Foundation Game Design with ActionScript 3.0 (Paperback)

By Rex Van Der Spuy

aPress, United States, 2012. Paperback. Book Condition: New. 2nd New edition. 234 x 190 mm. Language: English . Brand New Book ***** Print on Demand *****.In response to the success of the first edition of Foundation Game Design with Flash, Rex van der Spuy has revised and updated all the code to meet current programming best practices, and the focus is now on accurate ActionScript 3.0, regardless of the IDE that you use. We ve all sneaked the odd five minutes here or there playing the latest Flash game that someone sent around the office, but creating those games is trickier than it looks. The aim of Foundation Game Design with ActionScript 3.0 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. Foundation Game Design with ActionScript 3.0 is a non-technical one-stop shop for all the most important skills and techniques a beginning 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...

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