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Autore	Makzan
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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Project 1: Building a CSS Quest Game; Mission briefing; Creating the HTML structure; Managing the game scene; Representing the quest composition; Placing the patterns on the deck ; Selecting the pattern; Comparing the player and compositions of the quest; Showing different quests; Adding a countdown timer to the game; Mission accomplished; Hotshot challenges; Project 2: Card Battle!; Mission briefing; Creating the game scenes; Creating a 3D card-flipping effect; Selecting a card Adding a power value to the cardsCreating the opponent's card; Building the battle animation; Adding health points to the game; Restarting the game for the next round of battle; Mission accomplished; Hotshot challenges; Project 3: Space Runner; Mission briefing; Managing the scenes; Defining the floor and tiles in the game; Controlling the tiles creation in JavaScript; Using a game loop; Parallax background scrolling; Controlling a player with the keyboard; Determining a collision between the player and tiles; Sprite sheet animation; Mission accomplished; Hotshot challenges Project 4: Multiply DefenseMission briefing; Setting up the canvas and EaselJS; Defining the numbered box; The game loop and falling boxes;

Inputs and equations; Removing the boxes; Ending the game; Restarting the game; Replacing the rectangle shape with bitmap graphics; Mission accomplished; A Hotshot challenge; Project 5: Building an Isometric City Game; Mission briefing; Designing the game's user interface; Placing the tiles and grid in the city layer; Choosing which building to build; Placing buildings on the floor; Advancing the construction progress over time  
Generating coins and diamonds  
Collecting pop-up diamonds; Saving and loading the game progress; Mission accomplished; Hotshot challenges; Project 6: Space Defenders; Mission briefing; Setting up the user interface; Placing the defense buildings; Summoning the enemies; Generating energy; Enemies attacking the buildings; Firing bullets and attacking the enemies; Controlling enemy waves; Loading the bitmap graphics into the game; Mission accomplished; Hotshot challenges; Project 7: A Ball-shooting Machine with the Physics Engine; Mission briefing; Creating a simulated physics world  
Shooting the ball  
Handling collision detection; Defining levels; Adding a launch bar with power; Adding a cross obstacle; Visualizing the graphics; Choosing a level; Mission accomplished; Hotshot challenges; Project 8: Creating a Sushi Shop Game with Device Scaling; Mission briefing; Making the responsive layout; Decorating the game; Making the sushi; Creating a customer queue; Refilling sushi ingredients; Adding sound effects; Distributing the game; Making the game mobile friendly; Mission accomplished; A Hotshot challenge; Index

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## Sommario/riassunto

With a wide range of projects to build, this step-by-step guide will give you all the tools you need to create a variety of games. Whether you are familiar with the basics of object-oriented programming concepts, are new to HTML game development, or are familiar with just web design, this project-based book will get you up and running in no time. It will teach and inspire you to create great interactive content on the Web.

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