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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

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