



# Beginning Flash Game Programming For Dummies

*Andy Harris*



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**Beginning Flash Game Programming For Dummies** Andy Harris

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



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