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Descrizione fisica	1 online resource (xvi, 440 pages) : illustrations (chiefly color)
Collana	Gale eBooks
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Soggetti	HTML (Document markup language) Computer games - Programming
Lingua di pubblicazione	Inglese
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Note generali	Includes index.
Nota di contenuto	part I. Getting started with HTML5 games -- part II. Creating the basic game -- part III. Adding 3D and sound -- part IV. Local storage and multiplayer games.
Sommario/riassunto	HTML5 Games shows you how to combine HTML5, CSS3 and JavaScript to make games for the web and mobiles - games that were previously only possible with plugin technologies like Flash. Using the latest open web technologies, you are guided through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL and WebSockets. Inside, Jacob Seidelin shows you how features available in HTML5 can be used to create games. First, you will build a framework on which you will create your HTML5 game. Then each chapter covers a new aspect of the game including us