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The Essential Guide to Flash Games by Jeff and Steve Fulton is a complete overview of 2D game programming. These guys obviously have some real-world experience with game programming, and their book reflects that. From the very beginning it teaches stuff that a game programmer actually needs to know.

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This repository accompanies The Essential Guide to Flash Games by Jeff Fulton and Steve Fulton (Apress, 2010). Download the files as a zip using the green button, or clone the repository to your machine using Git. Releases. Release v1.0 corresponds to the code in the published book, without corrections or updates. Contributions

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