

1. Record Nr.	UNINA9910790090503321
Autore	Griffith Christopher <1979-, >
Titolo	Real-world Flash game development : how to follow best practices and keep your sanity // Christopher Griffith
Pubbl/distr/stampa	Waltham, Mass. : , : Focal Press, , 2012
ISBN	1-138-42749-7 1-136-13694-0 1-283-07432-X 9786613074324 0-240-81769-9
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (433 p.)
Disciplina	794.8/1526 794.81526
Soggetti	Video games - Programming Computer animation
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Real-World Flash Game Development: How to Follow BestPractices and KeepYour Sanity; Copyright; CONTENTS; INTRODUCTION; 1 COMPUTER SCIENCE ISN'T FOR EVERYONE; A Little Groundwork; Common Game Types; General Development Terms; Game-Specific Development Terms; Flash Development Terms; You Can Wake Up Now; 2 THE BEST TOOL FOR THE JOB; Flash Back; The Case for Flash; Nobody's Perfect; Stop Fighting It; Things Flash Was Built to Do; The Best Tool for the Job; 3 A PLAN IS WORTH A THOUSAND ASPIRIN; Step 1; Step 2; Step 3; Step 4; Step 5; Step 6 (Optional); 4 //COMMENTS FTW!; Fair Warning Part 1: ClassesPart 2: Events; Part 3: Errors; Part 4: Data Structures and Lists; Part 5: Keep Your Comments to Everyone Else!; Part 6: Why Does Flash Do That?; Conclusion; 5 THE LEAST YOU CAN DO VERSUS AN ARCHITECT'S APPROACH; Basic Encapsulation: Classes and Containers; Store Relevant Values as Variables and Constants; Don't Rely on Your Stage; Don't Use Frameworks or Patterns You Don't Understand or That Don't Apply; Know When It's Okay to Phone It In and When It Definitely

Isn't; Transitioning to Architecture; OOP Concepts; Practical OOP in Game Development

The Singleton: A Good Document PatternSummary; 6 MANAGING YOUR ASSETS AND WORKING WITH GRAPHICS; A Better File Format; A Few Words about Organization; Working with Graphics; Raster Formats to Use; Key Points to Remember; 7 MAKE IT MOVE-ACTIONSCRIPT ANIMATION; A Little Terminology; To Tween or Not to Tween? Is That a Question?; A Simple Scripted Shooter; Memory: Tweening Animation; Summary; 8 TURN IT UP TO 11: WORKING WITH AUDIO; Formats to Use; Export Settings to Use; Using External Files; Tools for Working with Sounds; Scripting Sounds; 9 PUT THE VIDEO BACK IN ""VIDEO GAME""; Video Codecs

External Video Uses: Cutscenes and MenusCutsceneManager; Video on the Timeline; Setting Up an Internal Video; Summary; 10 XML AND DYNAMIC CONTENT; Bringing Data In: Understanding the URLLoader Class; XML; E4X; Crossword Puzzle; Content Is a Two-Way Street: A Crossword Builder; Sending Data Back Out; One More Example: XML versus Flash Vars; Summary; 11 FOUR-LETTER WORD: M-A-T-H; The Math Class; Part One: Geometry and Trigonometry; A Quick Explanation of Radians and Pi; 3D in Flash; Perspective Projection; The SimpleTunnelShooter Example; Part Two: Physics; Example: A Top-Down Driving Engine

Example: Top-Down Driving Game with DriftReview; 12 DON'T HIT ME: COLLISION DETECTION TECHNIQUES; What You Can Do versus What You Need; HitTestObject-The Most Basic Detection; HitTestPoint-One Step Up; Radius/Distance Testing-Great for Circles; Rect Testing; Pixel-Perfect Collision Detection and Physics; When All Else Fails, Mix 'N Match; 13 MIXUP-A SIMPLE ENGINE; The Main Document; The MixUp Class; The Title Class; The RulesPanel Class; The Game Class; The Interfaces; The GameBoard Class; The SourceImageEmbedded Class; The GameHistory and Results Classes; The SourceImageCamera Class; Review

14 BRINGING IT ALL TOGETHER: A PLATFORMER

Sommario/riassunto

Your deadline just got moved up. Your artist has never worked with Flash before. Your inner programmer is telling you that no OOP is a big Oops! Any Flash developer can share similar tales of woe. This book breaks down the process of Flash game development into simple, approachable steps. Never heard of a game loop before? No idea what a design pattern is? No problem! Chris Griffith gives you real-world expertise, and real-world code that you can use in your own games. Griffith has been building games in Flash long enough to know what works and what doesn't. He shows you what you need to k

2. Record Nr.	UNINA9910781854603321
Titolo	Boron hydrides, high potential hydrogen storage materials [[electronic resource] /] / Umit B. Demirci and Philippe Miele, editors
Pubbl/distr/stampa	New York, : Nova Science Publishers, c2011
ISBN	1-61470-326-4
Descrizione fisica	1 online resource (276 p.)
Collana	Chemistry research and applications
Altri autori (Persone)	DemirciUmit B MielePhilippe
Disciplina	665.8/1
Soggetti	Hydrogen - Storage - Materials Boranes
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.

3. Record Nr.	UNICAMPANIAVAN00070946
Autore	Volpe, Alessandro
Titolo	Mezzaratta : Vitale e altri pittori per una confraternita bolognese / Alessandro Volpe
Pubbl/distr/stampa	Bologna, : Bononia university, 2005
ISBN	88-7395-092-2
Descrizione fisica	XII, 157 p. : ill. ; 29 cm.

Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia