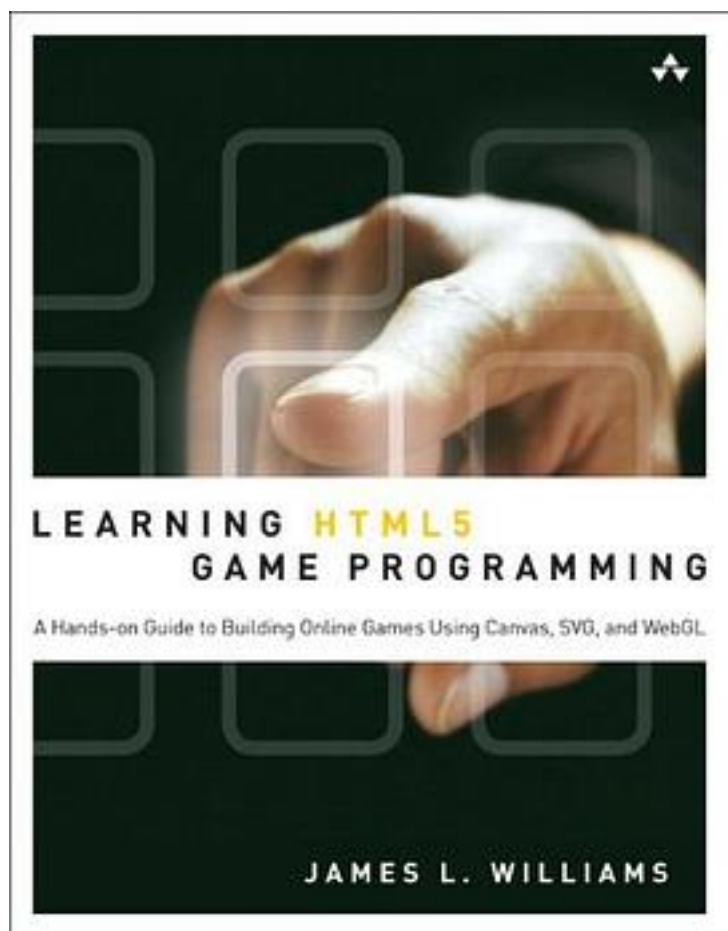


Learning HTML5 Game Programming



[Learning HTML5 Game Programming_下载链接1_](#)

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Get Started Fast with HTML5 Online Game Programming! HTML5 will transform web and mobile gaming. As new browsers rapidly adopt it, HTML5 will do everything "legacy" technologies such as Flash and Silverlight have done--and much more. In

Learning HTML5 Game Programming, pioneering developer James L. Williams gives you all the knowledge, code, and insights you'll need to get started fast! Williams combines detailed explanations of HTML5's key innovations with examples, including two case study applications that address the entire development process. He guides you through setting up a state-of-the-art HTML5 development environment; making the most of HTML5's canvas tag, SVG vector graphics, and WebGL 3D; and targeting diverse mobile and social platforms. It's all here: from the essentials of online game design to the nitty-gritty details of performance optimization. About the Website All code samples and answers to chapter exercises are available for download at www.informit.com/title/9780321767363 and on Github at <https://github.com/jwill/html5-game-book>. Coverage includes

- * Understanding the HTML5 innovations that make it possible to create amazingly rich games
- * Setting up a state-of-the-art open source HTML5 game development environment
- * Using JavaScript to drive sophisticated interactions between users and games
- * Building basic games fast, with the prototype-based Simple Game Framework (SGF)
- * Generating movement and gameplay with the canvas tag and surface
- * Creating games with SVG vector graphics using the RaphaelJS Javascript library
- * Using Three.js to build powerful WebGL 3D games with far less complexity
- * Developing games without JavaScript, using Google Web Toolkit (GWT) or CoffeeScript
- * Building a complete multiplayer game server using Node.js and WebSockets
- * Planning and choosing tools for mobile game development with HTML5
- * Optimizing game performance with offline cache, minification, and other techniques

Learning HTML5 Game Programming is the fastest route to success with HTML5 game development--whether you're a long-time game developer or a web/mobile programmer building games for the first time.

作者介绍:

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标签

HTML5

Game

Programming

webgl

Web前端

2011

软件开发

编程

评论

广度还可以，说到了很多JS库、W3C标准，深度则不够——不过也许实际编程不需要什么有深度的知识？

实质内容太少

失望。本来想看一些绘画、移动、输入输出、声音等真正基础的入门知识，结果都没讲；不但没讲，还直接用现成的类库封装了。JavaScript类库混淆过的代码根本没法看。

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书评

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