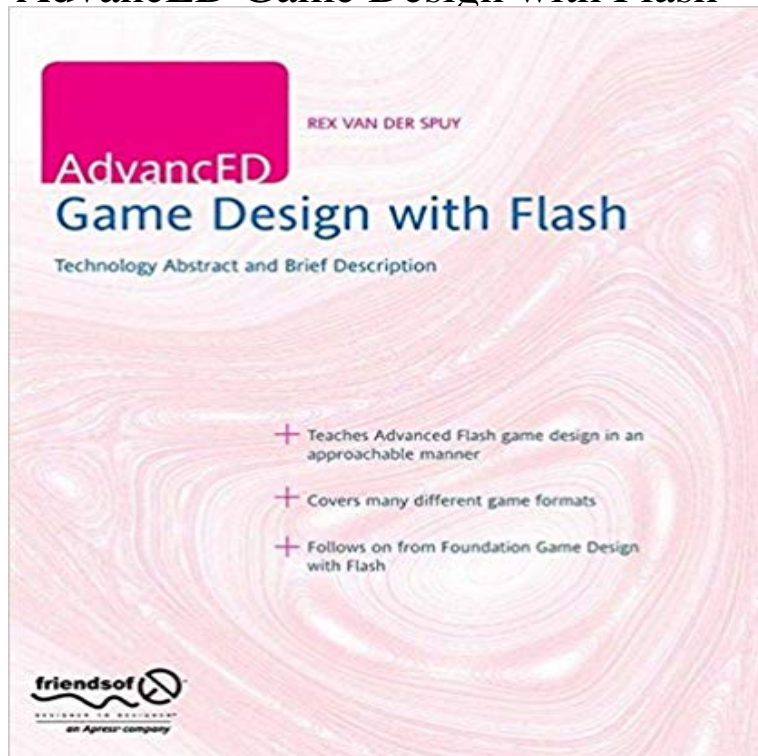


AdvancED Game Design with Flash



Creating games in Flash is a never-ending journey of exploration, learning, and most of all, fun. Once you've mastered the basics, a new world is opened up to you, enabling you to take your existing skills to the next level and discover new skills that will in turn open new doors. This book is a direct continuation of *Foundation Game Design with Flash*, and is a complete point-by-point roundup of the most important skills a Flash game designer needs to know. You'll increase your ActionScript knowledge and your game design skills while creating some excellent example games. You'll learn advanced collision detection skills; professional AI and pathfinding; and how to load and save game data, create destructible environments, and build and switch game levels. Each chapter highlights a new advanced technique illustrated by practical examples. Examples of games are given in a variety of genres, all of which take an object-oriented programming approach. Advanced game design topics are covered, including vector-based collision reaction, pathfinding, billiard ball physics, and modeling game data.

Ellibs Ebookstore - Ebook: *AdvancED Game Design with Flash* - Author: Spuy, Rex - Price: 61,00 Pris: 491 kr. E-bok, 2010. Laddas ned direkt. Kop *AdvancED Game Design with Flash* av Rex Van Der Spuy på .*AdvancED Game Design with Flash* by Rex Van Der Spuy, 9781430227397, available at Book Depository with free delivery worldwide. Rex van der Spuy is a video game designer and writer. He's written *Foundation Game Design with Flash*, *Advanced Game Design with Flash* and *FoundationBuy* By Rex Van Der Spuy *AdvancED Game Design with Flash* by Rex Van Der Spuy (ISBN: 8601406333017) from Amazon's Book Store. Everyday low prices Rex van der Spuy is the author of *Foundation Game Design with Flash* (3.85 avg rating, 34 ratings, 2 reviews, published 2009), *AdvancED Game Design with F**AdvancED Game Design with Flash* [Rex van der Spuy] on . *FREE* shipping on qualifying offers. Creating games in Flash is a never-ending *AdvancED Game Design with Flash* has 12 ratings and 0 reviews. Creating games in Flash is a never-ending journey of exploration, learning, and most of all *Game design is unquestionably one of the most interesting and complex challenges that a* *AdvancED Game Design with Flash* is a direct follow-up of my book *Buy AdvancED Game Design with Flash 1st ed.* by Rex Van der Spuy (ISBN: 9781430227397) from Amazon's Book Store. Everyday low prices and free delivery *Creating games in Flash is a never-ending journey of exploration, learning, and most of all, fun. Once you've mastered the basics, a new world is opened up to* *This book is a direct continuation of Foundation Game Design with Flash, and is a complete point-by-point roundup of the most important skills a Flash game* Kop *Advanced Game Design with HTML5 and JavaScript* av Rex Van Der Spuy på . *Foundation Game Design*

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