DESCRIPTION

This is a Macromedia Flash web site to promote the Nintendo DS game “Phoenix Wright: Ace Attorney” and its sequel by Capcom. The official promotional Flash web site can be seen here: http://www.capcom.com/phoenixwright/. The purpose of this site is to redesign the official one into something more accessible, extensible, and aesthetically pleasing, while retaining all of the original content. The Flash file was created with Adobe Illustrator CS2, Adobe Photoshop CS2, and Adobe/Macromedia Flash 8.

SITE MAP
PAGE MAPS

Phoenix Wright: Ace Attorney
Main Page
- Logo
- Box Art
- Advertising Copy

Phoenix Wright: Ace Attorney
Characters
- Courtroom Background
- Mia
- Miles
- Maya
- Phoenix

Phoenix Wright: Ace Attorney
Screenshots
- Logo
- Screens
- Nintendo DS
- Screens
- Screenshot Thumbnails

Phoenix Wright: Justice For All
Coming Soon
- Logo
- Box Art
- Screenshots
- Coming Soon
- January 2007
SKETCHES
INSIDE LOOK AT THE FLA UNDER CONSTRUCTION

The final site is constructed entirely out of movie clips embedded within movie clips.
Examples of the actionscript code which controls the behavior of the site

**Actionscript code for the main stage**

```actionscript
stop();
bgmSound = new Sound();
bgmSound.attachSound("04 Questioning ~ Moderato 2001.mp3");
bgmSound.start(0, 99);
main_stage.onEnterFrame = function () {
    this._x += (newx - this._x)/5;
    this._y += (newy - this._y)/5;
}
main_stage.button_pwaamain2pwaacharacters.onRelease = function() {
    newx = 1200;
    newy = 0;
    bgmSound.stop();
    bgmSound.attachSound("08 Pressing Pursuit ~ Cornered.mp3");
    bgmSound.start(0, 99);
    main_stage.pwaa_characters.gotoAndPlay(1);
}
main_stage.button_pwaacharacters2pwaamain.onRelease = function() {
    newx = 400;
    newy = 0;
    bgmSound.stop();
    bgmSound.attachSound("04 Questioning ~ Moderato 2001.mp3");
    bgmSound.start(0, 99);
    main_stage.pwaa_main.gotoAndPlay(1);
}
main_stage.button_pwaamain2pwjfamain.onRelease = function() {
    newx = 400;
    newy = -800;
    bgmSound.stop();
    bgmSound.attachSound("09 Telling the Truth 2001.mp3");
    bgmSound.start(0, 99);
    main_stage.pwjfa_main.gotoAndPlay(1);
}
```

**Actionscript code for the characters page**

```actionscript
button_mia.onRollOver = function() {
    pwaa_characters_mia.gotoAndPlay(2);
}
button_mia.onRollOut = function() {
    pwaa_characters_mia.gotoAndPlay(16);
}
button_phoenix.onRollOver = function() {
    pwaa_characters_phoenix.gotoAndPlay(2);
}
button_phoenix.onRollOut = function() {
    pwaa_characters_phoenix.gotoAndPlay(16);
}
button_maya.onRollOver = function() {
    pwaa_characters_maya.gotoAndPlay(2);
}
button_maya.onRollOut = function() {
    pwaa_characters_maya.gotoAndPlay(16);
}
button_edgeworth.onRollOver = function() {
    pwaa_characters_edgeworth.gotoAndPlay(2);
}
button_edgeworth.onRollOut = function() {
    pwaa_characters_edgeworth.gotoAndPlay(16);
}
```

**Actionscript code for the screenshots page**

```actionscript
bloopSound = new Sound();
bloopSound.attachSound("sound_button_bloop");
button_screen.onRelease = function() {
    pwaa_screenshot_gallery.nextFrame();
bloopSound.start();
}
```
FINAL VERSION INCLUDING ITS HTML FRAME
TESTED ON ALL MAJOR BROWSERS AND OPERATING SYSTEMS SUPPORTING THE ADOBE/MACROMEDIA FLASH 8 PLATFORM