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Starling Game Development Essentials is a book which will introduce readers to the Starling graphics framework within the context of developing a basic turn-based game. The book assumes intermediate knowledge of AS3 and Flash development, which makes it a good starting point for those who are already familiar with Flash and are looking to get into Starling development.

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Starling Game Development Essentials, with the help of FlagDefense game source code, is an invaluable asset to anyone who wants to create a Starling cross-platform game. Features : Create a cross-platform Starling Isometric game; Add enemy AI and multiplayer capability; Explore the complete source code for the Web and cross-platform game development

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This is his second book and he aims to keep writing and sharing his 10 years of game development experience through more books. His first book, Starling Game Development Essentials, Packt Publishing, was on another exceptional cross-platform game development framework—Starling. Juwal is a voracious reader and likes to travel.

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As one of its technical reviewers, I was able to closely follow its development and help shape it up. That book is called Starling Game Development Essentials and more or less picks you up where Thibault finished: describing the advanced techniques that you need for more ambitious projects. The book, written by the experienced Starling Developer Juwal Bose, takes you step-by-step through the development of a sophisticated Isometric game: from the first prototype up to deployment to web and ...

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game framework used to create 2D games that run both on mobile and desktop platforms. It recreates the traditional Flash display list

Starling Game Development Essentials Bose Juwal

Juwal Bose. Juwal Bose is a game developer, game designer, and technology consultant from the incredibly beautiful state of Kerala in India. ... His first book was on another exceptional cross-platform game development frame work called Starling-Starling Game Development Essentials, which was also published by Packt. Juwal is a voracious reader ...

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Starling is an open source game framework used to create 2D games that run both on mobile and desktop platforms. It recreates the traditional Flash display list architecture on top of accelerated graphics hardware. Several commercial games have

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been built with Starling, including Angry Birds Friends and Incredipede. Starling Framework Developer Gamua Initial release September 21, 2011 Stable release 2.5.1 / April 3, 2019; 14 months ago Repository github.com/Gamua/Starling-Framework Written in Actio

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