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

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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 begginning 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 dicussed 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 its so powerful.

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