1. Record Nr.   UNINA9910828483703321

   Autore   Seidelin Jacob

   Titolo   HTML5 games : creating fun with HTML5, CSS3, and WebGL / / Jacob
                     Seidelin

   Pubbl/distr/stampa Chichester, West Sussex : , : Wiley, , 2014

   ISBN   1-118-85545-0
                     1-118-85546-9

   Edizione   [Second edition.]

   Descrizione fisica 1 online resource (xvi, 440 pages) : illustrations (chiefly color)

   Collana   Gale eBooks

   Disciplina   794.81526

   Soggetti   HTML (Document markup language)
                     Computer games - Programming

   Lingua di pubblicazione Inglese

   Formato   Materiale a stampa

   Livello bibliografico Monografia

   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 Gamesshows 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