the nature of flash games

easy-to-learn *games* that require strategic thinking, but involve only pointing and clicking
Definition of a Game

- Proceeds according to rules
- Presents conflict or contest
- Goal or outcome oriented
- Activity, process or event
- Involves decision making
- Not serious or absorbing
- Never associated with material gain
- Artificial/safe/outside ordinary life
Definition Continued

- Creates special social groups
- Voluntary
- Uncertain
- Make-Believe/Representational
- Inefficient
- System of Parts/Resources and tokens
- A form of art
Game Definition

A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome.

http://www.shockwave.com/gamelanding/agathadeathnile.jsp#
Why Flash?
What can you do with Flash?

Why have games on the internet?

http://www.benjerry.com/fun_stuff/online/phish_game/index.cfm
Flash Applications

Many applications can be developed in Flash. Many games are built with Flash. Games typically combine the animation capabilities of Flash with the logic of ActionScript.
Characteristics of Flash Game

- Small file size and Efficient Download
- Consistency with Character
- Immediate and Regular Updates
- Rich Media Content
- Easy to Learn
- Accurate Tracking of Users Info
- Vector and Raster Graphics
Flash Game Development

- Game Design
- Game Management
- Game Hosting

http://www.homestarrunner.com/games.html
Summary

- Flash can deliver content that is engaging and intelligent.
- Flash games are fun and entertaining.
- Flash games provide instant gratification.
- Actionscript is the cornerstone for developing games.