

The book was found

Flash Game Development By Example



Synopsis

In each chapter you'll build a complete game, starting with simple puzzlers and working your way up to games similar to the most popular online casual games. Each game introduces a range of essential skills that all Flash game developers should know. There's never a dull moment -- you're building working, fun games right from Chapter 1. If you've never developed a game before or you've made a start but want to refine your skills and build complete, successful projects then this book is just what you need.

Book Information

File Size: 9655 KB

Print Length: 330 pages

Publisher: Packt Publishing (March 22, 2011)

Publication Date: March 22, 2011

Sold by:Â Digital Services LLC

Language: English

ASIN: B005BR2IVG

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #1,131,707 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #109

inÂ Books > Computers & Technology > Digital Audio, Video & Photography > Adobe > Adobe

Flash #513 inÂ Kindle Store > Kindle eBooks > Computers & Technology > Programming >

Games #910 inÂ Kindle Store > Kindle eBooks > Computers & Technology > Web Site Design

Customer Reviews

I'm sorry to say this, because I really, really wanted a book about AS3 Game Development to be good! I just don't feel this one is. I really spend a lot of time trying to figure out if I would recommend this book for anyone... and I'm not really sure. I guess if you know how to code AS3 with OOP and good coding practises, plus being able to extract general ways of doing something from very specific examples, and being in the need for some inspiration for some tile-based game prototypes: This book is just for you! If that's not you, I wouldn't really recommend this book for you, there are better resources out there! If you're new to programming/AS3, I would recommend a tutorial series

using a simple avoider game: [...] (I learned a lot from this myself when it just got published!) I actually shook my head many times while reading this book, I simply just didn't feel it made sense to do it the way explained.--- If you still think this book sounds swell, please also read the following ---This book only teaches you how to make prototypes of popular games. That's it! You won't be able to create a full game after reading this book. For a full game you would also need to handle different screens, music, sound effects and preloading (just to mention a few things). This books also doesn't cover any kind of animations, so if you want other things than static shapes, you will probably be in trouble. All the games build are tilebased games. And sure, there's a lot of things you can do with tilebased games! But if you want to do anything else, you're probably also going to be in trouble.If you're all new at programming, you'll have a tough time following along (at least I would if this was my first book on the subject).

[Download to continue reading...](#)

Flash Game Development by Example AdvancED Flash on Devices: Mobile Development with Flash Lite and Flash 10 (Friends of Ed Abobe Learning Library) After Effects for Flash / Flash for After Effects: Dynamic Animation and Video with Adobe After Effects CS4 and Adobe Flash CS4 Professional Flash + After Effects: Add Broadcast Features to Your Flash Designs Extending Macromedia Flash MX 2004: Complete Guide and Reference to JavaScript Flash Flash Professional CS5 and Flash Catalyst CS5 For Dummies Nonvolatile Memory Technologies with Emphasis on Flash: A Comprehensive Guide to Understanding and Using Flash Memory Devices Law in a Flash Cards: Real Property, 2013 Edition (Emanuel Law in a Flash) Law in a Flash Cards: Secured Transactions 2011 (Emanuel Law in a Flash) The Muscles (Flash Cards) (Flash Anatomy) Indonesian Flash Cards: (Audio CD Included) (Tuttle Flash Cards) Android: App Development & Programming Guide: Learn In A Day! (Android, Rails, Ruby Programming, App Development, Android App Development, Ruby Programming) Android: Programming & App Development For Beginners (Android, Rails, Ruby Programming, App Development, Android App Development) Personal Development: 5 Book Collection (Self Help, Personal Development, Self Development) Game Development Essentials: Game Level Design Game Guru: Strategy Games (Premier Press Game Development) Game Of Thrones: 10 Most Memorable moments from Game of thrones & 23 Facts about GOT you should Know, 26 Jokes only people who've finished GOT Season 5 Will understand (Game of Thrones Secrets) 101 Wild Game Recipes - Large Game: Large Game (The Hunter's Cookbook Book 3) Agile in a Flash: Speed-Learning Agile Software Development (Pragmatic Programmers) Professional Flash Mobile Development: Creating Android and iPhone Applications

