Game Development is far easier than business application development for the following reasons:

1. Game Development requires rather limited knowledge of software engineering when Flash is used as the vehicle for the development effort.
    a. Flash handles the iterations over time for real-time games.
        i. Bounce between two key frames to achieve the iteration model.
        ii. Count number of times a key frame was executed to determine time frames and time spans.
        iii. Know the frame rate to determine the time base.
    b. Use vector physics to keep the processing load as small as possible.
        i. Direction vector is a Point that contains an x,y coord using the Cartesian system.
    c. Use movie clips to leverage the Flash API to facilitate collision detections and physics handling.
        i. Movie clips know about x,y and width,height and can determine collisions with other movie clips using minimal development effort.
    d. Game logic boils down to state machine logic based on time and this is type of logic is pretty easy to code even for novice programmers with minimal training.
2. Thinking like a "gamer" is also quite easy.
    a. Takes far less effort, for me, to think like a gamer than to think like a business analyst but then I was originally trained as a business analyst and later migrated into the mind-set of a gamer and I have had training in the gaming industry as a game tester for EA (Electronic Arts).
3. The only challenge to game development is the graphic arts one has to leverage to make the game interesting.
    a. Given some time I too would become a graphical artist although by training I am a software engineer at heart.
    b. Graphical Arts takes longer to produce than software, for me however if I take the time to learn how to create the required graphics I would have no difficulty in becoming a skilled graphical artist.