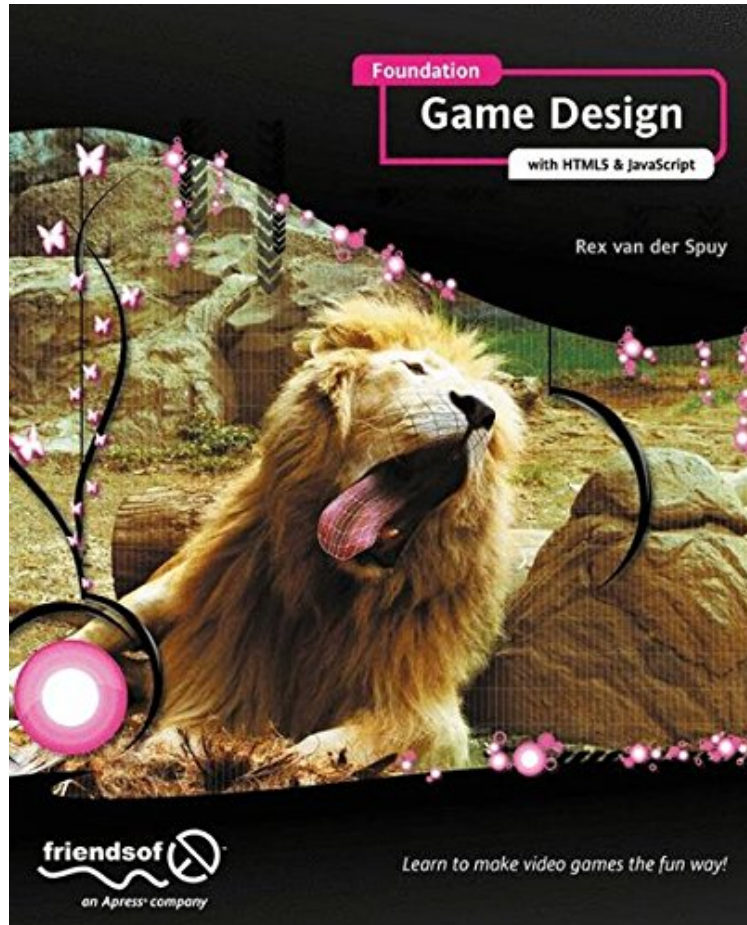


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Foundation Game Design with HTML5 and JavaScript

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#660250 in Books Rex van der Spuy 2012-11-27 2012-11-27 Original language: English PDF # 1 9.25 x 1.72 x 7.521, 2.80 #File Name: 1430247169732 pages Foundation Game Design with HTML5 and JavaScript | File size: 31.Mb

Rex van der Spuy : Foundation Game Design with HTML5 and JavaScript before purchasing it in order to gage whether or not it would be worth my time, and all praised Foundation Game Design with HTML5 and JavaScript:

13 of 13 people found the following review helpful. When given lemons...make lemonade. By Customer This is a book on making games for web browsers from Rex van der Spuy, who is well-known for his books on Flash game programming. The source code is available at the Apress site, and I recommend downloading it if you are considering buying this book. What you will find is that he able to build an impressive set of games, almost matching his work in the Flash environment. The text of the book is clear and concise, as we have come to expect from van der Spuy. He doesn't waste time bemoaning the weakness of the JavaScript language or complaining about the deficiencies of the HTML5 platform. He just gets to work and shows you how to make your game work in this environment. As an experienced game programmer, I found this book very helpful in porting my games to the HTML5 platform, better than the other books I've read. If you are trying to learn game programming, van der Spuy is a great teacher, but you

probably would be better served learning game programming in Flash before tackling HTML5. Either way, this book is well worth buying. I initially bought the Kindle edition, and I found it so useful that I bought the print edition as well. 3 of 3 people found the following review helpful. Great book - worth twice the price! By the Puppis By way of full disclosure, I actually paid for this book. I didn't get it for free in exchange for an "unbiased" review ;) This is a superb book. I'm using it to teach my 11 year old son how to program - I figure JavaScript is a good place to start as it's c-based and he can even show off his work on our family web site. It's hard to explain why this book works so nicely for us. The example programs work well - I'm currently in chapter 7 and haven't had any issues yet. The explanations are unpretentious, concise and accessible. The supporting material is engaging and fun - I love the cat images. The style of writing is open and friendly - it feels like a buddy who knows programming wrote it. I highly recommend this book and look forward to more from this author - maybe something on node.js. Hope this is helpful... 4 of 4 people found the following review helpful. A must have for all new game developers By Scot Matson 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. An example from the book regarding programming an interactive fiction game explains later that the logic that was used to create items and interact with them is exactly the same type of logic used in databases... so even non-gamers may get something out of this. I highly recommend this if you're looking to understand the logic behind games, if you really want to get involved with the advancement of web based gaming, or are just new to game development and have a web developer background. While this is a great entry level book to this subject, I suggest not picking it up until you at least have some basic programming skills... even Code Academy tutorials should be enough to get prepared for this.

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.

About the Author Rex van der Spuy is a video game designer and writer. He's written Foundation Game Design with Flash, Advanced Game Design with Flash and Foundation Game Design with AS3.0. Rex has designed games and done interactive interface programming Agency Interactive (Dallas), Scottish Power (Edinburgh), DC Interact (London), Draught Associates (London), and the Bank of Montreal (Canada). He also builds game engines and interactive interfaces for museum installations for PixelProject (Cape Town). In addition, he created and taught advanced courses in game design for the Canadian School of India (Bangalore, India). When not writing about games, making them, or playing them, he amuses himself by building experimental, autonomous, self-aware, multi-cellular parallel universes out of shoe boxes, scotch tape, spare milk bottle caps and bits of string. He claims, that this is a lot more entertaining than you might think, but we're skeptical.