HTML5 Game Development Hotshot

Makzan

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Build interactive games with HTML, DOM, and the CreateJS game library

About This Book

- Create eight different games using HTML5
- Learn essential games development techniques, such as game loop, animations, and browser storage
- Follow the project-based approach to build games from start to finish with in-depth explanations on game management

Who This Book Is For

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.

What You Will Learn

- Create DOM-based HTML5 games
- Use the CreateJS library to build a canvas-based game
- Create different types of animations that are spritesheet-based, tween-based, and Flash vector-based
- Modularize game components in JavaScript with object inheritance
- Store and load persistent game progress in browsers
- Convert coordinates between the screen and isometric perspective
- Maintain a hierarchy for game elements to keep the extensibility of the game
- Learn essential workflows and tools to create game assets easier

In Detail

This 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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