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# Flash Game Development By Example



## Synopsis

In each chapter you'll build a complete game, starting with simple puzzlers and working your way up to games similar to the most popular online casual games. Each game introduces a range of essential skills that all Flash game developers should know. There's never a dull moment -- you're building working, fun games right from Chapter 1. If you've never developed a game before or you've made a start but want to refine your skills and build complete, successful projects then this book is just what you need.

## Book Information

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## Customer Reviews

I'm sorry to say this, because I really, really wanted a book about AS3 Game Development to be good! I just don't feel this one is. I really spend a lot of time trying to figure out if I would recommend this book for anyone... and I'm not really sure. I guess if you know how to code AS3 with OOP and good coding practises, plus being able to extract general ways of doing something from very specific examples, and being in the need for some inspiration for some tile-based game prototypes: This book is just for you! If that's not you, I wouldn't really recommend this book for you, there are better resources out there! If you're new to programming/AS3, I would recommend a tutorial series

using a simple avoider game: [...] (I learned a lot from this myself when it just got published!) I actually shook my head many times while reading this book, I simply just didn't feel it made sense to do it the way explained.--- If you still think this book sounds swell, please also read the following ---This book only teaches you how to make prototypes of popular games. That's it! You won't be able to create a full game after reading this book. For a full game you would also need to handle different screens, music, sound effects and preloading (just to mention a few things). This books also doesn't cover any kind of animations, so if you want other things than static shapes, you will probably be in trouble. All the games build are tilebased games. And sure, there's a lot of things you can do with tilebased games! But if you want to do anything else, you're probably also going to be in trouble.If you're all new at programming, you'll have a tough time following along (at least I would if this was my first book on the subject).

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