AdvancED Game Design with Flash

REX VAN DER SPUY

AdvancED
Game Design with Flash

Technology Abstract and Brief Description

+ Teaches Advanced Flash game design in an approachable manner

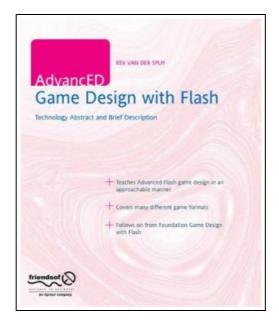+ Covers many different game formats

+ Follows on from Foundation Game Design with Flash

friendsof

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Reviews

This pdf is fantastic. It is really basic but excitement from the fifty percent in the book. Your lifestyle span will be change as soon as you full reading this publication.

(Yolanda Nicolas)

ADVANCED GAME DESIGN WITH FLASH

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Paperback. Condition: New. 808 pages. Creating games in Flash is a never-ending journey of exploration, learning, and most of all, fun. Once youve mastered the basics, a new world is opened up to you, enabling you to take your existing skills to the next level and discover new skills that will in turn open new doors. This book is a direct continuation of Foundation Game Design with Flash, and is a complete point-by-point roundup of the most important skills a Flash game designer needs to know. Youll increase your ActionScript knowledge and your game design skills while creating some excellent example games. Youll learn advanced collision detection skills; professional AI and pathfinding; and how to load and save game data, create destructible environments, and build and switch game levels. Each chapter highlights a new advanced technique illustrated by practical examples. Examples of games are given in a variety of genres, all of which take an object-oriented programming approach. Advanced game design topics are covered, including vector-based collision reaction, pathfinding, billiard ball physics, and modeling game data. What youll learn How to use vectors to figure out where objects are going and how they should react to collisions Pixel-perfect collision detection for irregular shapes using hitTest and bitmapData How to use design patterns and abstract data models to manage complex games efficiently How to create advanced enemy AI systems using pathfinding strategies in grid-based environments How to use XML to load and save game data How to use sound and music in games and create particle effects using blitting. Who this book is forThis book is for experienced Flash and ActionScript 3. 0 developers who want to take their game design skills to a professional level. Readers should have a solid background in object-oriented ActionScript 3. 0 programming, and may have...

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