Foundation game design with Actionscript 3.0

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Abstrak

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. 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.