

Flash Game Development

The rising popularity of Flash led to an internet revolution where websites could utilize streaming video, audio, and a whole new set of user interactivity. This revolution paved the way for sites to offer games to web surfers. Here is some flash games developed by Key-Soft.

PDG

Play the Dating Game

This is a dating site but before you meet your destiny it offers a game to play together to know more about each other.

It's one of projects using the rich internet application (RIA) development. Actually, RIA projects mean much more, than a simple flash development project.



Rich Internet Application

Rich Internet Applications take advantage of interactive (rich) client technology such as Macromedia Flash to offer more intuitive, responsive, and effective user experiences in the web.

Rich Internet Application in PDG

RIA makes flash in this project a valuable full web application that processes requests and works with raw data.

It is RIA that helped to realize module architecture in this project. In practice it means that developers can change every module separately, and it doesn't involve the whole project. Thus, customers can make some additions in parts

of the project only, e.g., insert changes into the design or change functionality alone.

One more advantage of using RIA is minimizing the internet traffic. The page loads only once, and when you want to see something else on this page, the system loads only this part but not the whole page.

For this particular project our flash developers used AmfPHP, which is a module for a server enabling Flash components of the RIA model to join the server.

Pattern programming employed in this project gives additional advantages of speeding the development process and flexibility.

Sophit

Sophit is a PHP framework that has been built by Key-Soft for easier and faster implementation of PHP projects. In the PDG the integration of Flash into PHP was developed via Sophit. This convenient framework was greatly appreciated by our clients. Basically all our projects that involve PHP web services run on Sophit, which saves the time of development and consequently the customer's budget.

FlashSlot Machine

This is a simple standalone slot machine developed in Flash. The slot machine has five skins and exists in two variants: with tree wheels and five wheels. It is very simple to add a new skin (graphics) to the machine as all graphics is saved in separate flash files. The game is a trial one, implying no real money.

Technologies: Flash



<http://www.hirerussians.com/>

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Penalty Game

Web based pay-to-play soccer game dedicated to UEFA Cup 2006 centered on penalty shots. The game includes such options as play-for-fun and gambling options, and employs flash video clips.



Features:

- Ability to play with a computer and with an online opponent
- Integration with PayPal system
- Video playing in flv format

Technologies: PHP(Sophit engine), AMFPHP, Flash, MySQL, JavaScript

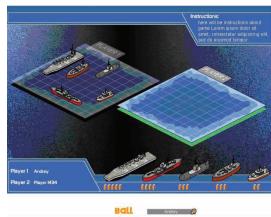
Bunch Ball

<http://www.bunchball.com>

Bunch Ball is a flash battleship game. Here we used flash component that offers an ability to have pictures in the tool.

Graphics, sound, visual effects - all are based on Flash technology.

Technologies: Flash



Casino666.com

<http://www.casino666.com/>

One more casino site created by our company. This flash casino offers you 4 gambles (Black Jack, Caribbean Poker, Slot Machine and Roulette) with an exclusive design.

Another bonus of this site is that we have more than 10 payment systems.

Pini

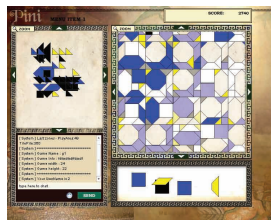
This is one of the online games aimed at compiling a puzzle.

While generating a new puzzle, the picture is divided into a certain number of areas. Each designed area includes a great number of pieces and can be compiled only by one user.

There is a chat for the playing users developed in purpose to exchange pieces if they can't find the necessary one. During creating PiniGame we obtained extremely valuable experience in optimizing application running dealing with huge amounts of graphical data – the number of objects with transparencies on the screen existing simultaneously is about 1.500-2000.

The server part handles the game through web services with an active use of SOAP interface.

Technologies: ASP .NET (C#); Flash; Database: MSSQL



A brief overview of possible solutions for online multiplayer games

Online multiplayer games are becoming extremely popular, and along with other commercial games they can attract thousands of users around the world.

Use of Macromedia, pardon, Adobe Flash to create of browser-based multiplayer games is a convenient and inexpensive solution that allows building games relatively fast.

As we can often see, our clients can't make up their minds which technology to use for developing the server-side part of their applications. To make the choice easier, we prepared a short review of existing solutions.

Analysis of each and every solution would take too much time and space, so we will just concentrate on three most popular ones. Those are widely boosted Adobe (or Macromedia?) Flash Media Server, recent Red5 and popular SmartFoxServer.

Read more in our blog...

Flash development group leaders

Alexander Nemtsov

Alexander Nemtsov has been a professional Flash Developer for 3 years now. As a Senior Flash developer, Alexander Nemtsov is managing a team of 3

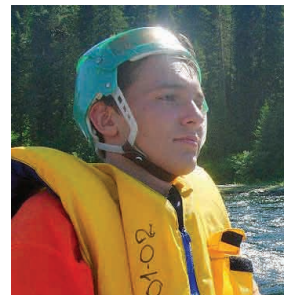
developers. The scope of their responsibility is not only to build some applications but also to investigate advanced technologies and introduce and implement best practices from other languages, which in a sense is Test-Driven Development and pattern programming. Their contribution into developing usable, effective applications is really invaluable, which can be evaluated by customers getting a user-friendly product with smart decisions.



Grigory Dmitrenko

Dmitrenko Grigory is currently studying at Novosibirsk State Technical University (the Business Department) for his Master's Degree with the major in Information Technologies. In Key-Soft he is occupied as a

Flash Developer and prefers to use innovative solutions in his work. Grigory is involved in building projects' architecture and making it more flexible.



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