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Real World Flash Game Development presents a fast paced introduction to Flash game programming which is accessible to anyone with a basic understanding of actionscript 3.0 and the ability to get around in the Flash environment and timeline.

Real-World Flash Game Development: How to Follow Best ...

Buy Real-World Flash Game Development: How to Follow Best Practices AND Keep Your Sanity 2 by Griffith, Christopher (ISBN: 9780240817682) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders.

Real-World Flash Game Development: How to Follow Best ...

Gifts from Griffith's REAL-WORLD experiences include: Game design templates and pre-written scripts to automate tasks within Flash; Classes for handling common math computations used in gaming, so that game developers can see how to set up a simple game flow; Powerful debugging tools for your games(debuggers for Flash games are hard to come by, and this book provides them for you).

Real-World Flash Game Development | ScienceDirect

Provides sound strategies, and realistic goals for success - with REAL-WORLD examples and code included so that programmers become quickly empowered to make their own Flash games. * Website www.flashgamebook.com offers all the source code for the examples, news on industry happenings, updates and special offers, and a discussion forum to ask questions and share ideas.

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Real-World Flash Game Development | How to Follow Best ...

Any Flash developer can share similar tales of woe. This book breaks down the process of Flash game development into simple, approachable steps. Never heard of a game loop before? No idea what a design pattern is? No problem! Chris Griffith gives you real-world expertise, and real-world code that you can use in your own games.

Real-World Flash Game Development - Purchase now!

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Real-World Flash Game Development: How to Follow Best ...

* Covers ALL the aspects that come into play when developing a game in Flash, including art, animation, scripting, and optimization. Provides sound strategies, and realistic goals for success - with REAL-WORLD examples and code included so that programmers become quickly empowered to make their own Flash games.

Real-World Flash Game Development, Second Edition: How to ...

Griffith, who writes about real-world scenarios pulled from his own experiences as a game developer of more than 8 years, helps bridge the gap for coders who may be used to C++, Java, or C# but ...

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