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The Web Game Developer's Cookbook: Using JavaScript And HTML5 To Develop Games (Game Design)



Synopsis

Want to start building great web games with HTML5 and JavaScript? Moving from Flash or other game platforms? Already building HTML5 games and want to get better and faster at it? This guide brings together everything you need: expert guidance, sample projects, and working code! Evan Burchard walks you step-by-step through quickly building 10 popular types of games. Each chapter implements a game within a well-understood genre; introduces a different free, open source, and easy-to-use HTML5 game engine; and is accompanied with full JavaScript source code listings. Each game recipe uses tested and well-proven patterns that address the development challenges unique to that genre, and shows how to use existing tools and engines to build complete substantial game projects in just hours. Need a quick JavaScript primer? Evan Burchard provides that, too! Coverage includes

- Mastering an essential HTML5/JavaScript game development toolset: browser, text editor, terminal, JavaScript console, game engine, and more
- Accelerating development with external libraries and proven patterns
- Managing browser differences between IE, Firefox, and Chrome
- Getting up to speed on web development with a QUIZ game built with JavaScript, HTML, CSS, and JQuery
- Creating INTERACTIVE FICTION • gamebooks that leverage new CSS3 features and impress.js
- Building PARTY games around the lightweight atom.js engine
- Developing PUZZLE games with the easel.js graphics rendering engine
- Writing PLATFORMERS with melon.js and its integrated tilemap editor
- Coding intense 2-player FIGHTING games for web browsers with game.js
- Building a SPACE SHOOTER with the jQuery-based gameQuery game engine
- Implementing pseudo-3D techniques like ray casting for an FPS (First Person Shooter) style game
- Producing a 16 bit RPG (Role Playing Game) complete with interfaces for dialog, inventories, and turn-based battles with enchant.js
- Building an isometric RTS (Real Time Strategy) game that incorporates server components along with node.js, socket.io, and crafty.js
- Engaging players with content that encourages exploration

Turn to *The Web Game Developer's Cookbook* for proven, expert answers and the code you need to implement them. It's all you need to jumpstart any web game project!

Book Information

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Customer Reviews

This is one of the most comprehensive survey-style technical books on any subject I have read in a very long time. I'm a developer who hasn't spent any time in the last 15 years working on what the average person would recognize as a, "game." Of course, along with the rest of my peer-group, games were my original inspiration for entering the field. I picked this book up expecting an explanation of the facilities offered to veteran game developers to help them bring their techniques to the web, like the new HTML graphics and audio APIs. What I didn't expect was a demonstration of core game-building patterns and systems, and I couldn't be happier to have found one. There's a chapter that explains ray-casting techniques and leaves you with a working first-person style demo that works beautifully in the browser. Another chapter teaches building a multi-player real-time game. I'm pretty conversant in the core technologies used in the book, so I was able to glaze over lots of the browser-technology related stuff. For me, the explanations of several libraries as well as core game-development concepts like rendering 3d levels and tiled maps proved invaluable. It's true that there are some points in the book that might trip up readers who have never written a line of code. While the first chapter runs through the basics of the ubiquitous environment of the browser, it's a certainty that there will be stumbling points if you don't know what a conditional statement is; frankly, this isn't the book for such people.

After more reading: I am upgrading my review from three to four stars, because 1) the author is very responsive, 2) the scope of the book should be valuable to many, and I like the way existing libraries are not only used, but deconstructed a bit and added upon, and 3) the author encourages beginners to seek help where appropriate. If you are a JS beginner, this probably won't be a cakewalk, even

through the first couple of chapters. Check out the demos and ask yourself if those are the types of things you want to learn to create. If so, it's worth your time to work through the book and ask friends (or even perhaps the author) for help as needed.-----First of all: Big thanks to the author for writing this book. This is just the sort of thing that is needed--coverage of all these different ways of building HTML5 / JS games. Woo hoo!! just bought the book and have not completed it yet, so this is a review based on my experience through the first chapter. I will update the review as I go along.I bought the book thinking, "a quiz game in the first chapter...these are usually simple. I will probably breeze through the first half of this book." I'm a beginner at javascript in general, but I've been using jQuery for years. So I was hopeful.The first chapter went great until I hit the score checking code, which is a pretty good chunk of code with statements like `var answers = $(":-checked")`, for which the author's explanation is "Next, the value of each one of the radio buttons that has been clicked is added to the answer string..." Whoa. So if you don't know what that jQuery selector is, you are probably lost at that point.

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