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Autore	Griffith Christopher <1979-, >
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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-ACTIONSRIPT 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: Cutsscenes and MenusCutsSceneManager; 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
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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
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