

The book was found

Foundation Game Design With Flash (Foundations)



Synopsis

We've all sneaked the odd five minutes here or there playing the latest Flash game that someone sent round the office, but creating those games is trickier than it looks. The aim of *Foundation Game Design with Flash* is to take you, even if you've minimal multimedia or programming experience, through a series of step-by-step examples and detailed case studies to the point where you'll have the skills to independently design any conceivable 2D game using Flash and ActionScript. The book is a non-technical one-stop-shop for all the most important skills and techniques a beginner game designer needs to build games with Flash from scratch. Whether you're creating quick blasts of viral amusement, or more in-depth action or adventure titles, this book is for you. Focused and friendly introduction to designing games with Flash and ActionScript Five detailed case studies of Flash games Essential techniques for building games, with each chapter gently building on the skills of preceding chapters

Book Information

Series: Foundations

Paperback: 650 pages

Publisher: Apress; 1st ed. edition (May 23, 2009)

Language: English

ISBN-10: 1430218215

ISBN-13: 978-1430218210

Product Dimensions: 7.5 x 1.4 x 9 inches

Shipping Weight: 2.8 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars Â Â See all reviews Â (42 customer reviews)

Best Sellers Rank: #1,138,616 in Books (See Top 100 in Books) #50 in Â Books > Computers & Technology > Digital Audio, Video & Photography > Adobe > Adobe Flash #157 in Â Books > Computers & Technology > Games & Strategy Guides > Game Design #495 in Â Books > Computers & Technology > Software > Design & Graphics

Customer Reviews

Adobe Flash has been around for over 10 years now (wow, has it been that long?) and until recently has been mainly focused on creating online games. Now that in recent versions of Flash have evolved abit, it is being used not only for game design, but also for online video, and RIA applications. Though for the most part Flash is best suited to create online animated games because it is very efficient for download size, is fast, has a very robust programming language (AS 3.0) and

has many tools for quick and easy animation using the timeline. This book is one of the few books focusing primarily on game design with Flash as opposed to other books focusing on specific topics such as animation or coding or component creation, etc. The author assumes no previous knowledge with Flash or programming but it would be helpful in speeding up your learning curve if you had a little experience in either programming or Flash. The author starts at the very beginning of the book in explaining the basics of Flash and the components involved as well as the interface with the timeline. The author goes into how to program with ActionScript and how it differs from other languages. Then more basic topics are discussed such as how to create symbols (buttons and movieclips) and a basic template for the first game is discussed. More ActionScript basic topics are discussed such as variables, using objects and methods, and how to code events. Then the next chapter (chapter 4) one of the more important topics are discussed which focus on movie clips. Movie clips are the foundation of creating Flash games (let alone almost everything else). Anything in a movie clip (image, video, sound, animation, object) can be controlled via ActionScript which is why it's so powerful.

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

Foundation Game Design with Flash (Foundations) After Effects for Flash / Flash for After Effects: Dynamic Animation and Video with Adobe After Effects CS4 and Adobe Flash CS4 Professional AdvancED Flash on Devices: Mobile Development with Flash Lite and Flash 10 (Friends of Ed Adobe Learning Library) Implementing Cisco IP Telephony and Video, Part 2 (CIPTV2) Foundation Learning Guide (CCNP Collaboration Exam 300-075 CIPTV2) (3rd Edition) (Foundation Learning Guides) Learning AV Foundation: A Hands-on Guide to Mastering the AV Foundation Framework Weeds of the South (Wormsloe Foundation Nature Book) (Wormsloe Foundation Nature Book Ser.) Foundation Game Design with HTML5 and JavaScript Foundation Fireworks CS4 (Foundations) 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) AdvancED Game Design with Flash Kobold Guide to Board Game Design (Kobold Guides to Game Design Book 4) Video Game Design Foundations - Examview Assessment Suite Study Guide for Foundations of Maternal-Newborn and Women's Health Nursing, 6e (Murray, Study Guide for Foundations of Maternal-Newborn & Women's Health

Nursing)

[Dmca](#)