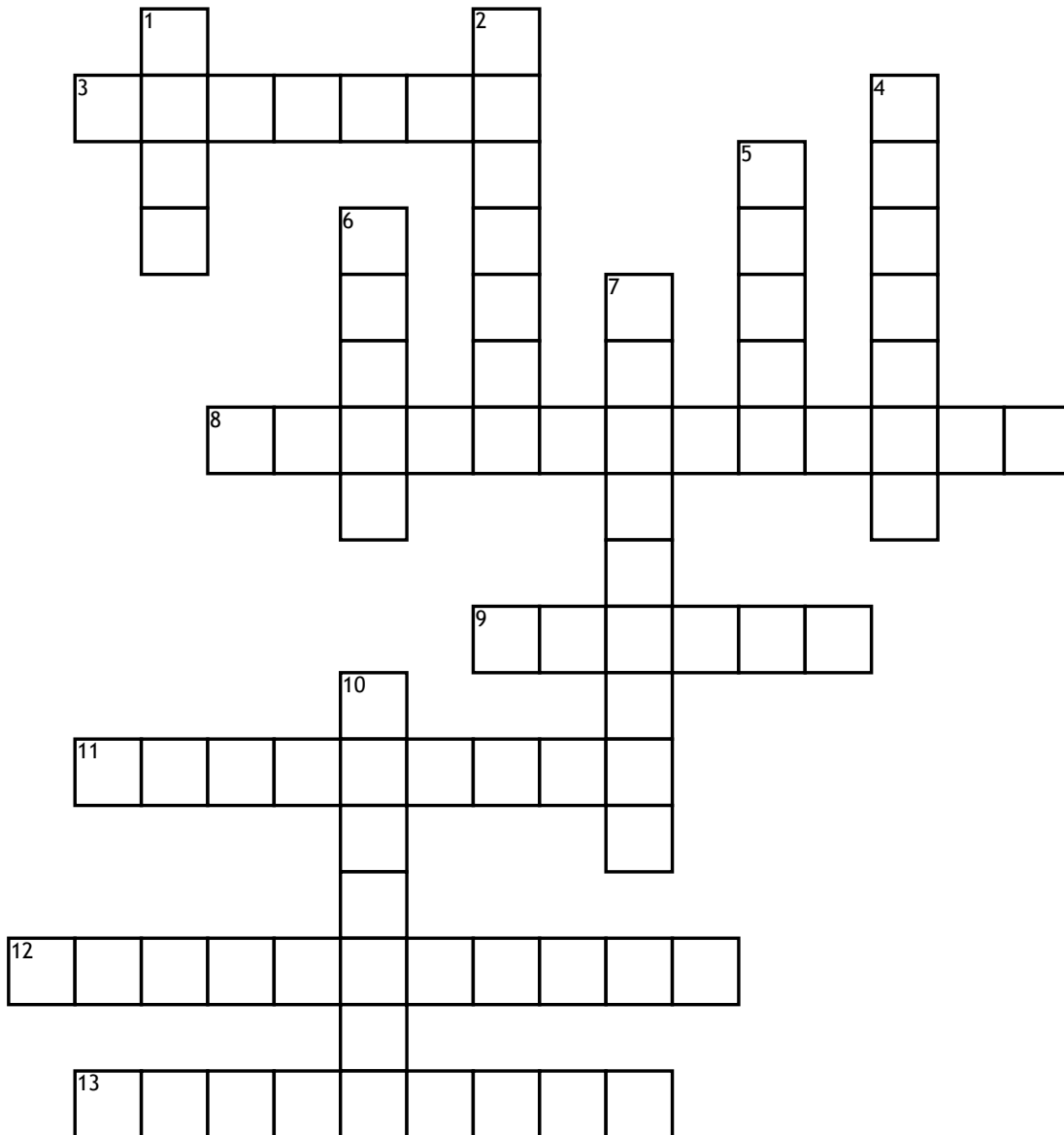


Gaming



Across

3. The bottom of the screen show the content of the _____ library.

8. Name one of the platforms we utilized to create a game.

9. A breakout style game has a ball, a bat, and some _____

11. The Storyboard editor displays a _____ of frames in your application.

12. Another name for game is

13. The content of the area where the game is displayed

Down

1. To insert an object, _____ the object into the playfield

2. _____ take place on the playfield when the game is ran.

4. If you cannot view the graphics library, go to View - Toolbars - _____

5. The _____ Editor is where you build the logic of your game. (programming is done here)

6. To open the _____ Editor, click the big number "1" button in the Storyboard window

7. The white area in the frame editor is called the

10. The library contains a collection of named items called