

# Technical specifications and requirements of Play – The Game

## Installation notes:

- install Flash Lite 3 Developer Edition from flashlite3\_developeredition\_p1\_113007.sis (note that phone cannot have Flash Lite 3 as a part of the firmware)
- install accelerometer plugin from N95AccelerometerPlugin.sis
- install the game from Play\_signed.sis

## Specification:

- game made in Flash
- programmed using object oriented ActionScript
- published as Flash Lite 2.1
- using accelerometer
- Kureri Lite toolkit used for accessing motion sensor values
- hand drawn animation
- music composed in Cubase SX software

## Requirements:

Current:

- Nokia N95
- tested on firmware v 20.0.015
- Flash Lite 3 cannot be installed beforehand
- RDaccelerometer plug-in installed
- Flash Lite 3 Developers Edition installed

Future:

- any phone with accelerometer
- Flash Lite player