

Supplement to Chapter 8 of *The Science of Digital Media* – Multimedia Programming

[Creative Project – Multimedia Programming > Comparing a Game Program in a Variety of Multimedia Programming Languages](#)¹

Exercise

For this exercise, students are divided into groups. Each group is assigned a multimedia programming language and is tasked with writing a checkers program (or the game program of the class's choice) in their language.

The game should begin with a "splashy" introduction – a sequence with sound and moving images like those that you see at the beginnings of video games – called "splash screen." Creating a splash screen gives you the opportunity to experiment with your language's ability to integrate sound, images, motion, and interactivity.

A partially-implemented checkers program is provided for you in a variety of languages: Director, Flash, Java, Processing, and MAX/MSP. If you picked up this exercise at the website for *The Science of Digital Media*, you'll find an SpeedCheckers folder at the same location. The programs are in this folder. These programs have the basic functionality for the checkers game.

When the programs are complete, each group should present their game and explain how they implemented it. The class as a whole should compare the different language features.

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