

(Read free) Foundation Game Design with Flash (Foundations)

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Von Rex van der Spuy

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Von Rex van der Spuy : Foundation Game Design with Flash (Foundations) before purchasing it in order to gage whether or not it would be worth my time, and all praised Foundation Game Design with Flash (Foundations):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Tolle Einfhug in AS3 und der Entwicklung von SpielenVon PfotoIm Gegensatz meines Vor-Rezensienten war ich als Anfnger von diesem Buch begeistert.Man muss natrlich klar sagen: Es wird der hier ganz klar Anfnger angesprochen, demdie Grundkonzepte der Programmierung, insbesondere von OOP vermittelt werden mssen.Der Autor hat meines Erachtens viel Engagement in das Buch gesteckt, er fhrt den Leserauf rund 570 Seiten durch die Basiskonzepte von AS3 und steigert den Schwierigkeitsgradallmhlich. Der Autor spricht den Leser immer wieder persnlich an und macht ihm Mut;das hat mich persnlich immer wieder motiviert weiterzumachen. Das English dieses Buchesist brigens auch fr "normal-talentierte" recht gut zu verstehen.Alleine die Implementierung vieler physikalischer Effekte u. Gesetze und die Vorstellungvon 3 verschiedenen "Hit-Objekt"-Verfahren finde ich Gold wert. Z.B. bietet Kapitel 10ganze 17 kleine, aber ntzliche Beispiele fr tolle Effekte und Handlings (z.B. Drag Drop),Easing, Tweening, Mouse-Following etc.Natrlich deckt auch diese Menge an Seiten nicht alle Themen ab und bietet zunchstdie grundstzlichen Werkzeuge

und Techniken, um einem Anfänger einen Leitfaden zu geben. So muss man sich z.B. für das Level-Design bei XML noch einmal bei anderer Browserschleife machen. So fand ich in einem anderen Flash-Buch bei Spiele-Entwicklung ("Real-World Flash Game Dev.") wiederum andere nützliche Infos (aber eben auch nicht alle). 0 von 0 Kunden fanden die folgende Rezension hilfreich. Sehr gutes Einstiegsbuch für AS 3.0 von DaRockJaeger. Dieses Buch bietet einen super Einstieg, sowohl in die Spieleprogrammierung, als auch in ActionScript 3.0. Besonders hervorzuheben ist das einfache Englisch, das in diesem Buch benutzt wird. Auch für Leute, die bereits Erfahrung mit Java oder C# haben, ist dieses Buch geeignet, da es bei ActionScript 3 gewisse Besonderheiten zu beachten sind, die der gewöhnliche Java oder C#-Entwickler nicht kennt. Die Beispiele in diesem Buch sind nicht komplex, dafür aber erwarten dem Leser viele kleine Beispiele, die auf das Wichtigste reduziert sind. Besonders das letzte Kapitel hat noch richtig viel Inhalt. Es werden so ziemlich alle Grundlagen abgedeckt, die man für komplexere Spiele braucht. Die Sinus und Cosinus-Rechnungen sind in diesem Buch leider nicht so sehr gelungen, da empfehle ich eher "Flash Game Programming for Dummies". Auch ist die Tastatur-Steuerung, die man in diesem Buch lernt, nicht sehr gut, aber dies kann man sehr einfach in Internet-Tutorials nachschlagen. Im Großen und Ganzen ein sehr gutes Buch. P.S. Die Dateien auf der Homepage lassen sich mit Flash CS3 nicht öffnen. Aber im friendsOfED-Forum sind Dateien für CS3 vorhanden. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Really good! Von anne I found this book absolutely life saving. Technical books are very rarely written in such an accessible language. Just know that this book is for absolute BEGINNERS. That is to say - it is designed for people with NO previous experience with Action script whatsoever. And that is the best thing about it! There are just way too many books out there that claim to teach AC3.0 from 0 but require so much more. For this reason alone - this book a rare find. It gives exactly that - very good understanding of how Action Script works and how to put things together in a workable game system, explaining every tiny step one by one. Having said that, I warn you not expect advanced game stuff (i.e. profiling of gamers and massive multiplayer game technology) even at the end of the book. Look for this knowledge when you are done with this book. This book will give you the confidence of being in control, knowing what is happening, and to never be frustrated with the complexity of the code ever again. Must-have even for non-game users who want to learn Action Script.

Kurzbeschreibung We've all sneaked the odd five minutes here or there playing the latest Flash game that someone sent round the office, but creating those games is trickier than it looks. The aim of Foundation Game Design with Flash 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. The book is a non-technical one-stop-shop for all the most important skills and techniques a beginner 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 book is for you. Focused and friendly introduction to designing games with Flash and ActionScript 5 detailed case studies of Flash games Essential techniques for building games, with each chapter gently building on the skills of preceding chapters What you'll learn Learn how to build interactive movies and objects with Flash Get a thorough grounding in ActionScript 3.0 and good programming practices, with minimal prior programming experience required Discover how to build Interactive Storybooks, Space-Shooter, Adventure and Drag and Drop games. Master collision detection, Enemy AI systems, player control, managing game data, basic physics and trigonometry. Make use of Design Patterns and Object Oriented Programming techniques to build robust games. Understand the strategies for making games fun to play and easy to build. Who is this book for? This book is for a non-technical creative person who wants to learn the art of videogame design, but has no idea where to start or where to look for help. It is a lucid, friendly and step-by-step guide though all the technical and creative issues involved in game design with Flash and ActionScript. The book treats the art of programming as a creative artistic tool, and will help anyone who may be afraid of programming to love the subject as much as the author does. The techniques in the book are comprehensive enough to form the basis of career as a game designer, and form a solid foundation for continued study of programming and ActionScript. This book is the missing link that will guide and inspire any curious and creative person turn a good game idea into a reality. **Kurzbeschreibung** We've all sneaked the odd five minutes here or there playing the latest Flash game that someone sent round the office, but creating those games is trickier than it looks. The aim of Foundation Game Design with Flash 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. The book is a non-technical one-stop-shop for all the most important skills and techniques a beginner 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 book is for you. Focused and friendly introduction to designing games with Flash and ActionScript 5 detailed case studies of Flash games Essential techniques for building games, with each chapter gently building on the skills of preceding chapters What you'll learn Learn how to build interactive movies and objects with Flash Get a thorough grounding in

ActionScript 3.0 and good programming practices, with minimal prior programming experience required. Discover how to build Interactive Storybooks, Space-Shooter, Adventure and Drag and Drop games. Master collision detection, Enemy AI systems, player control, managing game data, basic physics and trigonometry. Make use of Design Patterns and Object Oriented Programming techniques to build robust games. Understand the strategies for making games fun to play and easy to build. Who is this book for? This book is for a non-technical creative person who wants to learn the art of videogame design, but has no idea where to start or where to look for help. It is a lucid, friendly and step-by-step guide though all the technical and creative issues involved in game design with Flash and ActionScript. The book treats the art of programming as a creative artistic tool, and will help anyone who may be afraid of programming to love the subject as much as the author does. The techniques in the book are comprehensive enough to form the basis of career as a game designer, and form a solid foundation for continued study of programming and ActionScript. This book is the missing link that will guide and inspire any curious and creative person turn a good game idea into a reality.

ber den Autor und weitere Mitwirkende 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 Foundation Game Design with AS3.0. Rex has designed games and done interactive interface programming Agency Interactive (Dallas), Scottish Power (Edinburgh), DC Interact (London), Draught Associates (London), and the Bank of Montreal (Canada). He also builds game engines and interactive interfaces for museum installations for PixelProject (Cape Town). In addition, he created and taught advanced courses in game design for the Canadian School of India (Bangalore, India). When not writing about games, making them, or playing them, he amuses himself by building experimental, autonomous, self-aware, multi-cellular parallel universes out of shoe boxes, scotch tape, spare milk bottle caps and bits of string . He claims, that this is a lot more entertaining than you might think, but we re skeptical.