ZOO WORLD
Production Guide
Project: Zoo World

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Class: Individual Vision
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LAYERS (in exact order as seen on screen)

- trigger
- level
- help
- titlemenu
- clock
- background
- framelables
- code

EXAMPLE for FRAMES content only on titlemenu layer

Frame Label:
- start

Actionscript:
- frame1-4.txt

Game Title Colors:
- #009900 (grass green) & #FFCC00 (yellow-orange)

Fonts:
- Calvin & Hobbes & Comic Sans

Buttons:
- #3366CC for play, how to play, level 2 buttons
- #990000 for url button
- koalamovie MC