**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. import script.tutorial.\*;

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. **}**

1. **package** script**.**tutorial**{**

2. /\*\*

3. \* Hello World

4. \*/

5. public **class** HelloWorld **{**

6.

7. public **function** HelloWorld**() {**

8. trace**(**"HelloWorld"**);**

9. **}**

10. **}**

11. **}**

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

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http://flashgamemakeras3.blogspot.com