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Adobe Games Development and Animation

Adobe Overview

<https://helpx.adobe.com/flash/how-to/what-is-flash.html?set=flash--get-started--overview>

Timeline

<https://helpx.adobe.com/flash/how-to/using-the-flash-timeline.html?set=flash--get-started--essential-beginners>

Library

<https://helpx.adobe.com/flash/how-to/using-the-flash-library.html?set=flash--fundamentals--understand-workspace>

Motion Tweens

<https://helpx.adobe.com/flash/how-to/editing-a-motion-tween.html?set=flash--get-started--essential-beginners>

Actionscript (Games) - Finite State Machine

<http://www.gotoandlearn.com/play.php?id=154>

Actionscript (Games) - Object Pools

<http://www.gotoandlearn.com/play.php?id=160>

FULL ONLINE COURSES

Actionscript 3 OO

<http://tv.adobe.com/show/actionscript-11-with-doug-winnie/>

Character Animation (Series , 38 mins)

<https://helpx.adobe.com/flash/how-to/create-character-animation.html>