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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 adventure titles this is the book for you Focused and friendly introduction to designing games with Flash and ActionScript Detailed case studies of Flash games Essential techniques for building games with each chapter gently building on the skills of preceding chapters Modern best practices and new content on ActionScript 3.0 Also covers asset creation in Photoshop and Illustrator

Intermediate ActionScript 3.0 for Game Development Jamie Campbell, 2009 ActionScript 3.0 Bible Roger Braunstein, Mims H. Wright, Josuha J. Noble, 2007-10-23

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ActionScript for Multiplayer Games and Virtual Worlds Jobe Makar, 2009-09-22 The demand for multiplayer games and virtual worlds has exploded over the last few years Not only do companies want them for site stickiness through social networking but developers have tremendous interest in exploring this niche area While developing multiplayer content is challenging it isn't as difficult as you might think and it is fun and highly rewarding ActionScript for Multiplayer Games and Virtual Worlds explains fundamental multiplayer concepts from connecting to a server to real time latency hiding techniques In this book you'll learn How to connect users to achieve real time interaction When to make decisions on the server versus the game client Time synchronization techniques How to use dead reckoning smoothing to hide network latency About tile based games the isometric view Techniques for customizing and rendering avatars in a virtual world In addition you'll learn everything that goes into building A real time multiplayer tank battle game A real time multilayer cooperative game A virtual world

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