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Beginning Game Programming with Flash Lakshmi Prayaga, Hamsa Suri, 2008 If you are new to game programming and want to learn how to create dynamic robust and fun 2D games Beginning Game Programming with Flash is the book for you Written for introductory game programming students and other enthusiasts the book begins with an overview of the Flash graphical user interface GUI explaining the four main components of the Flash authoring environment the stage timeline tools and panels and symbols Once you are comfortable working with the GUI you ll dive into using ActionScript the language used to write code in Flash which controls the graphics sound files and interactivity between the player and the game assets As you work through the book you ll discover how to create a storyboard for a game add animation and visual effects insert movie clips and sound files apply math and physics concepts to make game objects move and develop and test a Flash game Easy to follow step by step instructions walk you through each step of the game building process and end of chapter exercises tutorials and games based projects help you reinforce and apply the concepts you have learned Beginning Game Programming with Flash covers all the essential elements of game programming making it a comprehensive and fun guide for beginning game programmers

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The British National Bibliography Arthur James Wells, 2007

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Howard, Christopher A. Howard, 1993 A complete how to guide for writing computer games with Visual Basic This book disk set provides imaginative programmers with all the tools they ll need to create entertaining computer games for fun and profit Includes algorithms for image manipulation and sound generation Disk includes source code and executable code for both games featured in the book Macromedia Flash MX 2004 Game Design Demystified Jobe Makar, Ben Winiarczyk, 2004 Flash MX 2004 Game Design Demystified Your comprehensive guide to creating games using Flash MX 2004 It will take you through the process of creating a game in Flash MX 2004 The first several chapters introduce general processes for creating games while the second section looks at the important concepts for creating realistic games Such concepts include math physics collision detection and collision reaction A third section delves into more creative concepts tile based worlds 3D visualization artificial intelligence using graphics and using sound Later chapters provide an introduction to multiplayer games creating a high score list for games and a selection games for which the authors share the development process including code The accompanying CD will provide the code for each function discussed in the book as well as working versions of the games **PC World** ,2001 *Windows Game Programming For Dummies?* André LaMothe, 1998-03-11 Ready to start creating your own Windows games but not sure where to begin A little programming knowledge can go a long long way when you ve got the inside track to game programming with Windows Game Programming For Dummies Using the latest DirectX technology from Microsoft veteran game designer Andre LaMothe takes you step by step through the process of creating your own games for Windows 95 Windows NT and Windows 98 After you understand the nuts and bolts of Windows programming you can add music and sound effects design your own artificial intelligence to create thinking opponents and use the powerful DirectX tools to build lightning fast applications all without having to suffer through the complicated coding requirements of MFC and C All the tools you need to start writing and selling your own games are right here in Windows Game Programming For Dummies along with a special CD ROM loaded with the complete DirectX Software Developers Kit code samples included in the book state of the art animation and modeling software and lots of graphics and sound files to use in your own custom built games **The ASTD E-learning Handbook** Allison Rossett, 2002 The entire training industry is undergoing dramatic change as training is moved out of traditional classrooms and onto the Web Training publications and conferences are now dominated by speakers writers and vendors talking about e Learning The e Learning revolution is forcing companies to spend millions on new technology and new web based courseware threatening the role of traditional classroom trainers and saving companies millions of dollars in housing and travel costs because trainees no longer need a plane ticket and 3 nights accommodation to attend a corporate training program the training can be delivered to each learner s desktop over the Web But because e Learning is still in the revolution stage there are no clear standards and models for how to create and deliver e Learning successfully Everyone is asking the same questions how does web based training fit in with traditional classroom based training What are the standards for designing high quality e Learning How

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