

Foundation Game Design With Flash Foundations

A Comprehensive Guide to Creating Games with Flash



Foundation Game Design with Flash (Foundations)

by Rex van der Spuy



★★★★☆ 4.7 out of 5
Language : English
File size : 36750 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 671 pages



Are you interested in creating your own Flash games? If so, then Foundation Game Design With Flash Foundations is the perfect book for you. This comprehensive guide will teach you everything you need to know to get started with Flash game development, from the basics of programming to the more advanced techniques used in creating professional-quality games.

The book is written by Andy Gavin and Mike Acton, two of the co-founders of Blizzard Entertainment. They have a wealth of experience in game development, and they share their knowledge and expertise in this book. Foundation Game Design With Flash Foundations is packed with practical advice and real-world examples that will help you learn the ropes of Flash game development.

Whether you are a complete beginner or a more experienced developer, Foundation Game Design With Flash Foundations has something to offer you. The book is divided into three parts:

1. **Part 1:** Getting Started with Flash Game Development
2. **Part 2:** Programming Flash Games

3. **Part 3:** Advanced Flash Game Development Techniques

Part 1 of the book covers the basics of Flash game development, including:

- The Flash development environment
- The basics of Flash programming
- How to create and manage game objects
- How to create and use Flash sprites
- How to create and use Flash animations

Part 2 of the book covers more advanced programming techniques, including:

- Object-oriented programming in Flash
- Event-driven programming in Flash
- Artificial intelligence in Flash games
- Physics in Flash games
- Multiplayer Flash games

Part 3 of the book covers more advanced game development techniques, including:

- Level design in Flash games
- Character design in Flash games
- Storyboarding in Flash games

- Marketing and distribution of Flash games

Foundation Game Design With Flash Foundations is a must-have for anyone who wants to learn how to create Flash games. This comprehensive guide will teach you everything you need to know to get started, and it will help you develop the skills you need to create professional-quality games.

Free Download Your Copy Today!

Foundation Game Design With Flash Foundations is available now from Our Book Library, Barnes & Noble, and other major retailers.

About the Authors

Andy Gavin is a co-founder of Blizzard Entertainment and the lead programmer of the Warcraft and Diablo series. He is also the author of the book 3D Game Programming for Dummies.

Mike Acton is a co-founder of Blizzard Entertainment and the lead designer of the Warcraft and Diablo series. He is also the author of the book Level Design for Games.



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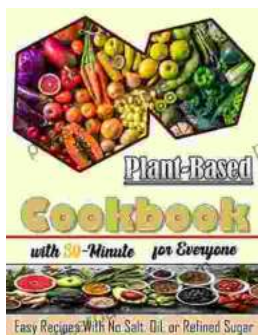
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