Flash Work Flow: Developer’s Perspective

1. Gather raw assets
2. Define application: prospectus, specification
3. Create and/or modify Flash document (FLA)
4. Organize, refine, and repurpose assets (sometimes using Flash itself)
5. Perform design-oriented tasks to connect custom classes, actions to view
6. Define and implement custom objects required by your application
7. Create and/or modify ActionScript classes (AS)
8. Test the “movie”
9. Critique, refine, modify
10. Create final SWF movie, possibly HTML holder