Advanced Game Design With Flash

Learn everything you need to know to build a 2D game using Unity 5 by developing a complete RPG game framework!About This Book* Explore the new features of Unity 5 and recognize obsolete code and elements.* Develop and build a complete 2D retro RPG with a conversation system, inventory, random map battles, full game menus, and sound.* This book demonstrates how to use the new Unity UI system effectively through detailed C# scripts with full explanations.Who This Book Is ForThis book is for anyone looking to get started developing 2D games with Unity 5. If you're already accomplished in Unity 2D and wish to expand or supplement your current Unity knowledge, or are working in 2D in Unity 4 and looking to upgrade Unity 5, this book is for you. A basic understanding of programming logic is needed to begin learning with this book, but intermediate and advanced programming topic are explained thoroughly so that coders of any level can follow along. Previous programming experience in C# is not required.What You Will Learn* Work with 2D sprite assets from importing and animation to physics and programming.* Write beginner to advanced level C# code using MonoDevelop.* Create a 2D game in Unity 5 by developing a complete retro 2D RPG.* Implement the new UI system effectively and beautifully.* Publish, monetize, and advertise a game on multiple platforms.In DetailThe inclusion of 2D support in Unity has brought 2D games back to the forefront of the gaming industry, with indie game developers and hobbyists finding 2D creation and development easier than ever.This book will help you master the 2D features available in Unity 5 by walking you through the full development of a retro 2D RPG. You will

see by example how to work with 2D art assets, create C# scripts, develop animations, and implement Unity's new and improved UI tools. You will learn how to program, develop, and animate a conversation system, a battle system, and an inventory system all using the new and improved Unity UI and 2D animation tools.After completing this book, you will have the knowledge necessary to develop, build, deploy, and sell 2D games of any genre!

"This book will give readers a solid understanding of issues in educational game design and deployment in the classroom"--Provided by publisher.

This in-depth resource teaches you to craft mechanics that generate challenging, enjoyable, and well-balanced gameplay. You'll discover at what stages to prototype, test, and implement mechanics in games and learn how to visualize and simulate game mechanics in order to design better games. Along the way, you'll practice what you've learned with hands-on lessons. A free downloadable simulation tool developed by Joris Dormans is also available in order to follow along with exercises in the book in an easy-to-use graphical environment. In Game Mechanics: Advanced Game Design, you'll learn how to: * Design and balance game mechanics to create emergent gameplay before you write a single line of code. * Visualize the internal economy so that you can immediately see what goes on in a complex game. * Use novel prototyping techniques that let you simulate games and collect vast quantities of gameplay data on the first day of development. * Apply design patterns for game mechanics—from a library in this book—to improve your game designs. * Explore the delicate balance between game mechanics and level design to create compelling, long-lasting game experiences. * Replace fixed, scripted events in your game with dynamic progression systems to give your players a new experience every time they play. "I've been waiting for

a book like this for ten years: packed with game design goodness that tackles the science without undermining the art." --Richard Bartle, University of Essex, co-author of the first MMORPG “Game Mechanics: Advanced Game Design by Joris Dormans & Ernest Adams formalizes game grammar quite well. Not sure I need to write a next book now!” -- Raph Koster, author of A Theory of Fun for Game Design.

This title traces the growth of video games, showing how they have become an integral part of popular culture today.

Net Works offers an inside look into the process of successfully developing thoughtful, innovative digital media. In many practice-based art texts and classrooms, technology is divorced from the socio-political concerns of those using it. Although there are many resources for media theorists, practice-based students sometimes find it difficult to engage with a text that fails to relate theoretical concerns to the act of creating. Net Works strives to fill that gap. Using websites as case studies, each chapter introduces a different style of web project--from formalist play to social activism to data visualization--and then includes the artists' or entrepreneurs' reflections on the particular challenges and outcomes of developing that web project. Scholarly introductions to each section apply a theoretical frame for the projects. A companion website offers further resources for hands-on learning. Combining practical skills for web authoring with critical perspectives on the web, Net Works is ideal for courses in new media design, art, communication, critical studies, media and technology, or popular digital/internet culture.

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Creating games in Flash is a never-ending journey of exploration, learning, and most of all, fun. Once you’ve mastered the basics, a new world is opened up to you,

enabling you to take your existing skills to the next level and discover new skills that will in turn open new doors. This book is a direct continuation of Foundation Game Design with Flash, and is a complete point-by-point roundup of the most important skills a Flash game designer needs to know. You'll increase your ActionScript knowledge and your game design skills while creating some excellent example games. You'll learn advanced collision detection skills; professional AI and pathfinding; and how to load and save game data, create destructible environments, and build and switch game levels. Each chapter highlights a new advanced technique illustrated by practical examples. Examples of games are given in a variety of genres, all of which take an object-oriented programming approach. Advanced game design topics are covered, including vector-based collision reaction, pathfinding, billiard ball physics, and modeling game data.
Now in its third edition, the classic book on game design has been completely revised to include the latest developments in the game industry. Readers will learn all the fundamentals of concept development, gameplay design, core mechanics, user interfaces, storytelling, and balancing. They'll be introduced to designing for mobile devices and touch screens, as well as for the Kinect and motion-capture gameplay. They'll learn how indie developers are pushing the envelope and how new business models such as free-to-play are influencing design. In an easy-to-follow approach, Adams offers a first-hand look into the process of designing a game, from initial concept to final tuning. This in-depth resource also comes with engaging end-of-chapter exercises, design worksheets, and case studies.
Make your WebAssembly journey fun while making a game with it Key Features Create a WebAssembly game that implements sprites, animations, physics,

particle systems, and other game development fundamentals Get to grips with advanced game mechanics in WebAssembly Learn to use WebAssembly and WebGL to render to the HTML5 canvas element Book Description Within the next few years, WebAssembly will change the web as we know it. It promises a world where you can write an application for the web in any language, and compile it for native platforms as well as the web. This book is designed to introduce web developers and game developers to the world of WebAssembly by walking through the development of a retro arcade game. You will learn how to build a WebAssembly application using C++, Emscripten, JavaScript, WebGL, SDL, and HTML5. This book covers a lot of ground in both game development and web application development. When creating a game or application that targets WebAssembly, developers need to learn a plethora of skills and tools. This book is a sample platter of those tools and skills. It covers topics including Emscripten, C/C++, WebGL, OpenGL, JavaScript, HTML5, and CSS. The reader will also learn basic techniques for game development, including 2D sprite animation, particle systems, 2D camera design, sound effects, 2D game physics, user interface design, shaders, debugging, and optimization. By the end of the book, you will be able to create simple web games and web applications targeting WebAssembly. What you will

learn Build web applications with near-native performance using WebAssembly Become familiar with how web applications can be used to create games using HTML5 Canvas, WebGL, and SDL Become well versed with game development concepts such as sprites, animation, particle systems, AI, physics, camera design, sound effects, and shaders Deploy C/C++ applications to the browser using WebAssembly and Emscripten Understand how Emscripten HTML shell templates, JavaScript glue code, and a WebAssembly module interact Debug and performance tune your WebAssembly application Who this book is for Web developers and game developers interested in creating applications for the web using WebAssembly. Game developers interested in deploying their games to the web Web developers interested in creating applications that are potentially orders of magnitude faster than their existing JavaScript web apps C/C++ developers interested in using their existing skills to deploy applications to the web

Master the craft of game design so you can create that elusive combination of challenge, competition, and interaction that players seek. This design workshop begins with an examination of the fundamental elements of game design; then puts you to work in prototyping, playtesting and redesigning your own games with exercises that

teach essential design skills. Workshop exercises require no background in programming or artwork, releasing you from the intricacies of electronic game production, so you can develop a working understanding of the essentials of game design.
If you are new to Flash, or an experienced Flash user, you will find this book offers a wealth of creative ideas and techniques for getting the most out of Flash. Written by an educator this book is organized to progressively take you step by step into interactive web content (or software application) development. Educators: This book is ideal for the classroom. Whether your course is 1 hour (that meets 3-5 times per week), a night class (that meets for 3-4 hours), or short term training course, you will be delighted with this book. Short projects focus on specific concepts and make it easy to supply your class with entertaining and exciting ideas. Additional exploration topics (at the end of each chapter) provide a convient tool for in-class assignments, homework, or as a way of testing knowledge. Topics covered: This book contains more than 42 short projects and hundreds of creative ideas that cover a variety of topics. Here are just a few: Producing a melting type animation effect using a shape tween. Creating a solar explosion effect using motion tweens. Computer games and advanced game concepts. Animating type using ActionScript. Developing sound controllers. How to make

photographs interactive. Video capture, compression, and incorporation in Flash. Creating and controlling 3D content.

What game company doesn't want to be the next Zynga? But does the world really need another "ville" game? What we do need are designers who know how to create compelling money-making social games while maintaining their creativity. This book provides the clues to creating social game systems that generate profit.

The VTAC eGuide is the Victorian Tertiary Admissions Centre’s annual guide to application for tertiary study, scholarships and special consideration in Victoria, Australia. The eGuide contains course listings and selection criteria for over 1,700 courses at 62 institutions including universities, TAFE institutes and independent tertiary colleges.

The Essential Guide to Flash Games is a unique tool for Flash game developers. Rather than focusing on a bunch of low-level how-to material, this book dives straight into building games. The book is divided into specific game genre projects, covering everything from old classics such as a Missile Command-style game, to hot new genres such as retro evolved. The chapters build in complexity through the book, and new tools are introduced along the way that can be reused for other games. The game projects covered start simple and increase in complexity as more and more tools are added to your tool chest. Ten full

game projects are discussed in detail. Each solves a very different game development problem and builds on the knowledge gained from the previous project. Many advanced game development techniques are covered, including particle systems, advanced controls, artificial intelligence, blitting, scrolling, and more.

Over 100 recipes exploring the new and exciting features of Unity 5 to spice up your Unity skillset About This Book Built on the solid foundation of the popular Unity 4.x Cookbook, the recipes in this edition have been completely updated for Unity 5 Features recipes for both 2D and 3D games Provides you with techniques for the new features of Unity 5, including the new UI system, 2D game development, new Standard Shaders, and the new Audio Mixer Who This Book Is For From beginners to advanced users, from artists to coders, this book is for you and everyone in your team! Programmers can explore multimedia features, and multimedia developers can try their hand at scripting. Basic knowledge and understanding of the Unity platform, game design principles, and programming knowledge in C# is essential. What You Will Learn Immerse players with great audio, utilizing Unity 5's audio features including the new Audio Mixer, ambient sound with Reverb Zones, dynamic soundtracks with Snapshots, and balanced audio via Ducking Create better materials with Unity's new,

physically-based, Standard Shader Measure and control time, including pausing the game, displaying clocks and countdown timers, and even implementing “bullet time” effects Improve ambiance through the use of lights and effects such as reflection and light probes Create stylish user interfaces with the new UI system, including power-bars, clock displays, and an extensible inventory system Save and load text and media assets from local or remote sources, publish your game via Unity Cloud, and communicate with websites and their databases to create online scoreboards Discover advanced techniques, including the publisher-subscriber and state patterns, performance bottleneck identification, and methods to maximize game performance and frame rates Control 2D and 3D character movement, and use NavMeshAgents to write NPC and enemy behaviors such as seek, flee, flock, and waypoint path following In Detail Unity 5 is a flexible and intuitive multiplatform game engine that is becoming the industry's de facto standard. Learn to craft your own 2D and 3D computer games by working through core concepts such as animation, audio, shaders, GUI, lights, cameras, and scripting to create your own games with Unity 5. Completely re-written to cover the new features of Unity 5, this book is a great resource for all Unity game developers, from those who have recently started using Unity right up to Unity

professionals. The first half of the book focuses on core concepts of 2D game design while the second half focuses on developing 3D game development skills. In the first half, you will discover the new GUI system, the new Audio Mixer, external files, and animating 2D characters in 2D game development. As you progress further, you will familiarize yourself with the new Standard Shaders, the Mecanim system, Cameras, and the new Lighting features to hone your skills towards building 3D games to perfection. Finally, you will learn non-player character control and explore Unity 5's extra features to enhance your 3D game development skills. Style and approach Each chapter first introduces the topic area and explains how the techniques covered can enhance your games. Every recipe provides step-by-step instructions, followed by an explanation of how it all works, and useful additional refinements or alternative approaches. Every required resource and C# script (fully commented) is available to download, enabling you to follow each recipe yourself.

The CD that accompanies this book contains various resources including project files, Macromedia software demos, and finished files of completed Flash projects.

You can start game programming in a flash Here's how to create five different cool games - no experience necessary! Ever think you could come up with a better computer game? Then this book is for you! No boring programming theory

here, just the stuff you need to know to actually make something happen, and all in plain English. Build a brain-teasing math game, go classic with Pong, create monsters and mayhem, and much more. Discover how to * Build and control basic movie clips * Make text appear and change * Generate random numbers * Add sound effects * Create cars and space vehicles that move realistically * Blow up stuff onscreen

Master everything you need to build a 2D game using Unity 5 by developing a complete RPG game framework! About This Book Explore the new features of Unity 5 and recognize obsolete code and elements. Develop and build a complete 2D retro RPG with a conversation system, inventory, random map battles, full game menus, and sound. This book demonstrates how to use the new Unity UI system effectively through detailed C# scripts with full explanations. Who This Book Is For This book is for anyone looking to get started developing 2D games with Unity 5. If you're already accomplished in Unity 2D and wish to expand or supplement your current Unity knowledge, or are working in 2D in Unity 4 and looking to upgrade Unity 5, this book is for you. A basic understanding of programming logic is needed to begin learning with this book, but intermediate and advanced programming topic are explained thoroughly so that coders of any level can follow along. Previous programming experience in C# is not required. What You Will Learn Create a 2D game in Unity 5 by developing a complete retro 2D RPG framework. Effectively manipulate and utilize 2D sprites. Create 2D sprite animations and trigger them effectively with code. Write beginning to advanced-level C# code using MonoDevelop. Implement the new UI system effectively and beautifully. Use state machines to trigger events within your game. In Detail The Unity engine has revolutionized the gaming industry, by making it easier than ever for indie game developers to create

quality games on a budget. Hobbyists and students can use this powerful engine to build 2D and 3D games, to play, distribute, and even sell for free! This book will help you master the 2D features available in Unity 5, by walking you through the development of a 2D RPG framework. With fully explained and detailed C# scripts, this book will show you how to create and program animations, a NPC conversation system, an inventory system, random RPG map battles, and full game menus. After your core game is complete, you'll learn how to add finishing touches like sound and music, monetization strategies, and splash screens. You'll then be guided through the process of publishing and sharing your game on multiple platforms. After completing this book, you will have the necessary knowledge to develop, build, and deploy 2D games of any genre! Style and approach This book takes a step-by-step practical tutorial style approach. The steps are accompanied by examples, and all the intermediate steps will be clearly explained. The focus of this book will obviously be on the advanced topics so that the game looks and performs efficiently.

If you want to build enticing projects with Unity, this book is for you. Readers who are familiar with the basics of how to create simple projects in Unity will have an easier time.

We've all sneaked the odd five minutes here or there playing the latest Flash game that someone sent round the office, but creating those games is trickier than it looks. The aim of Foundation Game Design with Flash is to take you, even if you've minimal multimedia or programming experience, through a series of step-by-step examples and detailed case studies to the point where you'll have the skills to independently design any conceivable 2D game using Flash and ActionScript. The book is a non-technical one-stop-shop for all the most important skills and techniques a beginner game designer needs to build games with Flash from scratch.

Whether you're creating quick blasts of viral amusement, or more in-depth action or adventure titles, this book is for you. Focused and friendly introduction to designing games with Flash and ActionScript Five detailed case studies of Flash games Essential techniques for building games, with each chapter gently building on the skills of preceding chapters
In response to the success of the first edition of Foundation Game Design with Flash, Rex van der Spuy has revised and updated all the code to meet current programming best practices, and the focus is now on accurate ActionScript 3.0, regardless of the IDE that you use. We've all sneaked the odd five minutes here or there playing the latest Flash game that someone sent around the office, but creating those games is trickier than it looks. The aim of Foundation Game Design with ActionScript 3.0 is to take you, even if you've minimal multimedia or programming experience, through a series of step-by-step examples and detailed case studies—to the point where you'll have the skills to independently design any conceivable 2D game using Flash and ActionScript. Foundation Game Design with ActionScript 3.0 is a non-technical one-stop shop for all the most important skills and techniques a beginning game designer needs to build games with Flash from scratch. Whether you're creating quick blasts of viral amusement, or more in-depth action or adventure titles, this is the book for you. Focused and friendly introduction to designing games with Flash and ActionScript Detailed case studies of Flash games Essential techniques for building games, with each chapter gently building on the skills of preceding chapters Modern best practices and new content on ActionScript 3.0 Also covers asset creation in Photoshop and Illustrator
How do you make a video game? Advanced Game Design with HTML5 and JavaScript is a down to earth education in how to make video games from scratch, using the powerful

HTML5 and JavaScript technologies. This book is a point-by-point round up of all the essential techniques that every game designer needs to know. You'll discover how to create and render game graphics, add interactivity, sound, and animation. You'll learn how to build your own custom game engine with reusable components so that you can quickly develop games with maximum impact and minimum code. You'll also learn the secrets of vector math and advanced collision detection techniques, all of which are covered in a friendly and non-technical manner. You'll find detailed working examples, with hundreds of illustrations and thousands of lines of source code that you can freely adapt for your own projects. All the math and programming techniques are elaborately explained and examples are open-ended to encourage you to think of original ways to use these techniques in your own games. You can use what you learn in this book to make games for desktops, mobile phones, tablets or the Web. Advanced Game Design with HTML5 and JavaScript is a great next step for experienced programmers or ambitious beginners who already have some JavaScript experience, and want to jump head first into the world of video game development. It's also great follow-up book for readers of Foundation Game Design with HTML5 and JavaScript (by the same author) who want to add depth and precision to their skills. The game examples in this book use pure JavaScript, so you can code as close to the metal as possible without having to be dependent on any limiting frameworks or game engines. No libraries, no dependencies, no third-party plugins: just you, your computer, and the code. If you're looking for a book to take your game design skills into the stratosphere and beyond, this is it!

Leaders in the field of serious games share practical guidelines and lessons learned from researching and developing learning games.

You're part of a new venture, an independent gaming company, and you are about to undertake your first development project. The client wants a serious game, one with instructional goals and assessment metrics. Or you may be in a position to green light such a project yourself, believing that it can advance your organization's mission and goals. This book provides a proven process to take an independent game project from start to finish. In order to build a successful game, you need to wear many hats. There are graphic artists, software engineers, designers, producers, marketers - all take part in the process at various (coordinated) stages, and the end result is hopefully a successful game. Veteran game producers and writers (Iuppa and Borst) cover all of these areas for you, with step by step instructions and checklists to get the work done. The final section of the book offers a series of case studies from REAL indy games that have been developed and launched succesfully, and show exactly how the principles outlined in the book can be applied to real world products. The book's associated author web site offers ancillary materials & references as well as serious game demos and presentations.

This book is written by someone who is passionate about games for those who are equally passionate about games. The step-by-step instructions contained within this guide will make creating your first game simple.If you have ever had the urge to know more about how all those amazing games you played for countless hours are created, then this book is definitely for you! This step-by-step tutorial will teach you how to create a complete game within UDK.Even if you have no prior experience of UDK,

you can still start building the games you want today. Many designers, policy makers, teachers, and other practitioners are beginning to understand the usefulness of using digital games beyond entertainment. Games have been developed for teaching, recruiting and to collect data to improve search engines. This book examines the fundamentals of designing any game with a serious purpose and provides a way of thinking on how to design one successfully. The reader will be introduced to a design philosophy called “Triadic Game Design.”; a theory that all games involve three worlds: the worlds of Reality, Meaning, and Play. Each world is affiliated with aspects. A balance needs to be found within and between the three worlds. Such a balance is difficult to achieve, during the design many tensions will arise, forcing designers to make trade-offs. To deal with these tensions and to ensure that the right decisions are made to create a harmonic game, a frame of reference is needed. This is what Triadic Game Design offers.

One CD-ROM disc in pocket.

Create enthralling Android games with Unity Faster Than Ever Before About This Book Develop complex Android games with the help of Unity's advanced features such as artificial intelligence, high-end physics, and GUI transformations. Create amazing Graphical User Interfaces (GUIs) with Unity's new

uGUI system Unravel and deploy exciting games across Android devices Who This Book Is For If you are a Unity 5 developer and want to expand your knowledge of Unity 5 to create high-end complex Android games, then this book is for you. Readers are expected to have a basic understanding of Unity 5, working with its environment, and its basic concepts. What You Will Learn Develop your own Jetpack Joyride clone game Explore the advanced features of Unity 5 by building your own Action Fighting game Develop remarkable Graphical User Interfaces (GUIs) with Unity's new uGUI system Enhance your game by adding stunning particle systems and complex animations Build pleasing virtual worlds with special effects, lights, sky cube maps, and cameras Make your game more realistic by providing music and sound effects Debug and deploy your games on different Android devices In Detail Game engines such as Unity are the power-tools behind the games we know and love. Unity is one of the most widely-used and best loved packages for game development and is used by everyone, from hobbyists to large studios, to create games and interactive experiences for the Web, desktop, mobile, and console. With Unity's intuitive, easy-to-learn toolset and this book, it's never been easier to become a game developer. You will begin with the basic concepts of Android game development, a brief history of Android games, the

building blocks of Android games in Unity 5, and the basic flow of games. You will configure an empty project for the Jetpack Joyride Clone Game, add an environment and characters, and control them. Next you will walk through topics such as particle systems, camera management, prefabs, animations, triggers, colliders, and basic GUI systems. You will then cover the basic setup for 3D action fighting games, importing models, textures and controlling them with a virtual on-screen joystick. Later you will set up Scene for 3D Configuration, create basic gameplays, and manage input controls. Next you will learn to create the interface for the main menu, gameplay, game over, achievements, and high score screens. Finally you will polish your game with stats, sounds, and Social Networking, followed by testing the game on Android devices and then publishing it on Google Play, Amazon, and OUYA Stores. Style and approach A step-by-step and detailed guide to developing high-end complex Android games utilizing the advanced concepts of Unity.

A professor of acoustic engineering provides a tour of the world's most amazing sound phenomena, including creaking glaciers, whispering galleries, stalactite organs, musical roads, humming dunes, seals that sound like alien angels, and a Mayan pyramid that chirps like a bird.

Foundation Game Design with HTML5 and JavaScript teaches you everything you need to know

about how to make video games. If you've never done any programming before and don't know where to start, this book will show you how to make games from start to finish. You'll learn all the latest programming technologies (HTML5, CSS, and JavaScript) to create your games. All written in a fun and friendly style with open-ended projects that encourage you to build your own original games. Foundation Game Design with HTML5 and JavaScript starts by showing you how you can use basic programing to create logic games, adventure games, and create interactive game graphics. Design a game character, learn to control it with the keyboard, mouse, or touch screen interface, and then learn how to use collision detection to build an interactive game world. You'll learn to make maze games, platform jumping games, and fast paced action games that cover all the popular genres of 2D gaming. Create intelligent enemies, use realistic physics, sound effects and music, and learn how to animate game characters. Whether you're creating games for the web or mobile devices, everything you need to get started on a career as a game designer is right here. Focused and friendly introduction to making games with HTML5. Essential programming and graphic design techniques for building games, with each chapter gently building on the skills of preceding chapters. Detailed case studies demonstrating techniques that can be used for

making games in a wide variety of genres.
A clear, concise, and practical guide that will teach you how to build your own console game and become an indie developer.This book is for game developers who are interested in developing games for the Ouya console on the Unity game engine. It is assumed that you have a basic understanding of Unity.
Successfully Navigate the Evolving World of Mobile and Social Game Design and Monetization Completely updated, Mobile & Social Game Design: Monetization Methods and Mechanics, Second Edition explains how to use the interconnectedness of social networks to make "stickier," more compelling games on all types of devices. Through the book's many design and marketing techniques, strategies, and examples, you will acquire a better understanding of the design and monetization mechanics of mobile and social games as well as working knowledge of industry practices and terminology. Learn How to Attract—and Retain—Gamers and Make Money The book explores how the gaming sector has changed, including the evolution of free-to-play games on mobile and tablet devices, sophisticated subscription model-based products, and games for social media websites, such as Facebook. It also demystifies the alphabet soup of industry terms that have sprouted up around mobile and social game design and monetization. A

major focus of the book is on popular mechanisms for acquiring users and methods of monetizing users. The author explains how to put the right kinds of hooks in your games, gather the appropriate metrics, and evaluate that information to increase the game's overall stickiness and revenue per user. He also discusses the sale of virtual goods and the types of currency used in games, including single and dual currency models. Each chapter includes an interview with industry leaders who share their insight on designing and producing games, analyzing metrics, and much more.

Create and display interactive graphics, build scenes and animated transitions, make cross-platform, responsive games and applications for multiple screen resolutions, and use Pixi.js's spectacular WebGL rendering effects. Learn how to create applications for desktop and touch-screen devices, and how to use the best open-source plugins to extend Pixi.js's capabilities in a myriad of exciting ways. If you've ever wondered what you need to know to start making games, or what technology you need to build high-performance mobile apps, this book will show you the way. Learn Pixi.js is your one-stop shop for everything you need to know to quickly start making spectacular cross-platform interactive games and animations. Take a step-by-step tour of Pixi.js's features by building fun game projects. Learn how to use Pixi.js to make richly interactive

graphics and all kind of cross-platform applications. Learn Pixi.js is a fun and practical brief introduction to using the powerful Pixi.js graphics-rendering engine for making websites, games and mobile apps.

Design great Facebook, iOS, and Web games and learn from the experts what makes a game a hit! This invaluable resource shows how to put into action the proven design and marketing techniques from the industry's best game designers, who all started on a small scale. The book walks novice and experienced game designers through the step-by-step process of conceptualizing, designing, launching, and managing a winning game on platforms including Facebook, iOS, and the Web. The book is filled with examples that highlight key design features, explain how to market your game, and illustrate how to turn your design into a money-making venture. Provides an overview of the most popular game platforms and shows how to design games for each Contains the basic principles of game design that will help promote growth and potential to generate revenue Includes interviews with top independent game developers who reveal their success secrets Offers an analysis of future trends that can open (or close) opportunities for game designers Game Design Secrets provides aspiring game designers a process for planning, designing, marketing, and ultimately making money

from new games.

Mastering Unity Scripting is an advanced book intended for students, educators, and professionals familiar with the Unity basics as well as the basics of scripting. Whether you've been using Unity for a short time or are an experienced user, this book has something important and valuable to offer to help you improve your game development workflow.

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 know to get the job done. Griffith covers Flash for the everyday developer. The average Flash developer doesn't have luxurious timelines, employers who understand the value of reusability, or the help of an information architect to design a usable experience. This book helps bridge the gap for these coders who may be used to C++, Java, or C# and want to move over to Flash. Griffith covers real-world scenarios pulled from his own experiences developing games

for over 10 years in the industry. The 2nd edition will include: completely new game examples on more advanced topics like 3D; more robust physics and collision detection; and mobile device coverage with Android platform development for us on phones and tablets. Also coverage of the new features available in Flash CS5, Flash Player 10.1, and AIR 2.0 that can be used for game development. The associated web site for the book: www.flashgamebook.com gets close to 1,000 visits a month. On the site, readers can find all the source code for the examples, news on industry happenings, updates and special offers, and a discussion forum to ask questions and share ideas.

These days people are looking to the Internet for its gaming possibilities. Whether it's real-time role-playing you're after with 30,000 of your closest friends, or just a solitary round of crazy golf, the most versatile piece of web animation software just made itself more approachable for designing games! This book takes us deep, deep down into the realms of game design, and hunts out the features that are really going to evolve your Flash skills into full-on game wizardry. We are going to discuss what makes a good game, and what makes a great game. We grapple with the concepts of 3D and how to get Flash to produce cutting-edge game environments, while keeping our sensible shoes on by reducing those file sizes and download times. We conduct a

battle of wits with artificial intelligence, and have a good crash around with some collision detection in platform games. All in all, we are pushing Flash to its breaking point to see what lies beyond. The Studio series assumes you already know your way around Flash's basics, and it aims to boost your knowledge and help you master some advanced techniques. Flash 5 Games Studio draws its inspiration from the full spectrum of Flash's capabilities. Amongst other things, it explores: Refining methods of graphic creation to speed up game performance Using ActionScript techniques for player control and environmental reactions Mastering the sound capabilities with interactive soundtracks Using data packets and sockets to develop multiplayer games What you'll learnWho this book is for If you want to turn your open-ended Flash animations into challenging, high-quality games, then this is the book for you. You will benefit from it if you are: A Flash user who wants to get comfortable with the most important and useful ActionScript commands A Flash user who wants to push the software to the edge of its capabilities, and stretch your knowledge base to its limit A Flash-savvy game designer who wants to venture into the realms of web-based gaming

We've all sneaked the odd five minutes here or there playing the latest Flash game that someone sent round the office, but creating those games is

trickier than it looks. The aim of Foundation Game Design with Flash is to take you, even if you've minimal multimedia or programming experience, through a series of step-by-step examples and detailed case studies to the point where you'll have the skills to independently design any conceivable 2D game using Flash and ActionScript. The book is a non-technical one-stop-shop for all the most important skills and techniques a beginner game designer needs to build games with Flash from scratch. Whether you're creating quick blasts of viral amusement, or more in-depth action or adventure titles, this book is for you. Focused and friendly introduction to designing games with Flash and ActionScript Five detailed case studies of Flash games Essential techniques for building games, with each chapter gently building on the skills of preceding chapters What you'll learn Learn how to build interactive movies and objects with Flash Get a thorough grounding in ActionScript 3.0 and good programming practices, with minimal prior programming experience required Discover how to build interactive storybooks, space-shooter, adventure and drag-and-Drop games. Master collision detection, Enemy AI systems, player control, managing game data, basic physics and trigonometry. Make use of design patterns and object-oriented programming techniques to build robust games. Understand the strategies for making

games fun to play and easy to build. Who this book is for This book is for a non-technical creative person who wants to learn the art of video game design, but has no idea where to start or where to look for help. It is a lucid, friendly and step-by-step guide though all the technical and creative issues involved in game design with Flash and ActionScript. The book treats the art of programming as a creative artistic tool, and will help anyone who may be afraid of programming to love the subject as much as the author does. The techniques in the book are comprehensive enough to form the basis of career as a game designer, and form a solid foundation for continued study of programming and ActionScript. This book is the missing link that will guide and inspire any curious and creative person turn a good game idea into a reality. Table of Contents Programming Foundations: How to Make a Video Game Making Objects Programming Objects Controlling Movie Clip Objects Decision Making Controlling a Player Character Bumping into Things Object-Oriented Game Design Platform Game: Physics and Data Management Advanced Object and Character Control