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| Autore | Pitt Christopher |
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| Livello bibliografico | Monografia |
| Nota di bibliografia | Includes bibliographical references at the end of each chapters and index. |
| Nota di contenuto | 1. Introduction -- 2. The Game Loop -- 3. Player Input -- 4. Collision Detection -- 5. Gravity -- 6. Ladders -- 7. Stairs -- 8. Camera Locking -- 9. Projectiles -- 10. Mobs -- 11. Health -- 12. Checkpoints -- 13. Inventory -- 14. Maps. |
| Sommario/riassunto | Develop games using the JavaScript web scripting language. This compact short book will help you learn how to use modern JavaScript to make games for web browsers. They're effortless to use and they work everywhere. If you've ever wanted to make a game, join author Christopher Pitt. You'll start with nothing and build fun games, in no time at all. What You'll Learn Make a game using JavaScript Master the game loop Handle player input, collision detection, gravity, ladders, and stairs Work with camera locking, mobs, and health Manage game inventory Handle mapping and more Who This Book Is For Those who are new to game development with some experience with JavaScript and web development. |