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Titolo	An introduction to HTML5 game development with Phaser.js // Travis Faas
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Edizione	[1st ed.]
Descrizione fisica	1 online resource (301 pages) : illustrations (some color)
Disciplina	794.81526
Soggetti	Computer games - Design Computer games - Programming Video games - Design Games development and programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	An AK Peters book.
Nota di contenuto	chapter 1. Introduction -- chapter 2. State of HTML5 games -- chapter 3. A simple game -- chapter 4. Workspace setup -- chapter 5. Phaser project setup -- chapter 6. Phaser principles -- chapter 7. Game examples -- chapter 8. Game deployment -- chapter 9. Conclusion.
Sommario/riassunto	Experience the thrill of crafting your own HTML5 game with Phaser.js game engine. HTML5 and modern JavaScript game engines have helped revolutionized web based games. Each chapter in An Introduction to HTML5 Game Development with Phaser.js showcases a sample game that illustrates an aspect of Phaser.js (now Lazer.js) that can be used as is, or in remixed games of the developer's design. Each of these examples help the reader to understand how to optimize JavaScript game development with modern project tooling like Grunt and Bower. Though the world of HTML game development continues to grow and

evolve, An Introduction to HTML5 Game Development with Phaser.js, provides a grounded resource and vital learning tool to anyone looking to optimize web game development process.
