

Advanced Game Design With Flash

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He s written *Foundation Game Design with Flash*, *Advanced Game Design with Flash* and *Foundation Game Design with AS3.0*. Rex has designed games and done interactive interface programming Agency Interactive (Dallas), Scottish Power (Edinburgh), DC Interact (London), Draught Associates (London), and the Bank of Montreal (Canada).

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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 ...

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This repository accompanies AdvancED Game Design with Flash by Rex van der Spuy (Apress, 2010). Download the files as a zip using the green button, or clone the repository to your machine using Git.

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Flash naturally moved to accommodate mobile games and applications as mobile gaming grew. A number of years ago, Flash used to be required for playing videos on the web, (like with YouTube back in the video uploading site's early days). Meanwhile, Apple devices, like the iPad, have never supported Flash.

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I think the best in this category is AdvancED Game Design with Flash. You should be able to understand it if you've got to grips with AS3 from the previous recommendations, even if you have little or no actual game development experience.

How to Learn Flash and AS3 for Game Development

Excellent for gambling web sites and developing a game to brand your product or service or even to provide as entertainment for the site visitors. Macromedia flash loads quickly yet provides highly-graphic, multimedia content. Starting Price at \$200.00 and upwards *. Flash game design is another key focus at Web Crafts.

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