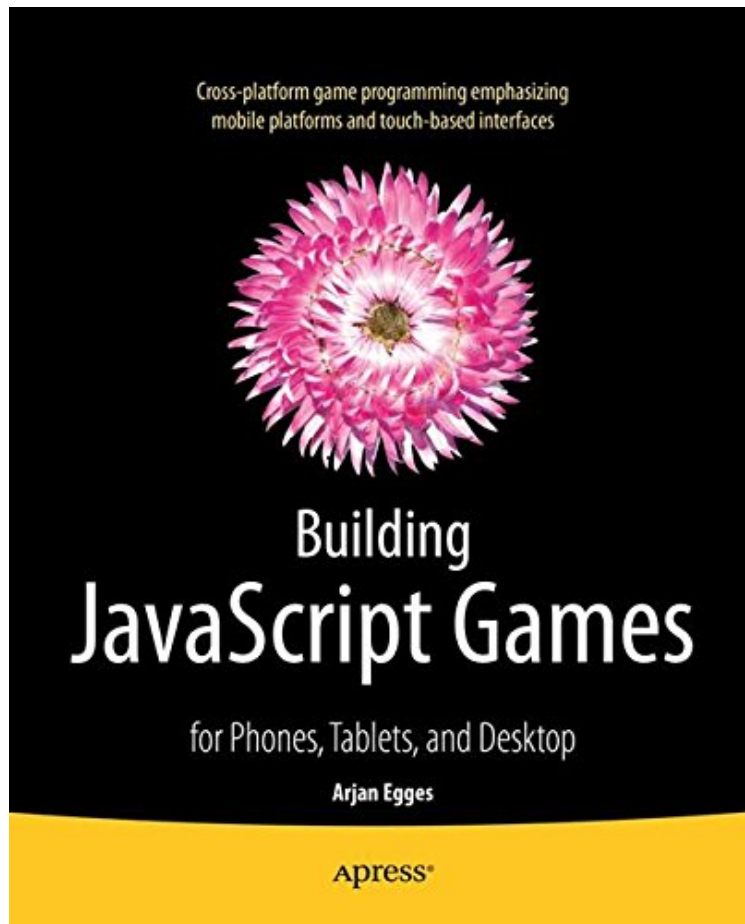


[Read free] Building JavaScript Games: for Phones, Tablets, and Desktop

# Building JavaScript Games: for Phones, Tablets, and Desktop

Arjan Egges

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#237403 in Books Egges Arjan 2014-09-23 2014-09-23 Original language: English PDF # 1 9.25 x 1.00 x 7.50l, 1.67 #File Name: 1430265388444 pages Building JavaScript Games For Phones Tablets and Desktop | File size: 16.Mb

**Arjan Egges : Building JavaScript Games: for Phones, Tablets, and Desktop** before purchasing it in order to gage whether or not it would be worth my time, and all praised Building JavaScript Games: for Phones, Tablets, and Desktop:

3 of 3 people found the following review helpful. A good book overall, but be prepared to refer to the provided source code lotsBy John D. Sayletl;dr - Definitely worth the purchase price, be ready to refer to the source code more than other books, the games you build are surprisingly high qualityArjan Egges book is titled Building JavaScript Games, and to that extent he succeeds quite well. I was originally drawn to this book due to the quality of the example games that you create and the ability to do so by hand coding pure JS and HTML5 as opposed to using pre-created JS libraries or game engines. While the latter can expedite the creation process I truly believe that by hand coding examples form the text is the best way to learn the process of coding and creating the games presented in the book. That brings me to my main critique of the book; after going through a large portion of the book it appears that the

author (or perhaps more appropriately the publisher?) wanted to create more of a reference for the included source code than a manual or tutorial on how the games were created. While this approach to Building Javascript games results in a shorter book - 400 pages and 4 different games as opposed to 600+ and only one or two lower quality games - I found myself repeatedly referencing the source code for many of the later chapters when a game stopped working because a line of code was either not listed in the book or it was difficult to decipher which JS file the code snippet was to be placed in or where in the file it should be placed. Don't misunderstand the provided source code is rock-solid, and as mentioned previously the games, while casual in nature with "cutesy" graphics are highly playable and enjoyable. I was hoping to reference the provided source code much less, but because of the way concepts and code snippets are presented you will have to reference the source several times during each chapter if you plan on hand coding the games as you read. All things considered though, this book is still a great purchase, the author meets his goal and provides a wealth of knowledge in just 400 pages and prepares you with the tools and knowledge to better understand game creation and begin building out your own ideas.

1 of 1 people found the following review helpful. Perfect for my needs, and fun!

By L. Stone  
UPDATE: I made it into chapter 8, took a few pieces from chapters 9-10, but at this point I feel like I've got plenty enough to do all the amateurish stuff I have in mind. It has been a great learning experience, but now it's overkill for my purposes. If you're just wanting to get your feet wet then the first 7+ chapters are gold: I now have a really nice template of sorts that I can use to build just about anything I want. But the remaining 24 chapters are aimed at big-time aspiring game developers. Wonderful, I suspect, if that's what you're looking for!

-January 2017=====I'm a little above the novice level at HTML5/CSS/Javascript, but not much. What I wanted was a book that would show me how to write fun little simulations/games for educational purposes, and this book fits the bill exactly! Perfect for my level, to help me make something that's actually useful. Plus, you can download a bunch of working code to reference if you ever have difficulty getting your own stuff to work. What I've been doing is working through each chapter, then solidifying it by showing my 11-year-old son (who has been doing Scratch but wants to learn "real" coding) how it works. We learn best by teaching, right? We're both having a blast. It would help somewhat if you already have some idea of what an "object" is in object-oriented programming. That's been the toughest thing to wrap my head around, but with the examples and explanations in this book it's finally all coming together for me. Plus I use w3schools.com as a reference when I want to take the book's examples in a slightly different direction.

3 of 3 people found the following review helpful. Great grounding in HTML5 Canvas and JavaScript game development

By Pat Patterson  
My 10-year old son's school had an 'app fair', both he and I have done a bit of JavaScript, so we were looking for a book on building games in JS. Luckily, we found Arjan Egges' book, and set to work. My son's idea was 'Cakecatcher' - you would control the horizontal motion of a pig at the bottom of the screen, cakes would fall from the top, and you would get points for catching them and lose lives for missing them. We sat down and worked our way through the 'Painter' example app, chapter by chapter, mapping the lessons into our game concept, and came up with a really nice game in about 8 hours. The author builds the example apps up in stages, with clear coverage of each new concept. One thing I really liked was the occasional refactoring, for example, moving code out into separate files, and introducing JavaScript prototypes. It's great to teach these techniques from the outset, rather than a headlong dash for eye candy.

Building JavaScript Games teaches game programming through a series of engaging, arcade-style games that quickly expand your JavaScript and HTML5 skills. JavaScript is in the top ten most-used programming languages world wide, and is the basis for applications that can run in any modern browser, on any device from smart phone to tablet to PC. Especial emphasis is given to touch-based interface, but all games also run using a regular mouse and keyboard setup. The four games you'll develop from reading this book are: Painter Jewel Jam Penguin Pairs Tick Tick These four games are casual, arcade-style games representing the aim-and-shoot, puzzle, maze, and platform styles of game play. The approach in Building JavaScript Games follows the basic structure of a game rather than the syntax of a language. From almost the very first chapter you are building games to run on your phone or other device and show to your friends. Successive projects teach about handling player input, manipulating game objects, designing game worlds, managing levels, and realism through physics. All told, you'll develop four well-designed games, making Building JavaScript Games one of the most enjoyable ways there is to learn about programming browser-based games. The final chapters in the book contain a very nice bonus of sorts. In them you will find excerpts from interviews with two prominent people from the game industry: Mark Overmars, who is CTO of Tingly Games and creator of GameMaker, and Peter Vesterbacka, the CMO of Rovio Entertainment - the creators of the Angry Birds franchise. Their insight and perspective round off what is already a fun and valuable book.

About the Author  
Arjan Egges is an associate professor in Computer Science at Utrecht University in the Netherlands. He is responsible there for research in the area of computer animation, and he heads the university's motion capture lab in the animation department. Arjan has written over 30 research papers on animation. He is the founder of the highly successful, annual ACM SIGGRAPH conference on Motion in Games, of which the proceedings have been published by Springer-Verlag. Arjan is responsible for having designed Utrecht University's computer animation

course offerings in the Game and Media Technology master s program, and he is currently the leader of that master s program. In 2011 he designed the introductory programming course for the university s bachelor s degree offering in Game Technology. He is coauthor of the book *Learn C# by Programming Games*, published in 2013 by Springer.