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Descrizione fisica	1 online resource (xxi, 195 pages) : illustrations (some color)
Collana	Expert's voice in Web development HTML5 game programming with enchant.js
Disciplina	004 794.8151
Soggetti	Computer games - Programming Computer games - Development HTML (Document markup language) JavaScript (Computer program language) Web sites - Computer games - Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Games made easy"--Cover. Includes index.
Nota di contenuto	<p>""Contents at a Glance""; ""Contents""; ""About the Authors""; ""About the Technical Reviewer""; ""Acknowledgments""; ""Introduction""; ""Chapter 1: Beginning enchant.js Development""; ""Visit the enchant.js Web Sites""; ""enchantjs.com""; ""code.9leap.net""; ""9leap.net""; ""Compatibility and Releases""; ""Features of enchant.js""; ""Object-Oriented Programming""; ""Asynchronous Processing""; ""Plug-in Extensibility""; ""Images and Sounds""; ""JavaScript, HTML5, and CSS""; ""JavaScript""; ""HTML and HTML5""; ""CSS""; ""Making a€œHello World!a €? Appear on the Screen""</p> <p>""Create a Skating Bear""""Get started with your application""; ""Import the enchant.js Library""; ""Edit the Source Code""; ""Preview Your Results""; ""Finish Source Code Editing""; ""Executing on Devices and Uploading to 9leap.net""; ""Source Code Viewing Screen""; ""Execute on Devices""; ""Embedding in a Blog""; ""Submitting to 9leap.net""; ""Conclusion""; ""Chapter 2: JavaScript Basics""; ""Summary List""; ""Declare a Variable""; ""Naming Variables""; ""Assign a Value to a</p>

Variable"; "Add Variables"; "Basic Arithmetic Operators"; "Check the Value of a Variable"; "Data Types"
"Manipulate a Variable Using Itself""Compound Assignment Operators"; "Manipulate a Variable Using Incrementation"; "Compare a Variable"; "See How Similar Two Values Can Be"; "Manipulate a Comparison"; "Implement Logic with the If Statement"; "Create an Object"; "Work Smarter with the While and For Loop Statements"; "Interrupt a Loop with Break"; "Skip a Loop Iteration with Continue"; "Generate Random Numbers"; "Define Scenarios with Switch"; "Store Numbered Data in an Array"; "Methods of the Array Object"; "Store Non-Numbered Data in an Associative Array"
"Save Time with Functions""See Where Variables Live"; "Make Object Blueprints with Prototypes"; "Conclusion"; "Chapter 3: Basic Features of enchant.js"; "Summary List"; "Inheritance"; "Seeing Elements of a Game"; "Creating Labels"; "Setting Up a Game"; "Making the Core Object and Starting the Game"; "Creating a Label"; "Adding the Label to the rootScene"; "Changing a Label's Properties"; "Formatting Font"; "Formatting Color"; "Defining Position"; "Creating a Function to Create Labels for Us"; "Creating a Random Number Function"
"Automating Label Creation with the ENTER_FRAME Event Listener and Periodic Processing""Slowing Down Processing with Frame and Modulo"; "Removing Labels After a Specified Time"; "Making Labels Move"; "Creating Sprites"; "Setting Up a Game for Sprites"; "Creating a Sprite"; "Specifying the Frame of a Sprite"; "Animating a Sprite"; "Moving a Sprite"; "Orienting a Sprite to Match Its Movement"; "Drawing a Map with a Surface"; "Setting up the Game"; "Creating Containers for a Map"; "Populating the Map with Tiles"
"Assigning the Map to the Background and Displaying It"

Sommario/riassunto

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 wanted to make their own game but didn't know how. It begins with the foundations of game programming and goes on to introduce advanced topics like 3D. We live in an age where smartphones and tablets have made games more ubiquitous than ever. Based around HTML5, enchant.js is ideally suited for aspiring game programmers who have always been intimidated by code. Games written using enchant.js take only a few hours to write, and can be played in a browser, iOS, and Android devices, removing the stress of programming to focus on the fun. Discover the joy of game development with enchant.js. Provides a comprehensive, easy guide to game programming through enchant.js Gives aspiring game developers a tool to realize their ideas Introduces readers to the basics of HTML5 and JavaScript programming.
