

Foundation Game Design with Flash



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We've all sneaked the odd five minutes here or there playing the latest Flash game that someone sent round the office, but creating those games is trickier than it looks. 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-shop for all the most important skills and techniques a beginner game designer needs to build games with Flash from scratch. Whether you're creating quick blasts of viral amusement, or more in-depth action or adventure titles, this book is for you.

- * Focused and friendly introduction to designing games with Flash and ActionScript
- * 5 detailed case studies of Flash games
- * Essential techniques for building games, with each chapter gently building on the skills of preceding chapters

What you'll learn

- * Learn how to build interactive movies and objects with Flash
- * Get a thorough grounding in ActionScript 3.0 and good programming practices, with minimal prior programming experience required
- * Discover how to build Interactive Storybooks, Space-Shooter, Adventure and Drag and Drop games.
- * Master collision detection, Enemy AI systems, player control, managing game data, basic physics and trigonometry.
- * Make use of Design Patterns and Object Oriented Programming techniques to build robust games.
- * Understand the strategies for making games fun to play and easy to build.

Who is this book for?

This book is for a non-technical creative person who wants to learn the art of videogame design, but has no idea where to start or where to look for help. It is a lucid, friendly and step-by-step guide through all the technical and creative issues involved in game design with Flash and ActionScript. The book treats the art of programming as a creative artistic tool, and will help anyone who may be afraid of programming to love the subject as much as the author does. The techniques in the book are comprehensive enough to form the basis of career as a game designer, and form a solid foundation for continued study of programming and ActionScript. This book is the missing link that will guide and inspire any curious and creative person turn a good game idea into a reality.

作者介绍:

Rex van der Spuy is a freelance multimedia designer specializing in Flash game design, interface design and ActionScript programming, as well as standards-based XHTML+CSS+DOM website design. He migrated to the multimedia industry from an earlier career in film and television, having graduated with a BFA in Film/Video from York University (Toronto) in 1993 and spending a number of years working as an independent producer and freelance cameraman. He has designed Flash games and done interactive interface programming for clients such as Agency Interactive (Dallas),

Scottish Power (Edinburgh,) DC Interact (London,) Draught Associates (London) and the Bank of Montreal (Canada.) He also builds game engines and interactive interfaces for museum installations for PixelProject (Cape Town.) In addition, he taught advanced courses in Flash Game Design and Shockwave 3D Game Design for the Canadian School of India (Bangalore, India) and produced two online guide books to Flash Game Design and ActionScript programming (available for free download from his website, www.kaleidoscope-multimedia.com.) Rex is also a proponent of standards-based, W3C compliant accessible XHTML coding. He has produced hand-coded websites for Meon Villa, Conran Events, Apax.com, the British-German Association (UK) and the European 8 architecture competition,—all meeting strict W3C guidelines and accessibility requirements. In his spare time, Rex has done a considerable amount of technical and fiction writing and maintains a semi-professional musical career as a performer on the sitar. Rex currently divides his time equally between Canada, India and South Africa and works on consulting and software development projects for clients in India, North America and the UK.

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标签

游戏开发

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AS3.0

game

as3

评论

很基础但是很重要，国外的书就是很基础，没有Flash基础的也能上手，做Flash游戏必备。。

例子很多 非常适合初学者入门

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书评

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