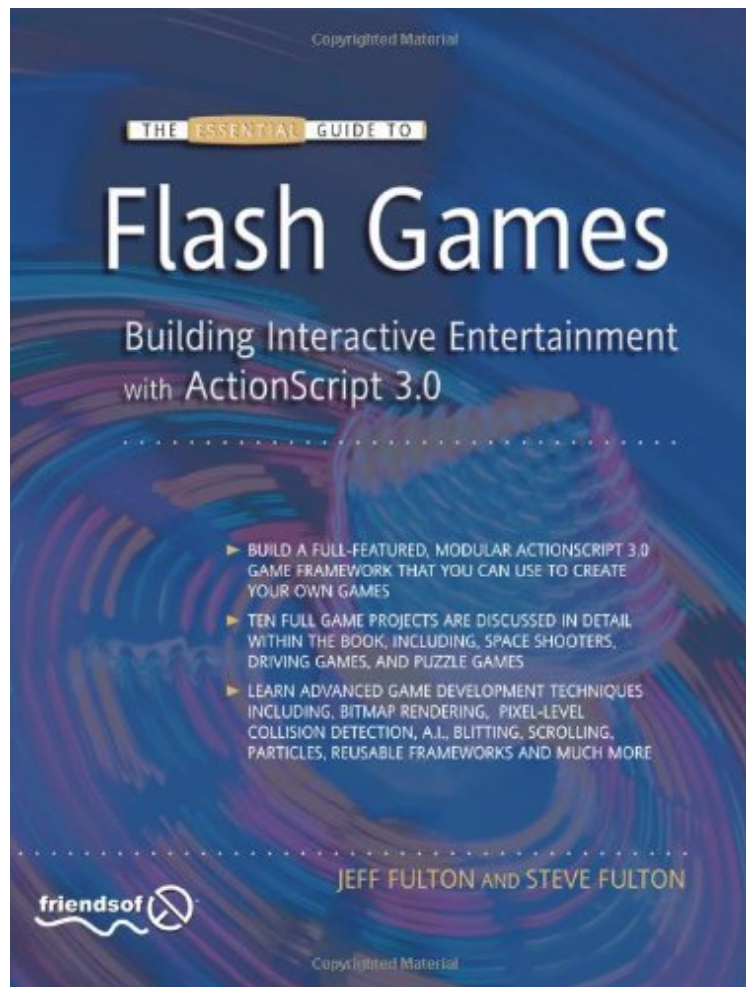


# The Essential Guide to Flash Games: Building Interactive Entertainment with ActionScript

Von Jeff Fulton, Steve Fulton  
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**Von Jeff Fulton, Steve Fulton : The Essential Guide to Flash Games: Building Interactive Entertainment with ActionScript** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Essential Guide to Flash Games: Building Interactive Entertainment with ActionScript:

KurzbeschreibungThe Essential Guide to Flash Games is a unique tool for Flash game developers. Rather than focusing on a bunch of low-level how-to material, this book dives straight into building games. The book is divided

into specific game genre projects, covering everything from old classics such as a Missile Command-style game, to hot new genres such as retro evolved. The chapters build in complexity through the book, and new tools are introduced along the way that can be reused for other games. The game projects covered start simple and increase in complexity as more and more tools are added to your tool chest. Ten full game projects are discussed in detail. Each solves a very different game development problem and builds on the knowledge gained from the previous project. Many advanced game development techniques are covered, including particle systems, advanced controls, artificial intelligence, blitting, scrolling, and more. What you'll learn Flash/Flex ActionScript 3 game development How to apply object-oriented game development techniques How to solve a wide variety specific Flash game programming problems How to develop a game engine and set of tools that can be reused How to implement ten different games (in styles ranging from retro to modern Flash games) How to optimize various games Who this book is for This book is for intermediate Flash developers, Flash game developers, game developers looking to move to the Flash platform, and experienced web developers who want to learn how to make games.

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**ber den Autor** Steve Fulton and Jeff Fulton are twin brothers who have worked in the web game industry for the past 10 years. Together they have designed, programmed and developed over 200 Flash games of every imaginable genre for the corporate, indie and viral Flash game markets. The brothers run the popular and influential Flash/Retro game development site [8bitrocket.com](http://8bitrocket.com). They update the site daily with news, tutorials, games, and musing about Flash and the viral Flash game world.