Learning HTML5 by Creating Fun Games

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Reviews

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LEARNING HTML5 BY CREATING FUN GAMES

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Packt Publishing Limited. Paperback. Book Condition: New. Paperback. 374 pages. Dimensions: 9.2in. x 7.5in. x 1.2in.Learn one of the most popular markup languages by creating simple yet fun games Overview Learn the basics of this emerging technology and have fun doing it Unleash the new and exciting features and APIs of HTML5 Create responsive games that can be played on a browser and on a mobile device In Detail HTML is fast, secure, responsive, interactive, and stunningly beautiful. It lets you target the largest number of devices and browsers with the least amount of effort. Working with the latest technologies is always fun and with a rapidly growing mobile market, it is a new and exciting place to be. Learning HTML5 by Creating Fun Games takes you through the journey of learning HTML5 right from setting up the environment to creating fully-functional games. It will help you explore the basics while you work through the whole book with the completion of each game. Learning HTML5 by Creating Fun Games takes a very friendly approach to teaching fun, silly games for the purpose of giving you a thorough grounding in HTML5. The book has only as much theory as it has to, often in tip boxes, with most of the information explaining how to create HTML5 canvas games. You will be assisted with lots of simple steps with screenshots building towards silly but addictive games. The book introduces you to HTML5 by helping you understand the setup and the underlying environment. As you start building your first game that is a typography game, you understand the significance of elements used in game development such as input types, web forms, and so on. We will see how to write a modern browser-compatible code while creating a basic Jelly Wobbling Game. Each game...

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