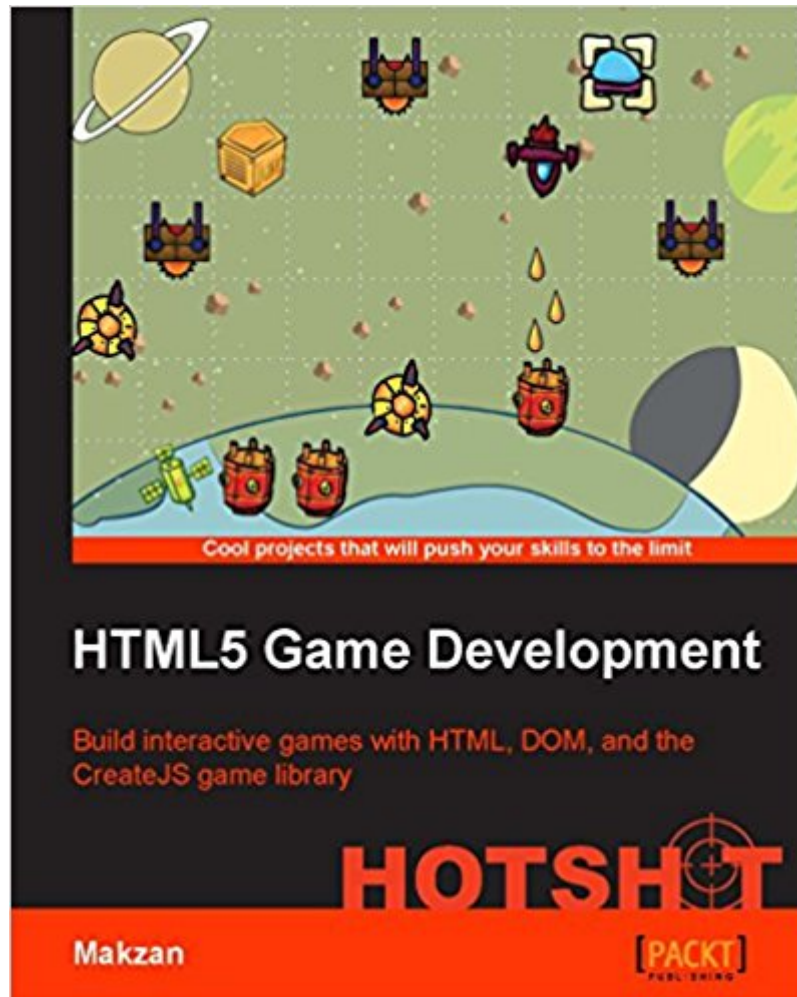


The book was found

HTML5 Game Development HOTSHOT



Synopsis

Build interactive games with HTML, DOM, and the CreateJS game library
About This Book
Create eight different games using HTML5
Learn essential games development techniques, such as game loop, animations, and browser storage
Follow the project-based approach to build games from start to finish with in-depth explanations on game management
Who This Book Is For
Whether you are familiar with the basics of object-oriented programming concepts, are new to HTML game development, or are familiar with just web design, this project-based book will get you up and running in no time. It will teach and inspire you to create great interactive content on the Web.
What You Will Learn
Create DOM-based HTML5 games
Use the CreateJS library to build a canvas-based game
Create different types of animations that are spritesheet-based, tween-based, and Flash vector-based
Modularize game components in JavaScript with object inheritance
Store and load persistent game progress in browsers
Convert coordinates between the screen and isometric perspective
Maintain a hierarchy for game elements to keep the extensibility of the game
Learn essential workflows and tools to create game assets easier
In Detail
This book will show you how to create stunning cross-browser games without the need for Flash or other plugins. Learn about Box2D, DOM elements, the EaselJS framework, and more, all providing a foundation of knowledge to expand your game-creating skills. With in-depth explanations and step-by-step instructions, you will finish this book feeling confident about building great games with HTML. Whether you are familiar with the basics of object-oriented programming concepts, are new to HTML game development, or are familiar with just web design, this project-based book will get you up and running in no time. It will teach and inspire you to create great interactive content on the Web.

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Customer Reviews

At the beginning of August I have started to read the book HTML5 Games Development by Example, provided to me kindly by Packt Publishing. You do not need to be a pro developer to make use of the book - it presents step by step the development of the games with HTML. Each chapter is divided into several sub-chapters and the code for each sub-chapter is given. Thus, you may be able to go with the author, checking the code and seeing what he actually meant. To make the story fascinating, the games are really interesting (if you are a developer, not a gamer). Here is a list of the 8 games: 1. A CSS Quest Game 2. Card Battle 3. Space Runner 4. Multiply Defense 5. Building an Isometric City 6. Space Defenders 7. Ball-shooting with Physics Engine (Basketball) 8. Sushi Shop. Let's go back to the book - what level of HTML do you need in advance? My opinion is that at least a basic level of HTML is needed, otherwise you will get into trouble. The book even touches object oriented programming (OOP), and although it describes it quite into detail, this is probably not a subject for a beginner. Anyway, if you are definitely into games and you are not a quitter you may go through the book successfully. A good plus is the structure - the author gives us a mission briefing, objectives and checklist for each of the games. Thus, separating the tasks into smaller details, you learn how to deal with a complex problem step-by-step. As mentioned earlier, the book provides the code for these steps separately - you do not obtain only the big project with 1000+ lines of code, where it is quite easy to lose yourself. This is an approach I like.

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