



HTML5 Games: Novice to Ninja: Create Smash Hit Games in HTML5

By Earle Castledine



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Start developing your own browser-based HTML5 games! This fun book will show you how it's possible for anyone to build impressive, fast games using HTML, CSS, JavaScript and open web technologies; games that would have previously only been possible with the help of proprietary plugins such as Flash. Starting with the fundamentals of game design, you'll get insider knowledge of all of the technologies and tricks used to build modern HTML5 games. Along the way, you'll develop your own game: a clone of the classic destructible terrain game, "Worms".

What's inside?

- Drawing things to the screen using Canvas and the DOM
- The basics: game loops and input
- Sounds good: Using the Web Audio API
- Jazzing your game up with "juice": screen shakes, particle effects, and more
- Adding 3D with WebGL and three.js
- And much more!

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Bibliography

- Sales Rank: #2242277 in Books
- Published on: 2017-07-25
- Original language: English
- Number of items: 1
- Dimensions: 9.00" h x .59" w x 7.00" l, 1.47 pounds
- Binding: Paperback
- 350 pages

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Editorial Review

About the Author

Sporting a Masters in Information Technology and a lifetime of experience on the "web of hard knocks", Earle Castledine (Mr Speaker) holds an interest in everything to do with computers. A Senior Systems Analyst and JavaScript expert - he is equally happy in the muddy pits of .NET code as in the fluffy fields of client-side interaction development. Co-creator of the client-side opus TurnTubelis, Earle recognizes the Internet not as a lubricant for social change, but as a vehicle for unleashing frivolous ECMAScript gadgets and interesting time-wasting technologies.

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