

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. Game Development is easier than doing real programming work.
  - a. Concept to working prototypes in less than a day of effort.
  - b. ActionScript 3 is a simple language to master, no more difficult than JavaScript.
  - c. Flash CS3 and Flash CS4 both have good Flash Debugging support – what could be easier ?
  - d. Flash development tools are plentiful, some of them are far easier to use than the Adobe Tool Chain.