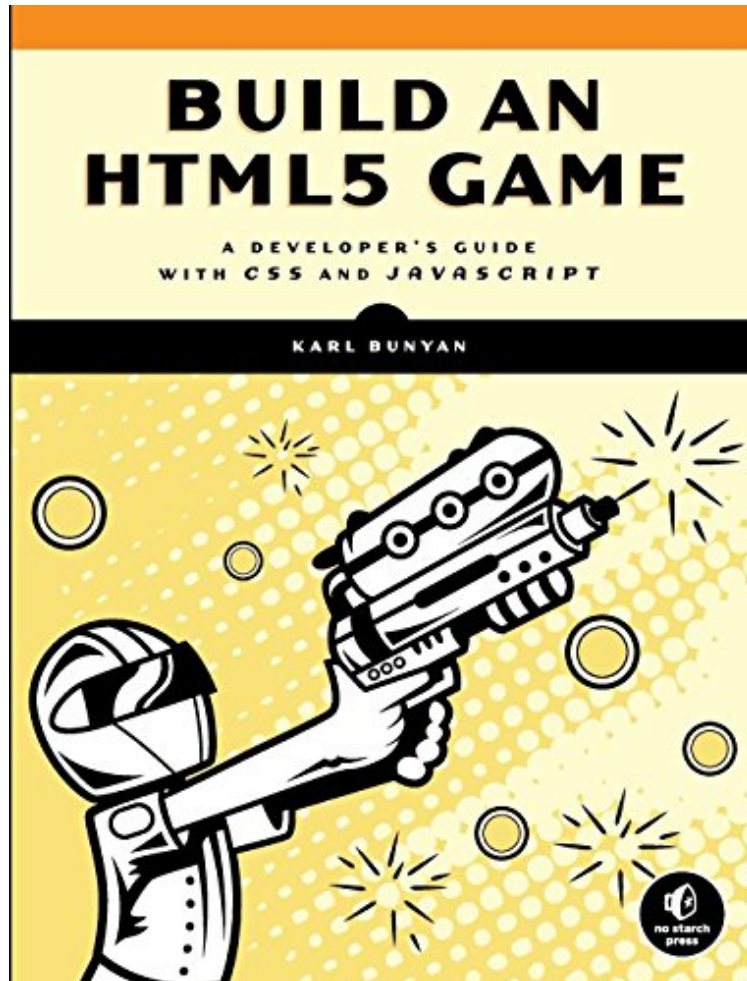


Build an HTML5 Game: A Developer's Guide with CSS and JavaScript

Karl Bunyan

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Karl Bunyan : Build an HTML5 Game: A Developer's Guide with CSS and JavaScript before purchasing it in order to gage whether or not it would be worth my time, and all praised Build an HTML5 Game: A Developer's Guide with CSS and JavaScript:

5 of 5 people found the following review helpful. Already outdated and obsolete. Author hasn't done anything to fix it in errata.By WayneI got as far as chapter 1 and had to stop because the Modernizr program no longer works the way it is supposed in this book. Yes, I could download the authors modernizr (and have) to get the examples to work, but I don't want to learn how it USED TO BE. I want to learn how to build games. The author was contacted, but he never wrote back on a workaround to the problem and hasn't updated the errata on the book yet for workarounds. If I were you, I would save my money. Technology is moving too fast for IT books. I already know that, but wasted my money

on this book anyway. 8 of 8 people found the following review helpful. Excellent introduction to HTML5 game programming. By M. Helmke. No Starch Press has published a number of programming books that impress me, both in their depth and in their accessibility. *Build an HTML5 Game* is intended for people who already have a basic familiarity with HTML, CSS, and JavaScript. This book takes you beyond the typical "lets introduce tags and build basic web pages stuff you usually see" and walks the reader through building an entire browser-based game, start to finish. The programming starts immediately in Chapter 1, which is cool. All the important facets are covered from sprite animation, transitions and transforms, game logic, levels and sound, and quite a bit more. The reader who is most likely to benefit is the one who has at least a little programming experience, but wants to broaden their skills with an entry into game development. To that end, I suggest you already have a little experience making web sites and using JavaScript and jQuery. If you have previous experience developing Flash games and want to move to the present and future with HTML5, you will also find this book useful and an enjoyable way to get started. I really enjoyed reading *Build an HTML5 Game*. The writing is clear and easy to follow, the examples are good, and the concepts provide a solid foundation on which you can build. This is not a comprehensive "everything you will ever need or want to know about game programming" sort of book, but rather a clean and enjoyable entry that helps you over the first hurdle of writing that first game. It then gives you ideas and tips to help you know what else is out there so you have a bit of a roadmap to continue learning as you figure out what sorts of games you want to create. 7 of 7 people found the following review helpful. Needs updates -- requires outdated and un-available libraries. By Adam Vernier. This book needs a few updates. The first chapter has you set up the Modernizr javascript lib but their website is totally different now and the instructions in the book no longer work. Second, the use of Modernizr.load has been deprecated and that call actually uses yepnope.js which is no longer supported or even available for download. I could find no updates or blog posts from Karl to help readers through these changes and no way to contact Karl directly. I think this book has a lot of promise and I was really looking forward to running through it but I think without updates in at least this area it is not worth the reader's time and I would avoid purchase.

If you already have even basic familiarity with HTML, CSS, and JavaScript, you're ready to learn how to build a browser-based game. In *Build an HTML5 Game*, you'll use your skills to create a truly cross-platform bubble-shooter game - playable in both desktop and mobile browsers. As you follow along with this in-depth, hands-on tutorial, you'll learn how to:

- Send sprites zooming around the screen with JavaScript animations
- Make things explode with a jQuery plug-in
- Use hitboxes and geometry to detect collisions
- Implement game logic to display levels and respond to player input
- Convey changes in game state with animation and sound
- Add flair to a game interface with CSS transitions and transformations
- Gain pixel-level control over your game display with the HTML canvas

The programming starts right away in Chapter 1. No hemming and hawing, history, or throat clearing. Exercises at the end of each chapter challenge you to dig in to the bubble shooter's code and modify the game. Go ahead. Take the plunge. Learn to create a complete HTML5 game right now and then use your newfound skills to build your own mega-popular, addictive game.

About the Author: Karl Bunyan's first adventure game was published in 1990 on the ZX Spectrum, and he's been developing games ever since. Bunyan created HTML5 prototypes for the Game Show Network's Facebook gaming platform, and he is currently the owner of Wedu Games, an independent firm that builds web and mobile games.