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game like SNAKE (AS3)

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optimization pathfinding programming

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and is a complete point-by-point roundup of the most important skills a Flash game designer needs to know. Advanced game design topics are covered, including vector-based collision reaction, pathfinding, billiard ball physics, and modeling game data.

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Flash naturally moved to accommodate mobile games and applications as mobile gaming grew. A number of years ago, Flash used to be required for playing videos on the web, (like with YouTube back in the video uploading site's early days).

Meanwhile, Apple devices, like the

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iPad, have never supported Flash.

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