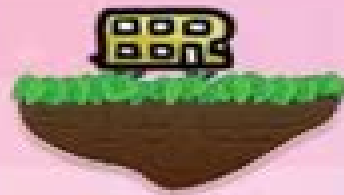


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Learning LibGDX Game Development - Second Edition Suryakumar Balakrishnan Nair, Andreas Oehlke, 2015-01-28 This book is aimed at indie and existing game developers as well as those who want to get started with game development using LibGDX. Basic knowledge of Java programming and game development is required.

HTML5 Game Development For Dummies Andy Harris, 2013-04-08 Create games with graphics that pop for the web and mobile devices. HTML5 is the tool game developers and designers have been eagerly awaiting. It simplifies the job of creating graphically rich interactive games for the Internet and mobile devices, and this easy to use guide simplifies the learning curve. Illustrated in full color, the book takes you step by step through the basics of HTML5 and how to use it to build interactive games with 2D graphics, video, database capability, and plenty of action. Learn to create sports and adventure games, pong games, board games, and more for both mobile devices and the standard web. Learn to use the new HTML5 technology that makes it easier to create games with lots of action, colorful 2D graphics, and interactivity for both the web and mobile devices. Test and debug your games before deploying them. Take advantage of how HTML5 allows for SQL like data storage, which is especially valuable if you're not well versed in database management. Explore creating games suitable for community activity and powerful, profitable games that require large amounts of data. Whether you want to build games as a fun hobby or hope to launch a new career, this full color guide covers everything you need to know to make the most of HTML5 for game design.

An Introduction to HTML5 Game Development with Phaser.js Travis Faas, 2017-01-12 Experience the thrill of crafting your own HTML5 game with Phaser.js game engine. HTML5 and modern JavaScript game engines have helped revolutionize web based games. Each chapter in An Introduction to HTML5 Game Development with Phaser.js showcases a sample game that illustrates an aspect

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HTML5 Game Development HOTSHOT Makzan,2014-07-08 With a wide range of projects to build this step by step guide will give you all the tools you need to create a variety of games 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

HTML5 Game Development from the Ground Up with Construct 2 Roberto Dillon,2014-03-27 Integrating hands on guidance with theoretical game design concepts this book gives readers a solid foundation in game development Suitable for beginners hobbyists and aspiring indie developers the book shows how to use the sophisticated yet user friendly HTML5 based game engine Construct 2 to develop and release polished two dimensional games on a multitude of different platforms It also covers the foundational knowledge of game analysis and design Sample Construct 2 project files for the games designed in the book are available on the author s website

HTML5 Game Programming with enchant.js Ryo Shimizu,Hidekazu Furukawa,Ryohei Fushimi,Ryo Tanaka,Kevin Kratzer,Brandon McInnis,enchantjs Inc,2013-12-02 HTML5 Game Programming with enchant js gives first time programmers of all ages the tools to turn their video game ideas into reality A step by step guide to the free open source HTML5 and JavaScript engine enchant js it is ideally suited for game fans who have always

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HTML5 Game Development with GameMaker Jason Lee Elliott, 2013-04-22 The book is a friendly but explosive reference for all skill levels with several action-packed projects. You will develop the ability to build games from scratch with a comprehensive practical tutorial guide. This book is assured to boost your skill set to another level. This book is for anyone with a passion to create fun and action-packed web browser games using GameMaker Studio. This intuitive practical guide appeals to both beginners and advanced users wanting to create and release online games to share with the world using the powerful GameMaker tool.

Construct 2 Game Development by Example John Bura, 2014-06-25 This book uses practical examples to teach readers and imparts the key skills and techniques of working in Construct 2 through building complete game projects. This book is for complete beginners who have always wanted to learn how to make games and have never tried. It is the perfect introduction to game development design and production.

Professional HTML5 Mobile Game Development Pascal Rettig, 2012-08-29 Create mobile game apps for the lucrative gaming market. If you're an experienced developer seeking to break into the sizzling mobile game market, this is the book for you. Covering all mobile and touchscreen devices including iPhones, iPads, Android, and WP7.5, this book takes you through the steps of building both single and multi-player mobile games. Topics include standard patterns for building games in HTML5, what methods to choose for building CSS3, SVG, or Canvas, popular game engines and frameworks, and much more. Best of all, code for six basic games is provided so you can modify, further develop, and make it your own. Shows intermediate developers how to develop games in HTML5 and build games for iPhone, iPad, Android, and WP7.5 mobile and touchscreen devices. Explains single player and multi-player mobile game development. Provides code for six basic games in a GitHub repository so readers can collaborate and develop the code themselves. Explores specific APIs to make games even more compelling, including geolocation, audio, and device orientation. Reviews three popular open-source HTML5 game engines: *crafty.js*, *easel.js*, and *enchant.js*. Covers simple physics as well as using an existing physics library. The world is going mobile, as is the game industry. **Professional HTML5 Mobile Game Development** helps savvy developers join in this exploding market.

HTML5 Game Engines Dan Nagle, 2014-04-28 Build and Distribute Your Game Using an HTML5 Game Engine. As mobile hardware improves, HTML5 is gradually being used for gaming apps, and a growing industry of game engines has begun to support it. **HTML5 Game Engines: App Development and Distribution**

presents an introduction to development with HTML5 game engines as well as an in depth look at popular engines Along with downloadable example projects for each engine the book provides techniques for packaging and distributing the final app to all the major platforms Get Hands On Guidance through Practical Techniques and Examples The book is divided into three parts The first one covers the essentials of HTML5 discusses development strategies and techniques and takes you through a basic pong game running in the browser with no dependencies The second part implements four games using the Crafty EaselJS Impact and Turbulenz game engines In the third part the author describes how several of these games are distributed on platforms such as the Chrome Web Store Apple iOS App Store Google Play Store and Facebook

Build an HTML5 Game Karl Bunyan, 2015-03-23 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

Mobile & Social Game Design Tim Fields, 2014-01-22 Successfully Navigate the Evolving World of Mobile and Social Game Design and Monetization Completely updated *Mobile Social Game Design Monetization Methods and Mechanics Second Edition* explains how to use the interconnectedness of social networks to make stickier more compelling games on all types of devices Through the book s many design and marketing techniques strategies and examples you will acquire a better understanding of the design and monetization mechanics of mobile and social games as well as working knowledge of industry practices and terminology Learn How to Attract and Retain Gamers and Make Money The book explores how the gaming sector has changed including the evolution of free to play games on mobile and tablet devices sophisticated subscription model based products and games for social media websites such as Facebook It also demystifies the alphabet soup of industry terms that have sprouted up around mobile and social game design and monetization A major focus of the book is on popular mechanisms for acquiring users and methods of monetizing users The author explains how to put the right kinds of hooks in your games gather the appropriate metrics and evaluate that information to increase the game s overall stickiness and revenue per user He also discusses the sale of virtual goods and the types of currency used in games including single and dual currency models Each chapter includes an interview with industry leaders who share their insight on designing and producing games analyzing

metrics and much more

Core HTML5 Canvas David Geary, 2012-05-14 One of HTML5's most exciting features Canvas provides a powerful 2D graphics API that lets you implement everything from word processors to video games In Core HTML5 Canvas best selling author David Geary presents a code fueled no nonsense deep dive into that API covering everything you need to know to implement rich and consistent web applications that run on a wide variety of operating systems and devices Succinctly and clearly written this book examines dozens of real world uses of the Canvas API such as interactively drawing and manipulating shapes saving and restoring the drawing surface to temporarily draw shapes and text and implementing text controls You'll see how to keep your applications responsive with web workers when you filter images how to implement smooth animations and how to create layered 3D scrolling backgrounds with parallax In addition you'll see how to implement video games with extensive coverage of sprites physics collision detection and the implementation of a game engine and an industrial strength pinball game The book concludes by showing you how to implement Canvas based controls that you can use in any HTML5 application and how to use Canvas on mobile devices including iOS5 This authoritative Canvas reference covers The canvas element using it with other HTML elements handling events printing a canvas and using offscreen canvases Shapes drawing dragging erasing and editing lines arcs circles curves and polygons using shadows gradients and patterns Text drawing positioning setting font properties building text controls Images drawing scaling clipping processing and animating Animations creating smooth efficient and portable animations Sprites implementing animated objects that have painters and behaviors Physics modeling physical systems falling bodies pendulums and projectiles and implementing tweening for nonlinear motion and animation Collision detection advanced techniques clearly explained Game development all aspects of game development such as time based motion and high score support implemented in a game engine Custom controls infrastructure for implementing custom controls implementing progress bars sliders and an image panner Mobile applications fitting Canvas apps on a mobile screen using media queries handling touch events and specifying iOS5 artifacts such as app icons Throughout the book Geary discusses high quality reusable code to help professional developers learn everything they really need to know with no unnecessary verbiage All of the book's code and live demonstrations of key techniques are available at corehtml5canvas.com

Introducing HTML5 Game

Development Jesse Freeman, 2012 Summary Step by step guide to creating a 2D game using Impact the JavaScript game framework that works with HTML5's Canvas element

Game Development with Rust and WebAssembly Eric Smith, 2022-04-29 Write an endless runner game for the web in Rust and test deploy and debug your 2D game using the WebAssembly toolchain Key Features Build and deploy an endless runner game for the web from scratch through this helpful guide with key images printed in color Learn how to use Rust for web development with WebAssembly Explore modern game development and programming techniques to build 2D games using Rust Book DescriptionThe Rust programming language has held the most loved technology ranking on Stack Overflow for 6 years running while JavaScript has been the most used

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HTML5 Canvas Steve Fulton, Jeff Fulton, 2013-04-11 Flash is fading fast as Canvas continues to climb The second edition of this popular book gets you started with HTML5 Canvas by showing you how to build interactive multimedia applications You'll learn how to draw render text manipulate images and create animation all in the course of building an interactive web game throughout the book Updated for the latest implementations of Canvas and related HTML5 technologies this edition includes clear and reusable code examples to help you quickly pick up the basics whether you currently use Flash Silverlight or just HTML and JavaScript Discover why HTML5 is the future of innovative web development Create and modify 2D drawings text and bitmap images Use algorithms for math based movement and physics interactions Incorporate and manipulate video and add audio Build a basic framework for creating a variety of games Use bitmaps and tile sheets to develop animated game graphics Go mobile build web apps and then modify them for iOS devices Explore ways to use Canvas for 3D and multiplayer game applications

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