



# Real-World Flash Game Development: How to Follow Best Practices AND Keep Your Sanity

By Christopher Griffith

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## Real-World Flash Game Development: How to Follow Best Practices AND Keep Your Sanity By Christopher Griffith

This book covers Flash for the everyday developer. The average Flash developer doesn't have luxurious timelines, employers who understand the value of reusability, or the help of an information architect to design a usable experience. This book helps bridge the gap for these coders who may be used to C++, Java, or C# and want to move over to Flash. Griffith covers real-world scenarios pulled from his own experiences developing games for over 8 years in the industry.

Gifts from Griffith's REAL-WORLD experiences include: Game design templates and pre-written scripts to automate tasks within Flash; Classes for handling common math computations used in gaming, so that game developers can see how to set up a simple game flow; Powerful debugging tools for your games(debuggers for Flash games are hard to come by, and this book provides them for you).

The associated web site offers: Code from the game examples in the book with fully build-able source files. Additional code snippets, classes, and utilities. Scripts for automating tedious and repetitive tasks within Flash. Template game-design documents for planning game proposals in the same manner outlined in the book. Links to other helpful online resources for both Flash and game development.

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### **Editorial Review**

Review

"Written for programmers familiar with C++, Java or C#, the second edition of this guide to Flash game development is fully updated to cover improvements in Flash technology with timely new sections on developing for mobile platforms. The work covers a variety of game types and provides practical instruction for applying development knowledge to the Flash environment. Numerous code examples and color screen shots are provided and access to additional online content, including additional chapters and sample files, is included with purchase."--**References and Research Book News**

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