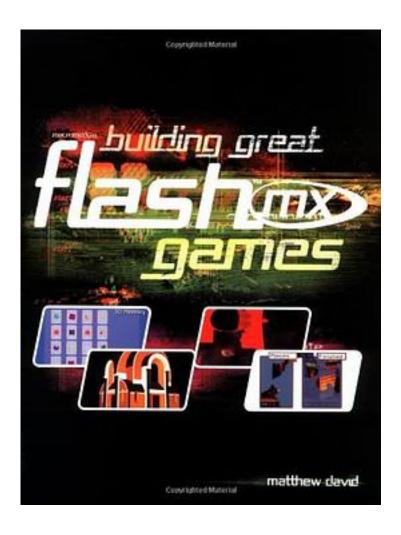# Building Great Flash MX Games

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Designed for both professionals and hobbyists, this is the most complete book on creating sophisticated games with Macromedia Flash MX Shows readers how to harness the full potential of Flash MX and Flash ActionScript Provides hands--on advice

for creating commercial games, as well as games to boost a Web site's "stickiness," perk up presentations, or enhance educational materials Explains the tools, scripts, and other building blocks of Flash games tools and then shows how to put them together Companion Web site includes all source code and game artwork from the book as well as links to free game development tools and product trials

作者介绍:

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