



Multimedia Fusion MMF 2 Java and Flash Game Creation Practical Tips & Techniques 2013: Covering the latest build R257

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We updated this book in Apr 2015. Both Klik & Play and Click & Create had revolutionized the world of Windows game creation, by providing easy drag-and-drop kind of interface for producing complex game logic, all without writing codes and scripts. Multimedia Fusion 2 (MMF2) is the second generation of the Click series game creation platform. The goal of this book is to provide starters with rich technical information so the best decision and judgment can be exercised when creating Java and Flash games through MMF2. This is not a step-by-step tutorial. This is also not a guide book kind of overview material. We place our focus on the practical side of game creation – practical tips and techniques one will definitely need when starting out a game project. We also tell exactly what can and cannot be done with the MMF2 engine, and the kind of performance drawback that can be foreseen when the platform is not fed with the right inputs. This 2013 edition covers the latest Build R257. So, are you ready for the challenge?

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