FlashGameMaker

Open-Source AS3 Game Engine
Simply create quality game

Tutorial #1 – HelloWorld

1. Go to the folder classes\script of the project root
2. Open the class MyGame.as
3. MyGame launch the script HelloWorld.as

```
1.  package script{
2.
3.  /**
4.  * MyGame Script
5.  */
6.  public class MyGame {
7.
8.  public function MyGame() {
9.    // ----- Start your game here ----------------
10. //--------------------------------------------
11.     new HelloWorld();
12.    }
13.   }
14. }
```

4. This class simply trace « HelloWorld » on the Output

```
1.  package script.tutorial{
2.  /**
3.   * Hello World
4.  */
5.     public class HelloWorld {
6.
7.       public function HelloWorld() {
8.           trace("HelloWorld");
9.       }
10.    }
11. }
```

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