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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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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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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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About Juwal Bose: I am game developer, game designer, and technology consultant from the incredibly beautiful state of Kerala in India. I am also the Dir...

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