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Titolo	HTML5 games [[electronic resource]] : creating fun with HTML5, CSS3, and WebGL // Jacob Seidelin
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ISBN	1-283-40510-5 9786613405104 1-119-97634-0 1-119-97632-4
Descrizione fisica	1 online resource (514 p.)
Disciplina	794.8151 794.81526
Soggetti	Video games - Programming HTML (Document markup language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	pt. 1. Getting started with HTML5 games -- pt. 2. Creating the basic game -- pt. 3. Adding 3D and sound -- pt. 4. Local storage and multiplayer games.
Sommario/riassunto	Discover new opportunities for building 2D and 3D games with HTML5 The newest iteration of HTML, HTML5 can be used with JavaScript, CSS3, and WebGL to create beautiful, unique, engaging games that can be played on the web or mobile devices like the iPad or Android phones. Gone are the days where games were only possible with plugin technologies such as Flash and this cutting-edge book shows you how to utilize the latest open web technologies to create a game from scratch using Canvas, HTML5 Audio, WebGL, and WebSockets. You'll discover how to build a framework on which you will create