

Actionscript 3 0 Game Programming University

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ActionScript 3.0 Game Programming University (Gary Rosenzweig)

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part 1 How to make a flash game like SNAKE (AS3) indie(Tutorials);
AS3 Game Development 1.9: Classes

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ActionScript 3.0 game programming. University. Rosenzweig, Gary. Written by a real-world Flash developer, this book presents readers with 10 projects that get them creating games quickly. The code can be used as it is, or modified for entertainment, education, or training applications.

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Gary Rosenzweig's ActionScript 3.0 Game Programming University shows you how to use ActionScript, the programming language behind Flash CS3 Professional. The lessons teach you all the basics of ActionScript programming through game examples, but the code can be easily adapted to non-game-oriented projects, such as web training and advertising.

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~~ActionScript 3.0 Game Programming University by Gary ...~~

ActionScript 3.0 game programming university / Gary Rosenzweig. p. cm. ISBN 0-7897-3702-7
1. Computer games—Programming. 2. Computer animation. 3. ActionScript (Computer program language) I. Title. QA76.76.C672R73 2007 794.8'1526—dc22 2007028659 Printed in the United States of America First Printing: August 2007

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