



AdvancED Game Design with Flash

Rex van der Spuy

Download now

[Click here](#) if your download doesn't start automatically

AdvancED Game Design with Flash

Rex van der Spuy

AdvancED Game Design with Flash Rex van der Spuy

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.

What you'll learn

- How to use vectors to figure out where objects are going and how they should react to collisions
- Pixel-perfect collision detection for irregular shapes using `hitTest` and `bitmapData`
- How to use design patterns and abstract data models to manage complex games efficiently
- How to create advanced enemy artificial intelligence systems using pathfinding strategies in grid-based environments
- How to use XML to load and save game data
- How to use sound and music in games and create particle effects using blitting.

Who this book is for

This book is for experienced Flash and ActionScript 3.0 developers who want to take their game design skills to a professional level. Readers should have a solid background in object-oriented ActionScript 3.0 programming, and may have attempted game projects of their own. If you have read *Foundation Game Design with Flash*, then this book will be a natural next step for you. The book covers game design strategies and techniques common to many game design platforms—not just Flash—and will help you create top-quality games that are quick to build and easy to maintain.

Table of Contents

1. Modeling Game Data
2. Vectors: Ghosts in the Machine
3. Collisions Between Circles
4. Collisions Between Polygons
5. Pixel-Perfect Collision and Destructible Environments
6. Explosions, Blitting, and Optimization
7. Make It Fun! Sound, Music, and AI

8. Tile-Based Game Design
9. Pathfinding
10. XML and External Data



[Download AdvancED Game Design with Flash ...pdf](#)



[Read Online AdvancED Game Design with Flash ...pdf](#)

Download and Read Free Online AdvancED Game Design with Flash Rex van der Spuy

From reader reviews:

Deborah Mele:

The publication with title AdvancED Game Design with Flash has a lot of information that you can discover it. You can get a lot of profit after read this book. That book exist new know-how the information that exist in this book represented the condition of the world now. That is important to yo7u to learn how the improvement of the world. This specific book will bring you throughout new era of the glowbal growth. You can read the e-book in your smart phone, so you can read the idea anywhere you want.

David Shetler:

People live in this new time of lifestyle always try to and must have the free time or they will get lot of stress from both everyday life and work. So , once we ask do people have time, we will say absolutely indeed. People is human not really a robot. Then we consult again, what kind of activity are there when the spare time coming to you actually of course your answer will probably unlimited right. Then do you try this one, reading publications. It can be your alternative inside spending your spare time, the actual book you have read is AdvancED Game Design with Flash.

Scott Tucker:

AdvancED Game Design with Flash can be one of your beginning books that are good idea. We recommend that straight away because this publication has good vocabulary that could increase your knowledge in words, easy to understand, bit entertaining but delivering the information. The copy writer giving his/her effort to set every word into joy arrangement in writing AdvancED Game Design with Flash nevertheless doesn't forget the main stage, giving the reader the hottest along with based confirm resource details that maybe you can be considered one of it. This great information could drawn you into brand-new stage of crucial thinking.

Gertrude Ponder:

With this era which is the greater man or who has ability to do something more are more special than other. Do you want to become among it? It is just simple way to have that. What you should do is just spending your time very little but quite enough to enjoy a look at some books. One of several books in the top listing in your reading list is definitely AdvancED Game Design with Flash. This book which can be qualified as The Hungry Inclines can get you closer in turning into precious person. By looking upward and review this guide you can get many advantages.

**Download and Read Online AdvancED Game Design with Flash
Rex van der Spuy #KYHEZTCMVPU**

Read AdvancED Game Design with Flash by Rex van der Spuy for online ebook

AdvancED Game Design with Flash by Rex van der Spuy Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read AdvancED Game Design with Flash by Rex van der Spuy books to read online.

Online AdvancED Game Design with Flash by Rex van der Spuy ebook PDF download

AdvancED Game Design with Flash by Rex van der Spuy Doc

AdvancED Game Design with Flash by Rex van der Spuy MobiPocket

AdvancED Game Design with Flash by Rex van der Spuy EPub