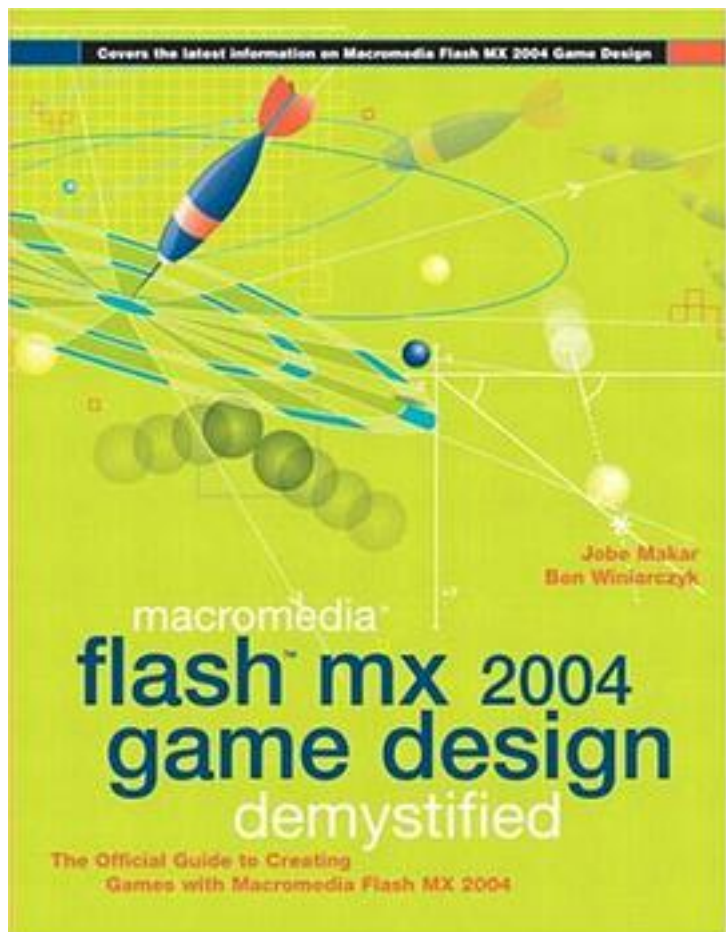# Macromedia Flash MX 2004 Game Design Demystified

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著者:Jobe Makar

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Flash MX 2004 Game Design DemystifiedYour comprehensive guide to creating games using Flash MX 2004. It will take you through the process of creating a game in Flash MX

2004. The first several chapters introduce general processes for creating games, while the second section looks at the important concepts for creating realistic games. Such concepts include math, physics, collision detection, and collision reaction. A third section delves into more creative concepts: tile-based worlds, 3D visualization, artificial intelligence, using graphics, and using sound. Later chapters provide an introduction to multiplayer games, creating a high score list for games, and a selection games for which the authors share the development process, including code. The accompanying CD will provide the code for each function discussed in the book as well as working versions of the games.

作者介绍:

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