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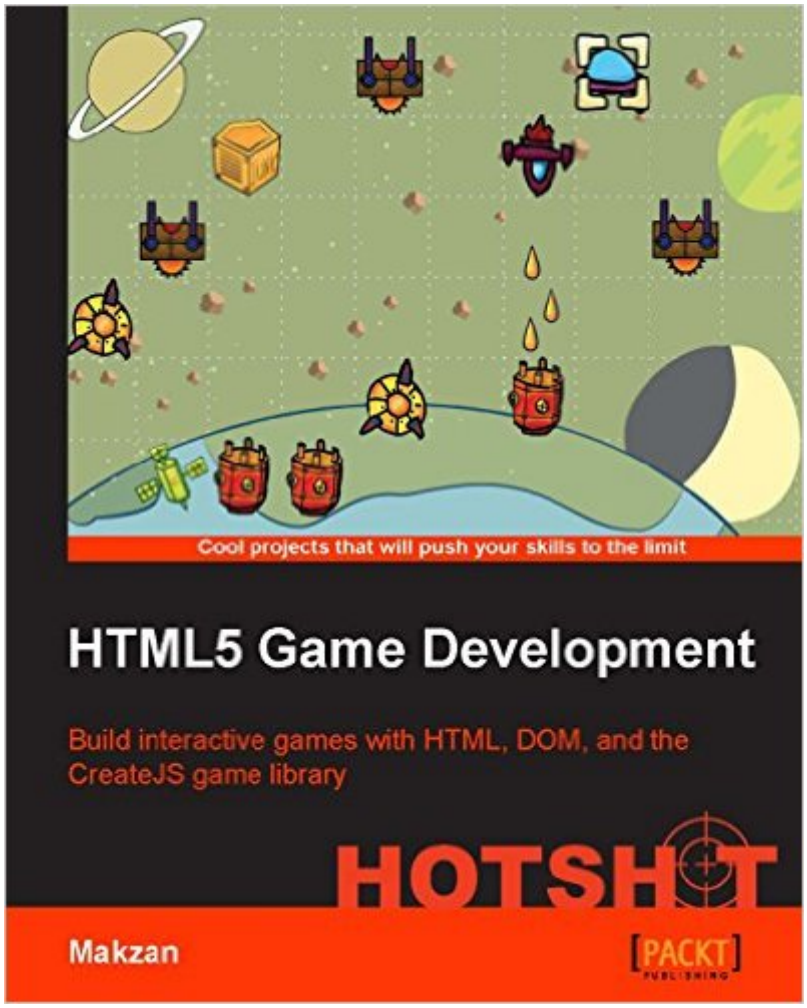
HTML5 Game Development HOTSHOT



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Synopsis

Build interactive games with HTML, DOM, and the CreateJS game libraryAbout This BookCreate eight different games using HTML5Learn essential games development techniques, such as game loop, animations, and browser storageFollow the project-based approach to build games from start to finish with in-depth explanations on game managementWho This Book Is ForWhether 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 LearnCreate DOM-based HTML5 gamesUse the CreateJS library to build a canvas-based gameCreate different types of animations that are spritesheet-based, tween-based, and Flash vector-basedModularize game components in JavaScript with object inheritanceStore and load persistent game progress in browsersConvert coordinates between the screen and isometric perspectiveMaintain a hierarchy for game elements to keep the extensibility of the gameLearn essential workflows and tools to create game assets easierIn DetailThis 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 Game2. Card Battle3. Space Runner4. Multiply Defense5. Building an Isometric City6. Space Defenders7. Ball-shooting with Physics Engine (Basketball)8. Sushi ShopLet’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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