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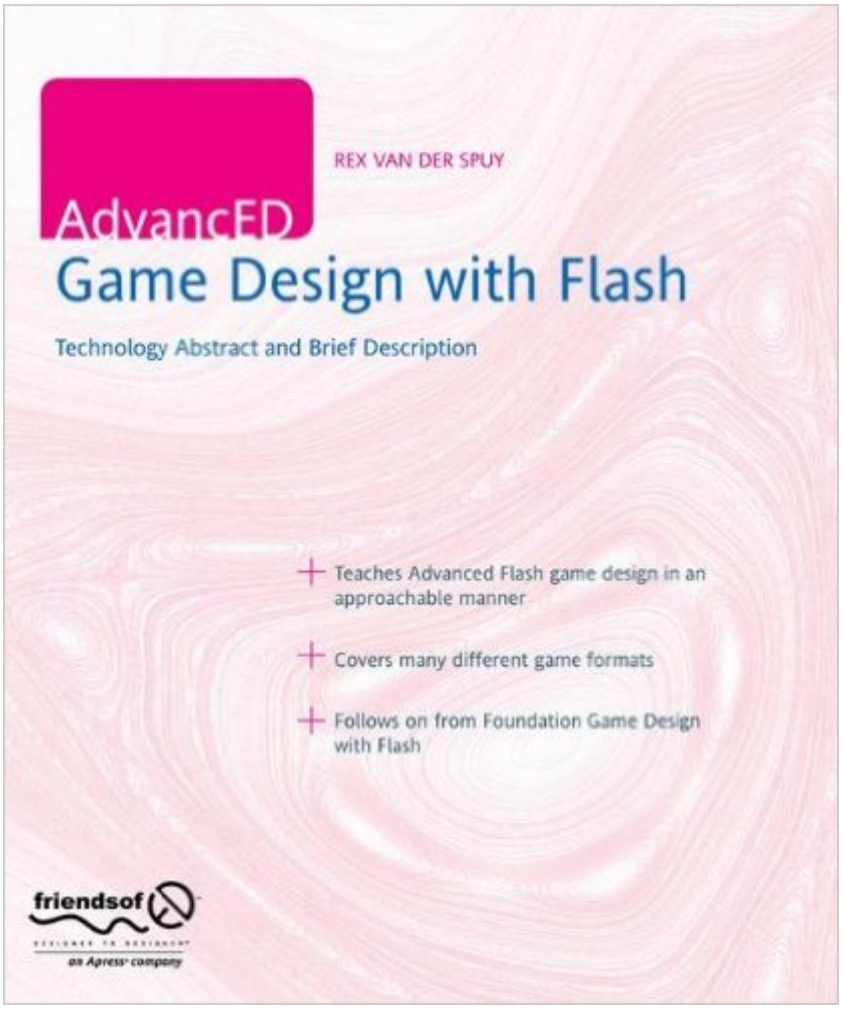
AdvancED Game Design With Flash



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Synopsis

Creating games in Flash is a never-ending journey of exploration, learning, and most of all, fun. Once youâ ™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. Youâ ™ll increase your ActionScript knowledge and your game design skills while creating some excellent example games. Youâ ™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.Â 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.

Book Information

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Customer Reviews

If all programming books were written this way, there would be a lot more competent programmers in the world. Not only is this book chock full of useful information about ActionScript and game programming, but the author continues in the vein of his first book (Foundation Game Design with Flash) by taking his time to explain thought processes and reasons for doing--or not doing--certain

things. I am impressed by Rex Van der Spuy's attention to the smallest detail. He explains code by first examining a problem, describing its general solution, then delineating the specific implementation of that solution in code, line by line. Brilliantly done, and smoothly executed.This is not, however, a book for beginners. No, this is definitely advanced; hence, the title. If you are not comfortable with class structures, design patterns and OOP concepts, or are unsure about how to write AS3 in general, I suggest you look elsewhere. Friends of Ed has some excellent titles that cater to all knowledge levels. Van der Spuy even refers to other titles/authors in his book; a non-self-serving aspect which I appreciate.This is not light reading, either. Don't skim through expecting to find a quick solution to your specific problem. Start at the beginning, including the introduction because he explains how you should set up your work environment. Then go at your own pace through each chapter. The chapter sequence is logical and cumulative, the example files/code work correctly, there is plenty of side-note information, and the spelling and grammar are near perfect. I only found one error (p. 49 -- "drawn using with the drawing API"), which is amazing considering how many books get published with typos galore. (Note to editors: do a better job.

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