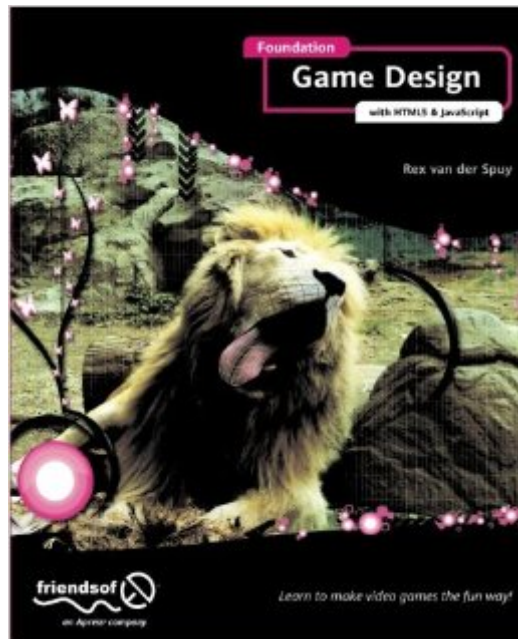


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# Foundation Game Design With HTML5 And JavaScript



## Synopsis

Foundation Game Design with HTML5 and JavaScript teaches you everything you need to know about how to make video games. If you've never done any programming before and don't know where to start, this book will show you how to make games from start to finish. You'll learn all the latest programming technologies (HTML5, CSS, and JavaScript) to create your games. All written in a fun and friendly style with open-ended projects that encourage you to build your own original games. Foundation Game Design with HTML5 and JavaScript starts by showing you how you can use basic programming to create logic games, adventure games, and create interactive game graphics. Design a game character, learn to control it with the keyboard, mouse, or touch screen interface, and then learn how to use collision detection to build an interactive game world. You'll learn to make maze games, platform jumping games, and fast paced action games that cover all the popular genres of 2D gaming. Create intelligent enemies, use realistic physics, sound effects and music, and learn how to animate game characters. Whether you're creating games for the web or mobile devices, everything you need to get started on a career as a game designer is right here. Focused and friendly introduction to making games with HTML5. Essential programming and graphic design techniques for building games, with each chapter gently building on the skills of preceding chapters. Detailed case studies demonstrating techniques that can be used for making games in a wide variety of genres.

## Book Information

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## Customer Reviews

I purchased this book early this year but have not had a great deal of time to get through it due to school. Now that I've been in the middle of winter break and finally have had a chance to sit down with it... I honestly feel this has been the best purchase I have made since I've been a developer. A few reviews here have mentioned an abundance of code errors and editorial problems, or issues with their copy of the book but in my experience - this just isn't so. I am halfway through this book and have only found three very insignificant errors so far so if you somehow end up with a bad copy, just contact the publisher or return it for another copy... Keep in mind it is also available through Safari for free if you're a student, or you may purchase the eBook edition through Apress. I've found the Author to explain things very well, the projects throughout the book are incremented in difficulty just perfectly and he keeps things very entertaining. If you're not a gamer you may not fully appreciate this book, but then again what are you doing trying to program games then? While you may not end up making the next big console FPS, you will get a handle on basic programming concepts and feel a lot more confident using JavaScript. I think it is important to understand this book is kind of focused on a niche market, this isn't designed to make you great with graphics, web development, or programming in general. It is purely focused upon using JavaScript to build games... but if you know a thing or two about game development, the logic that is used is fairly difficult and can be applied in other areas once you get a handle on things.

I read this book as sort of a refresher of stuff I had learned programming in Actionscript, but it really taught me so much more. The author gives you a quick run through HTML, CSS, and some Javascript basics, which was actually better than some dedicated books on those subjects because it was succinct. In fact, I recommended it to a friend that wanted to learn HTML and they loved it. He then shows you how to manipulate DOM elements and make some simple games that way, before taking you into the world of Object Oriented Javascript and HTML Canvas games. There were very few typos, despite what someone else mentioned, and the ones that were there were usually in a code comment or some other harmless text. In fact, a few times where I thought there was a typo, the problem was that I hadn't fully grasped it. And all the code examples worked perfectly, so whenever there was doubt, you could always refer to them. And those code samples were invaluable for me. So much to glean in the way of organizing your code as well as building games. I knocked it down one star because the part about bouncing a ball off another ball wasn't very well explained, and I was really looking forward to that part. I know that it's a deep topic but his suggestion of Googling "vectors" wasn't very helpful for me as I only found more complicated math "stuff" by MIT folks and others far more math-inclined than I am. I must have read that chapter a

hundred times but his short, single-sentence explanation of each step didn't help me visualize what I was doing at all, so in the end I just decided to blindly use the code block he provides when the situation comes up.

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