Foundation Game Design with Flash (Foundations)

Rex van der Spuy

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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
- Five detailed case studies of Flash games
- Essential techniques for building games, with each chapter gently building on the skills of preceding chapters

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