

Introducing HTML5 Game Development



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Flash is one of the best platforms for developing games on. Whether you want to deploy it to web, desktop or mobile Flash offers one of the largest user bases around. In this book we will cover some basic concepts of game development, managing your

game's graphic pipeline, techniques for creating highly optimized game logic and cover some of the most commonly used game frameworks available. While this books offers an overview to Flash game development, the knowledge contained in here is key to any aspiring game developer.

作者介绍:

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标签

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评论

看这本书只是为了了解 impact.js 的设计罢了 --!

impact.js的介绍...

本书作者通过impactjs，实现了一个很简单的类似于红斗罗的游戏（其实核心的东西都在第四章，不过其它章节对于个人开发者来说还是推荐读一下。体验了一下，impactjs确实是制作2D游戏目前我见过的最NB的框架了，性价比很高，特别是Weltmeister这个游戏编辑器，神器呀。

Shit，被标题给骗了，是给ImpactJS做广告的。关键还不是免费的。

ImpactJS库的介绍 讲的不错 但这本书的标题值得商榷

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书评

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