

PUZZLE GAME APPLICATIONS IN CONCENTRATION AND NETWORK USING MICROSOFT VISUAL BASIC SWISHMAX 6

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Abstract:

Computers can give the impression of a separate votes in play. One reason is because the support for communication between a computer device that allows a game can be played simultaneously though at different places. Unfortunately to make a game application with a common language feels a bit difficult. But with the presence of Macromedia Flash applications, make an application to the game with attractive graphics and animation easier. Besides the output file from Macromedia Flash applications can be integrated with the Visual Basic programming language so that can make an application which can communicate between computers and had an attractive appearance. Therefore, the authors try to make a game application with these criteria.

Bibliography: 4 (1999-2005)

