien For weapons: Glove Slap (Hands) Stick, Baseball Bat, Mallet Cannon Balls, Stones, Rocks Shotgun, Uzi, Blunderbuss (no blood tho) Lightening, Freeze, Earthquake (God powers) Cattle prod and Taser the possibilities are endless ☺ <i>Last edited by Oily K; 07-11-2004 at 01:14 PM.</i>  - I made this! http://www.okkle.co.uk - creatures, art, animation and toys! Toilet Trumps Reply With Quote
#20	
crashlanding◊ Flash hates me.  Join Date: Nov 2003 Location: UK Posts: 439	oohohohohohohohohohohohoh woohoo! no escape now, tinky-winky!!! great. i love it, as you can probably tell. "when i found my gerbil dead my other gerbil was eating it i just cried and screamed" http://www.livescripts.net <i>Last edited by some moderator : Today at 9:01 PM.</i> Reply With Quote

Thread: [BETA] Interactive "Buddy"

Thread ToolsDisplay

07-11-2004, 03:22 PM

#21

X-Tender

Senior Member



Join Date: Jun 2003

Location: Germany

Posts: 507

just a small question .. how can i create this menu on the top .. with which componenets? .. (f mx 2004)



Reply With Quote

07-11-2004, 03:25 PM

#22

thelumanchimp

Official Shoe Shiner



Join Date: Jul 2003

Location: London

Posts: 953

see <http://www.webwasp.co.uk/tutorials/b...-menu-tute.php>



Reply With Quote

07-11-2004, 03:32 PM

#23

X-Tender

Senior Member



Join Date: Jun 2003

Location: Germany

Posts: 507

i dont mean the right click menu ... i mean the menu on top of the movie .. File | Skins | Item .. ect.



Reply With Quote

07-11-2004, 03:40 PM

#24

Covenant

(SC)



Join Date: Dec 2000

Location: Ireland

Posts: 709

They are MenuBar and Menu components that come with Flash MX 2004.

This interactive buddy is really well done, I love the physics effects and the motion trail that you added. They just give it that really nice touch.



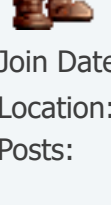
Reply With Quote

07-11-2004, 03:56 PM

#25

X-Tender

Senior Member



Join Date: Jun 2003

Location: Germany

Posts: 507

are they only in the professional version? ... i cant find it in my normal version



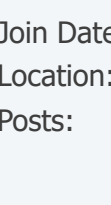
Reply With Quote

07-11-2004, 04:14 PM

#26

St. Nick

Senior Member



Join Date: Sep 2003

Location: Ontario, Canada

Posts: 312

I found a funny bug that probably is not important, to see it do this:

1) Place a mine (I use three, side by side) on the ground

2) Use the open hand and lift tinkywinkie or whoever overtop of them.

3) Raise him slowly to the top of the screen and move your cursor past the top edge - the victim should just hang in mid-air (maybe this is a bug?)

4) Circle your cursor around to the bottom of the applet, and raise your mouse onto the screen just by the mines. Once he starts to fall, take your mouse off of the applet

You should see him bounce up and down overtop of the mines without hitting them. If you bring the cursor back to the applet he will fall and hit the mines. So far I've only seen it work on mines.

Oh yeah, and if you use open hand with him and leave the screen while you are earning money, you can come back a few minutes later really rich... He doesn't detach himself from you like he does if you stay on the screen. He just stays there earning you money.



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07-11-2004, 06:07 PM

#27

Coolguy225

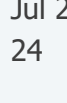
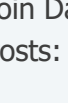
Member



Join Date: Apr 2004

Posts: 96

The coolest thing I have seen is when I dropped a nade and he wandered over to it picked it up and said what is this.... THEN EXPLODED!!! HA HA HA....Anyways a preloaded would be nice. And everyone wants political skins...You could go with the normally hated celebrities like Rosie O Donald, Heraldo, Oprah (ok maybe it is just me): I recommend using real pictures for their faces to make it more real.



Reply With Quote

07-11-2004, 06:44 PM

#28

shock-value

Junior Member



Join Date: Jul 2004

Posts: 24

Originally posted by St. Nick

I found a funny bug that probably is not important, to see it do this:

1) Place a mine (I use three, side by side) on the ground

2) Use the open hand and lift tinkywinkie or whoever overtop of them.

3) Raise him slowly to the top of the screen and move your cursor past the top edge - the victim should just hang in mid-air (maybe this is a bug?)

4) Circle your cursor around to the bottom of the applet, and raise your mouse onto the screen just by the mines. Once he starts to fall, take your mouse off of the applet

You should see him bounce up and down overtop of the mines without hitting them. If you bring the cursor back to the applet he will fall and hit the mines. So far I've only seen it work on mines.

Oh yeah, and if you use open hand with him and leave the screen while you are earning money, you can come back a few minutes later really rich... He doesn't detach himself from you like he does if you stay on the screen. He just stays there earning you money.

Wow, excellent find. I'll definitely have to fix that, once I figure out exactly why it does it.

EDIT: Actually I think I know why it does it. The Buddy (that's what I call him) tries to jump up to reach your cursor if it is near him, but I think I forgot to check the Y coordinate of the mouse. I think the reason I omitted the Y check was that I (incorrectly) figured that the mouse would always be somewhere above the Buddy, or at least it would be high enough that he would be close enough to it to grab on when just starting the jump so no one would notice.

EDIT2: Bugs squashed:

- Erratic jumping when Open Hand cursor placed near ground as the Buddy falls.
- Buddy won't let go of Open Hand when cursor is at bottom of screen.
- Bowling Balls + Strong Gravity Vortex == lots of cash

I'll update the file with the improved version soon, after I add a few more features.



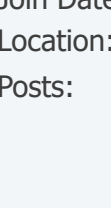
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07-11-2004, 07:09 PM

#29

X-Tender

Senior Member

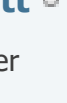
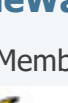
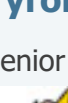


Join Date: Jun 2003

Location: Germany

Posts: 507

I love to throw about 10 rubberballs around .. then the buddy tries all the time to catch them o_O . and it looks like he kicks the balls that lies on the ground up in the air ... it happens often that he plays over 30 sec alone with the balls =D



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07-12-2004, 04:44 AM

#30

TyroneWatt

Senior Member

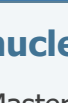


Join Date: Mar 2004

Location: Behind you

Posts: 125

Hehe, Anything that lets you blast a tellytubby is a winner. Great. One thing i noticed though is if you change the number of items on the stage in the physics menu by typing in the number it doesnt seem to work. You have to use the mouse and click on the up/down rollers. Otherwise, loads a fun



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07-12-2004, 06:15 PM

#31

nuclearPenut

Master of the pirate fetus!



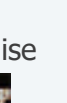
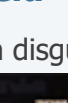
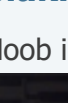
Join Date: Feb 2004

Location: usa

Posts: 74

backgrounds would be nice

Viva Le Fetus!



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07-12-2004, 07:04 PM

#32

blakfeld

Noob in disguise



Join Date: Jun 2002

Posts: 258

heh, I love this thing, I set the objects on stage to the max, dropped 30 bowling balls, then created a strong gravity vortex to continually hit the guy... then I duct taped the mouse button down for a good half hour :-D

Your a toaster and thats all youll ever be!



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07-12-2004, 10:49 PM

#33

pbleper

Flash Guru



Join Date: Jan 2001

Location: BC, Canada

Posts: 477

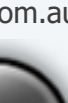
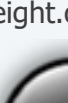
Wow.

This is one of the most lovely coded flash programs I have ever seen. Inspirational!

As others have said, more skins would be great.. those teletubbies give me shivers!

Keep it up..!

Witek Radomski
Programmer and Sound Engineer
<http://www.surreal-media.com/>



Reply With Quote

07-13-2004, 03:19 AM

#34

leight

leight.com.au



Join Date: Sep 2002

Location: australia

Posts: 1,437

hey cool 😊

Thats damn sweet! Hehe, I liked destroying that telli tubby! You should definatly make some more skins, funny ones 😊

Fantastic work mate!



Reply With Quote

07-13-2004, 04:32 AM

#35

charlie_says

Senior Member



Join Date: Feb 2003

Location: UK

Posts: 508

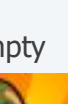
ok, that is excellent, no doubts about it.

I think what I'd like is a more Sims like aspect (well I imagine that, I've never played Sims so I can't be sure.)

What I mean by this is you can set the character a little task, so you can ruin the task with all the tricks. My thinking behind this is that I'd like to leave it running and come back in half an hour to see how it's getting along. For example, have a tree that sheds leaves, set the character to collect up the leaves, and then move them to the other side of the screen. But obviously have a wind setting which complicates the task a little. Then you come back and use the gravity vortex and mess it all up.

Just an idea...

and probably unnecessary, it's very good as it is.



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07-13-2004, 06:20 AM

#36

happinessSam

Half Empty



Join Date: May 2003

Location: London

Posts: 442

Absolutely brilliant!

I can see this being the next big flash viral. I couldn't get the sound to work, but that might be my computer?

Is there anyway to put fire out? I tried using the fire hose but it didn't make any difference.



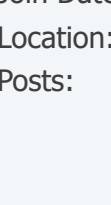
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07-13-2004, 07:28 AM

#37

X-Tender

Senior Member

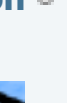
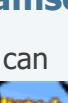
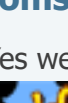


Join Date: Jun 2003

Location: Germany

Posts: 507

hmm i used the hose .. and it worked ..



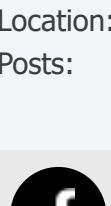
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07-13-2004, 12:09 PM

#38

tomsamson

Yes we can

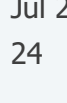
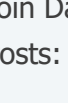


Join Date: Sep 2001

Location: Team Titan Secret Lair

Posts: 4,666

haha,that was fun,well,i think it 'd rock even more if you 'd allow uploading skins or at least loading them directly into the game 😊



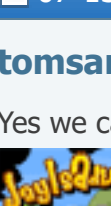
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07-13-2004, 12:15 PM

#39

shock-value

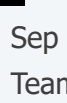
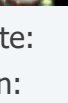
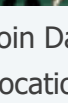
Junior Member



Join Date: Jul 2004

Posts: 24

Actually I was thinking of an uploading of skins feature where you could load a JPEG from the Internet or your computer directly into the SWF and then risize and crop it so you would just have the head of the person you wanted. Then there would be a custom skin that you could use that used the head that you created. And you could select different arms/bodies/legs from a variety of presets that I created in advance.



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07-13-2004, 12:27 PM

#40

tomsamson

Yes we can



Join Date: Sep 2001

Location: Team Titan Secret Lair

Posts: 4,666

yep,that 's what i was thinking of,too =)

do it,it'll be wicked =D



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Thread: **[BETA] Interactive "Buddy"**

Thread Tools ▼

Display ▼

 07-13-2004, 03:52 PM

#41

St. Nick 

Senior Member



Join Date: Sep 2003

Location: Ontario, Canada

Posts: 312

I like the background idea, maybe you could buy "vacations" or something for your Buddy, and maybe certain places would have different properties. Ex you buy a moon vacation and the gravity is way lower.

- St. Nick



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