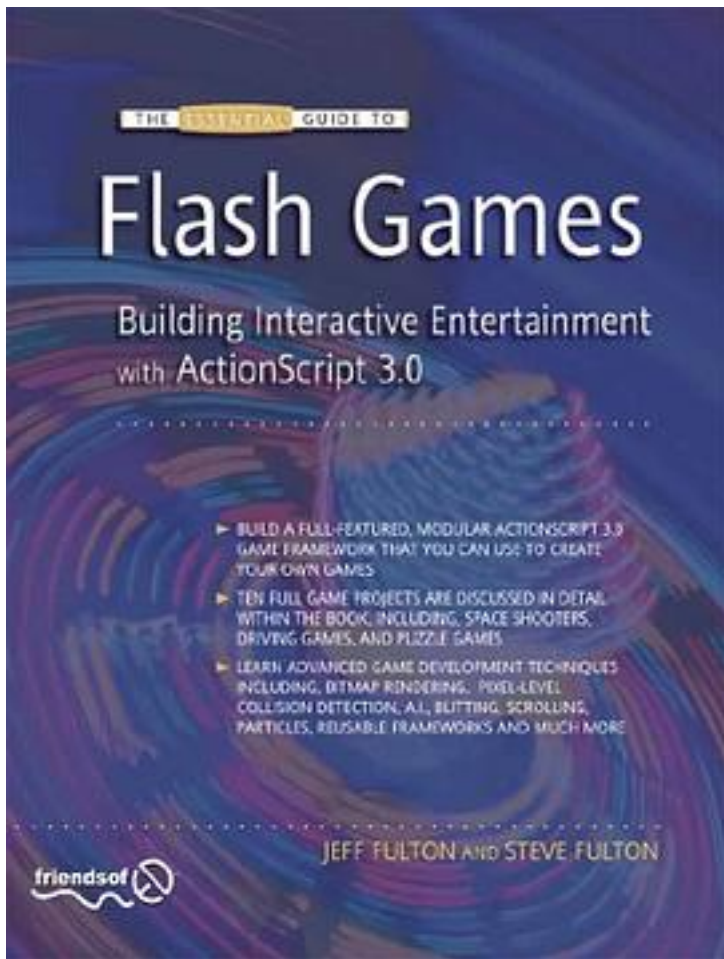


# The Essential Guide to Flash Games



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The Essential Guide to Flash Games is a unique tool for Flash game developers. Rather than focusing on a bunch of low-level how-to material, this book dives straight into building games. The book is divided into specific game genre projects, covering

everything from old classics such as a Missile Command-style game, to hot new genres such as retro evolved. The chapters build in complexity through the book, and new tools are introduced along the way that can be reused for other games. \* The game projects covered start simple and increase in complexity as more and more tools are added to your tool chest. \* Ten full game projects are discussed in detail. Each solves a very different game development problem and builds on the knowledge gained from the previous project. \* Many advanced game development techniques are covered, including particle systems, advanced controls, artificial intelligence, blitting, scrolling, and more. What you'll learn \* Flash/Flex ActionScript 3 game development \* How to apply object-oriented game development techniques \* How to solve a wide variety specific Flash game programming problems \* How to develop a game engine and set of tools that can be reused \* How to implement ten different games (in styles ranging from retro to modern Flash games) \* How to optimize various games Who this book is for This book is for intermediate Flash developers, Flash game developers, game developers looking to move to the Flash platform, and experienced web developers who want to learn how to make games. Table of Contents \* The Second Game Theory \* Creating an AS3 Game Framework \* Creating Super Click \* Laying the Groundwork for Flak Cannon \* Building the Flak Cannon Game Loop \* Laying the Groundwork for No Tanks! \* Creating the Full No Tanks! Game \* Creating the Color Drop Casual Puzzle Game \* Creating the Dice Battle Puzzle Game \* Blit Scrolling in a Tile-Based World \* Creating an Optimized Post-Retro Game \* Creating a Viral Game: Tunnel Panic

作者介绍:

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## 标签

游戏开发

flash

actionscript

游戏程序

ActionScript3

AS3.0

计算机

编程

## 评论

中英文一起看。好书，游戏的框架很不错。

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这本书我觉得已经把flash的所有优化内容都介绍了，绝对是9分的书籍。在Flash类的书籍里面应该是最值得阅读的书籍。

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我在读的是中文版，但是中文版在豆瓣里搜索不到。读了一半，例子实现了几个，后面也都是例子，所以没有继续读。总体感觉还行吧。

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历时一个月时间，终于啃完。功力大涨~非常棒的一本书。循序渐进，逐步搭建自己的框架，各种实用算法，实用工具，实现思路。十分靠谱！

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## 书评

[http://bbs.9ria.com/viewthread.php?tid=68391&from=recommend\\_f](http://bbs.9ria.com/viewthread.php?tid=68391&from=recommend_f)  
如果你实在不想看英文,可以看看翻译版的....当然还是推荐原版.  
书很厚涉及的各种细微操作都有描述,很容易上手.不过有时候会觉得有些啰嗦....  
绘制方面主要采用"blitting"技术....

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作者Jeff拥有30年的游戏开发经验，同时近10年一直从事Flash

Games的开发，所以这本书，是绝对值得一读的。 不妨一读！

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