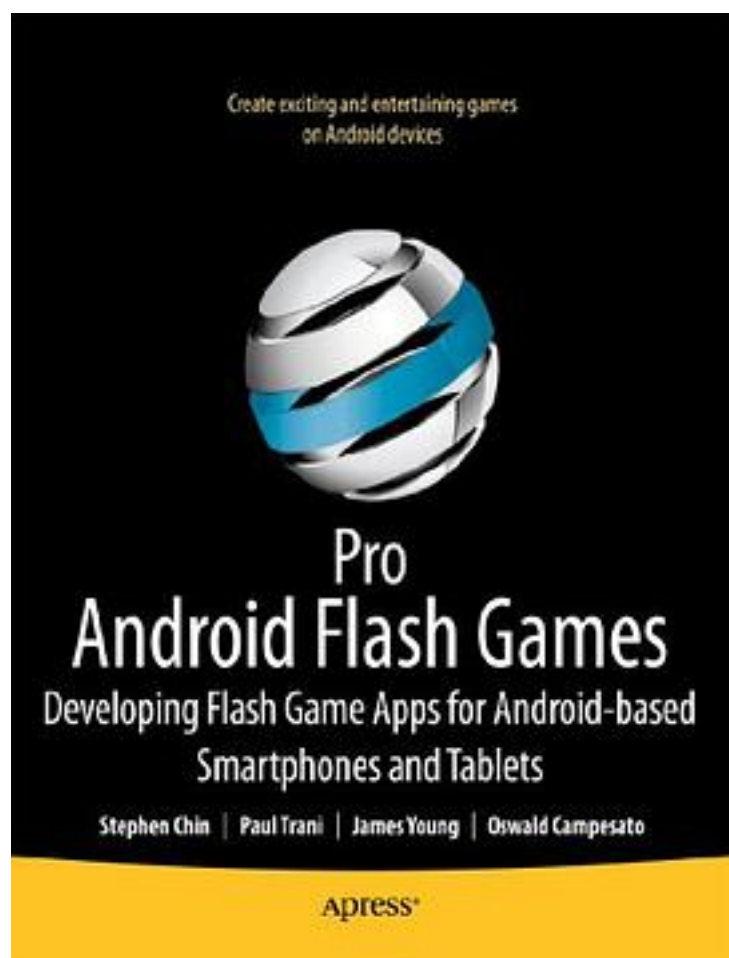


# Pro Android Flash Games



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著者:Darren Osadchuk

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iPhone does not support Flash! But don't despair...Android does! In today's mobile marketplace, games are a key apps area where developers can maximize their development time, energy, and passion. With mobile games on the Android platform,

developers can not only target phones, but also tablets, as well as other interesting form-factors.

Pro Android Flash Games takes a fun, step-by-step approach to game design, development, testing, and deployment for the Android platform and marketplace. This book teaches how to build cool games from start to finish. It gets Flash developers and Android professionals up to speed with developing Flash based browser and standalone games using Flash 10.1 and Adobe AIR. It also shows you how to port existing Flash games to Android devices. What you'll learn Use Adobe AIR to quickly build games for Android Tap into ActionScript 3 APIs such as Multi-touch, Location, Screen Orientation, Accelerometer, and more Optimize and performance tune content for Android devices Complete 2-D games from start to finish using Flash and ActionScript Explore how to take advantage of hardware acceleration on the Android platform Cover game design principles and considerations for the Android platform Explore effective techniques for testing Flash content for Android using Device Central and other Android tools Deploy and sell a Flash game in the Android Marketplace or other App stores Who this book is for This book is for Flash (or Android) developers who are interested in creating Flash based games for mobile devices which run the Android platform. It assumes basic programming knowledge and experience, but not necessarily knowledge of the ActionScript language. Game developers coming from other platforms including iPhone can also explore of the benefits of developing games for the Android platform on various devices such as phones, tablets, and other form factors.

作者介绍:

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# 评论

adobe想靠跨平台吃进移动领域 但是效率性能问题摆在那里啊亲……

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# 书评

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