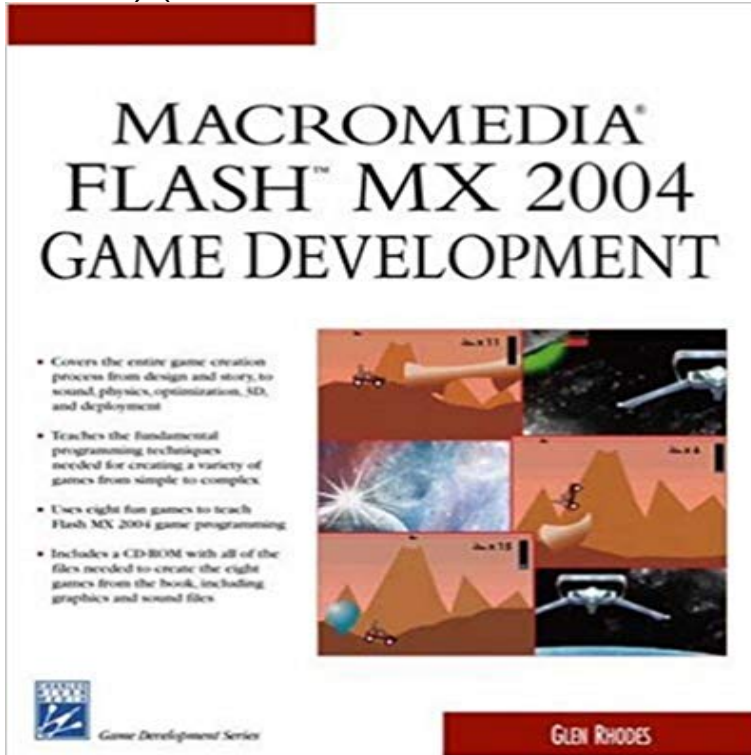


Macromedia Flash MX 2004 Game Development (Game Development Series) (Charles River Media Game Development)



Creating games with Macromedia Flash MX 2004 is a rewarding endeavor for aspiring and seasoned programmers alike. With its quick download time, cross-platform deployment, ease of use, and power, Flash is quickly becoming the program of choice for online game development. The use of vector graphics also makes the games scalable for any resolution from full screen to cell phone. Intended for both game and Web developers, Macromedia Flash MX 2004 Game Development teaches developers how to maximize Flash for the creation of online and standalone games. The entire development process is covered, from design, story and character development, to the physics and motion of a game, audio issues, optimization, and deployment. As you work through the book, you'll create eight fun games as you learn and apply the tools of Flash. After completing these projects, you'll be ready to produce your own high-quality games, and you'll have the skills needed to take on more complex games.

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