Flash Game Development: In a Social, Mobile and 3D World

By Keith Gladstien

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Adobe Flash is one of today's most popular game-development applications, giving programmers the power to create high-speed, hardware-driven 2D and 3D games and applications across many platforms and throughout the broad landscape of social network gaming. And with the significantly improved performance of Flash-created games on devices such as the iPhone, iPad, and Android mobiles, the latest versions of Flash Pro are capable of delivering powerful games into the world of mobile technology. If you're a developer who already knows the basics of Flash, and you're looking for tips and techniques that will help you debug your ActionScript 3.0 code, optimize your games, and test their efficiency, this is the book for you. For more than a decade, Adobe Certified Expert Keith Gladstien has helped Flash users solve thousands of programming-related problems on the Adobe ActionScript and Flash forums. Now, with the help of Keith's expertise collected in FLASH GAME DEVELOPMENT IN A SOCIAL, MOBILE, AND 3D WORLD, you will sharpen and perfect your Flash skills, and you'll find the help you need to solve every ActionScript problem you're likely to encounter. To simplify things for you, the book's companion website includes nearly all of the code that appears in the book. Start refining your skills and building your confidence with Adobe Flash and ActionScript today, with FLASH GAME DEVELOPMENT IN A SOCIAL, MOBILE, AND 3D WORLD.

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