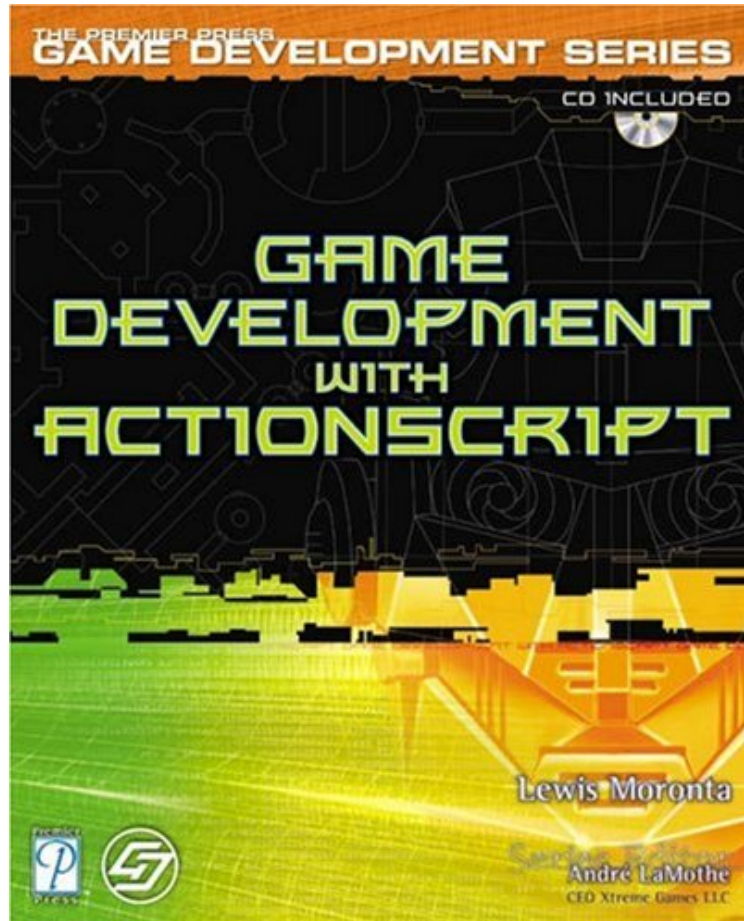


Game Development with ActionScript

Lewis Moronta

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Lewis Moronta : Game Development with ActionScript before purchasing it in order to gage whether or not it would be worth my time, and all praised Game Development with ActionScript:

2 of 2 people found the following review helpful. Great Introduction to ActionScript!By A CustomerI was wondering when the Game Dev Series was going to publish a book on Flash ActionScript and before I could think twice, I found this book in my search. The price was decent so I decided to try it out...The author really knows how to break something down and make it easy to comprehend. I've never taken a programming class and after reading the book, I now feel very comfortable with Flash--and since it is a game programming book, he pretty much covered everything. His thorough explanations of functions and methods and other parts of the language were thorough enough to understand them completely yet without a redundant amount of info.The author is also very responsive to questions. That is a first! So I recommend this book for anyone trying to break into the game dev side of Flash... Even if you are just curious, check the book out.0 of 0 people found the following review helpful. Good book lacking games thoughBy loachmanFor a book to be called game development this book sure is lacking on the game side of things.You create

one big game at the end, but other than that there is really nothing else in there I would consider a game. That's why the book is getting 4 stars not 5. With that out of the way this book is very well written and the author explains things in great detail. There are a lot of good nuggets of coding techniques in this book. 4 of 6 people found the following review helpful. Great way to start

By A Customer I had used Flash 4 for some time. In Flash 4, if you wanted to do a certain command, like go to a different scene you went to the point and click menu and selected that. But I felt that was rather lacking in what you could do, so I wanted to get the latest and greatest version of Flash. I went out and bought it, (MX 2004) and I soon found out, that there really wasn't a point and click menu, and you needed at least some knowledge in ActionScript. I looked around, and found this book. And I am glad I did. The book is excellent. It's really easy to follow, between the detailed explanations and the demo's on the cd. I found it really easy to understand everything, and it gives you a great way to start programming. It comes with a demo of Flash MX 2004, but I highly recommend buying it (I got it at an educational discount). Both MX and this book were well worth the money.

Are you ready to jump into the world of game development? "Game Development with ActionScript" is the guide that can show you the way! You'll cover the basics of programming with ActionScript and will explore the incredible development possibilities offered by Macromedia Flash MX 2004. You'll develop the animation techniques you need to keep players coming back for more. Transform your game as you learn how ActionScript can be used to create amazing sound effects that flow seamlessly into your game's script. When you're ready, move on to advanced math and components topics that can take your game to new levels of realism. By the time you're finished, you'll be able to put everything you've learned together and begin creating amazing, eye-popping games!

About the Author Lewis Moronta, Queens, New York, has been programming and working with computer graphics since 1996. Lewis began freelancing as a graphic designer in 1998 through his virtual studio, www.m80productions.com. His website hosts many articles on math, programming, and computer graphics, including 3D animation. Lewis earned a degree in visual communications from Katharine Gibbs School in New York in 2003. Lewis recently formed Ism Studios, a graphic design and animation studio that handles everything from graphic design to professional-level CGI. Ism Studios will launch a website, www.ismstudios.com, in the fall of 2003.