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Altri autori (Persone)	KarlinsDavid WilsonBrad (Computer software developer)
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Nota di contenuto	Professional HTML5 Mobile Game Development; About the Author; Acknowledgments; Contents; Introduction; Part I: Diving In; Chapter 1: Flying Before You Walk; Introduction; Building a Complete Game in 500 Lines; Adding the Boilerplate HTML and CSS; Getting Started with Canvas; Creating Your Game's Structure; Loading the SpriteSheet; Creating the Game Object; Adding a Scrolling Background; Putting in a Title Screen; Adding a Protagonist; Summary; Chapter 2: Making It a Game; Introduction; Creating the GameBoard Object; Firing Missiles; Adding Enemies; Refactoring the Sprite Classes Handling CollisionsRepresenting Levels; Summary; Chapter 3: Finishing Up and Going Mobile; Introduction; Adding Touch Controls; Maximizing the Game; Adding a Score; Making It a Fair Fight; Summary; Part II: Mobile HTML5; Chapter 4: HTML5 for Mobile; Introduction; Capturing a Brief History of HTML5; Using HTML5 The Right Way; Considering

HTML5 from a Game Perspective; Considering HTML5 from a Mobile Perspective; Surveying the Mobile Browser Landscape; Summary; Chapter 5: Learning Some Helpful Libraries; Introduction; Learning JavaScript Libraries; Starting with jQuery; Using Underscore.js SummaryChapter 6: Being a Good Mobile Citizen; Introduction; Responding to Device Capabilities; Dealing with Browser Resizing, Scrolling, and Zooming; Configuring Your App for the iOS Home Screen; Taking Mobile Performance into Consideration; Adapting to Limited Bandwidth and Storage; Going Offline Completely with Application Cache; Summary; Part III: JavaScript Game Dev Basics; Chapter 7: Learning about Your HTML5 Game Development Environment; Introduction; Picking an Editor; Exploring the Chrome Developer Tools; Debugging JavaScript; Profiling and Optimizing Your Code; Mobile Debugging SummaryChapter 8: Running JavaScript on the Command Line; Introduction; Learning About Node.js; Installing Node; Installing and Using Node Modules; Creating Your Own Script; Writing a Sprite-Map Generator; Summary; Chapter 9: Bootstrapping the Quintus Engine: Part I; Introduction; Creating a Framework for a Reusable HTML5 Engine; Adding the Game Loop; Adding Inheritance; Supporting Events; Supporting Components; Summary; Chapter 10: Bootstrapping the Quintus Engine: Part II; Introduction; Accessing a Game Container Element; Capturing User Input; Loading Assets; Summary Chapter 11: Bootstrapping the Quintus Engine: Part IIIIntroduction; Defining SpriteSheets; Adding Sprites; Setting the Stage with Scenes; Finishing Blockbreak; Summary; Part IV: Building Games with CSS3 and SVG; Chapter 12: Building Games with CSS3; Introduction; Deciding on a Scene Graph; Implementing DOM Support; Summary; Chapter 13: Crafting a CSS3 RPG; Introduction; Creating a Scrolling Tile Map; Building the RPG; Summary; Chapter 14: Building Games with SVG and Physics; Introduction; Understanding SVG Basics; Working with SVG from JavaScript; Adding SVG Support to Quintus Adding Physics with Box2D

Sommario/riassunto

Create mobile game apps for the lucrative gaming market If you're an experienced developer seeking to break into the sizzling mobile game market, this is the book for you. Covering all mobile and touchscreen devices, including iPhones, iPads, Android, and WP7.5, this book takes you through the steps of building both single- and multi-player mobile games. Topics include standard patterns for building games in HTML5, what methods to choose for building (CSS3, SVG, or Canvas), popular game engines and frameworks, and much more. Best of all, code for six basic games is provided, so yo
