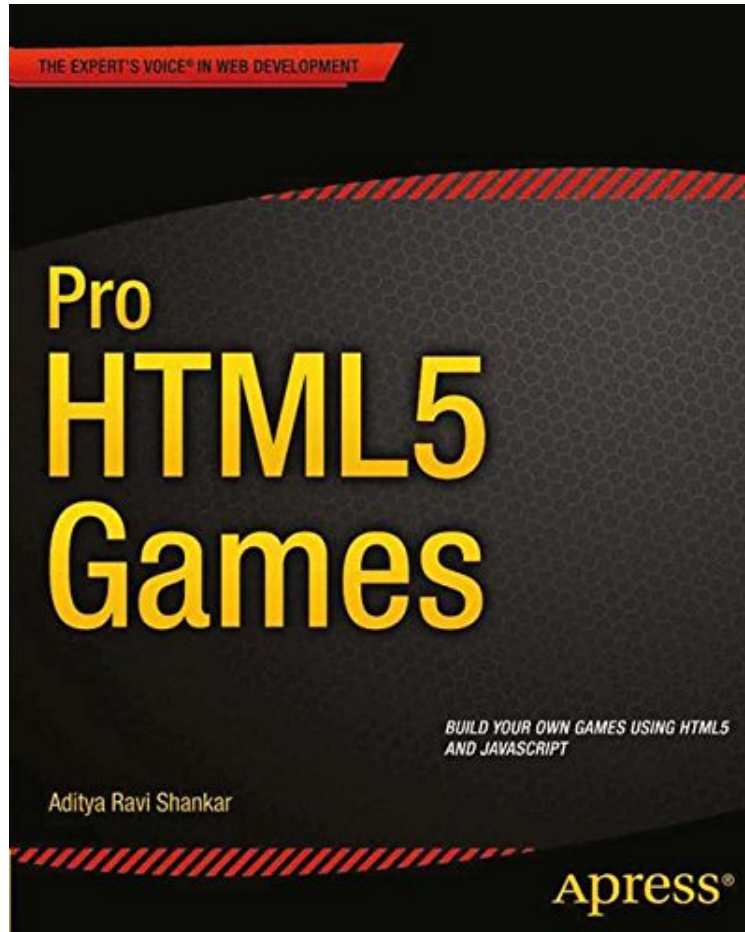


[Library ebook] Pro HTML5 Games (Expert's Voice in Web Development)

Pro HTML5 Games (Expert's Voice in Web Development)

Aditya Ravi Shankar

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Aditya Ravi Shankar : Pro HTML5 Games (Expert's Voice in Web Development) before purchasing it in order to gage whether or not it would be worth my time, and all praised Pro HTML5 Games (Expert's Voice in Web Development):

4 of 4 people found the following review helpful. New to HTML5 and Canvas? -- Shankar will walk you through it with jQuery! By KIMBERI am very much enjoying "walking through the code" for the Froot Wars now and looking forward to the RPS game that follows. This book is directed at the new comer to game development so if you already have experience working with HTML5, the canvas and physics engines (Box2DJS is used for Froot Wars) then you might find it the code samples a bit repetitive. I am new to all three so I found it refreshing to be able to follow along by typing the code and reading his explanations of why/how things work, and then running in the browsers that support HTML5 and the canvas object. I am also very happy that Mr. Shankar uses jQuery. I have also purchased Core HTML5 Canvas: Graphics, Animation, and Game Development (Core Series) by David Geary (May 14, 2012) but Mr. Geary employs JavaScript only (so far, I'm only in the beginning chapters) which seems to be considered one of, if not

the, best HTML5 Canvas book. I find Mr. Shankar's book much easier and more fun to work through as a beginner and highly recommend for developers wanting to begin games development with HTML5. 2 of 2 people found the following review helpful. Great book for HTML5 game development. By Somesh Chakrabarti. Aditya has written a much needed book. Even if your Javascript is not very strong, the book holds your hand through two complete games so there is no reason to not learn as you go. The author's line by line explanation of the programs, progressive addition of complex features and sharing the motivation behind every particular approach make the reader feel like she is actually part of the game development process rather than just reading a book. I'm still working my way through creating the RTS game but can't wait to setup my own node server and host multiple players. This is a very commendable effort and hope the author expands into mobile web games in any possible future extensions. 1 of 1 people found the following review helpful. A new favorite for me! By Rigo Cisneros. I really enjoy this book because it covers how to make an RTS in HTML5 in a very clear manner. There is really not that many game books out there that try to cover something that advanced. One of my favorites now and I would highly recommend it!

Build your next game on a bigger scale with Pro HTML5 Games. This book teaches you the essentials of advanced game programming in HTML5. You'll learn techniques that you can transfer to any area of HTML5 game development to make your own professional HTML5 games! Led by an expert game programmer, you'll build two complete games in HTML5: a strategy puzzle game based on the Box2d physics engine and in the style of Angry Birds and a real-time strategy (RTS) game complete with units, buildings, path-finding, artificial intelligence, and multiplayer support. In the process, you'll learn how to do the following: Create realistic physics in your game by incorporating the Box2d physics engine Design large worlds with lots of characters and let users interact with them Use sprite sheets, panning, parallax scrolling, and sound effects to build a more polished game Incorporate pathfinding and steering to help characters navigate through your world Create challenging levels with intelligent enemies by using decision trees, state machines, and scripted events Add multiplayer in your games using Node.js and the WebSocket API This book will help you take your HTML5/JavaScript programming experience to the next level. It gives you the knowledge and skills you need to develop more complex, bolder games and become an HTML5 games pro. What you'll learn Creating realistic physics in your game by incorporating the Box2d physics engine Designing large worlds with lots of characters and let users interact with them Using sprite sheets, panning, parallax scrolling, and sound effects to build a more polished game Incorporating pathfinding and steering to help characters navigate through your world Creating challenging levels with intelligent enemies by using decision trees, state machines, and scripted events Adding multiplayer in your games using Node.js and the WebSocket API Who this book is for Pro HTML5 Games is meant for programmers who already have some HTML and JavaScript programming experience and who now want to learn to harness the power of HTML5 to build amazing-looking games but don't know where to begin. Readers who have experience making games in other languages such as Flash and would like to move to HTML5 will also find a lot of useful information in this book. If you do not feel confident about your game programming skills, don't worry. This book covers all the essentials needed to build these games so you can follow along and learn to design large, professional games in HTML5. The book will also point to resources and reference material for supplemental learning in case you are having trouble keeping up. With dedicated chapters on HTML5 basics, the Box2D engine, pathfinding and steering, combat and effective enemy AI, and multiplayer using Node.JS with WebSockets, you should get a lot from this book no matter how much game programming experience you have. Table of Contents HTML5 and JavaScript Essentials Creating a Basic Game World Physics Engine Basics Integrating the Physics Engine Creating the RTS Game World Adding Entities to Our World Intelligent Unit Movement Adding More Game Elements Creating Weapons and Combat Wrapping Up the Single-Player Campaign Multiplayer with WebSockets Multiplayer Gameplay

From the Back Cover Build your next game on a bigger scale with Pro HTML5 Games. This essential book teaches you to master advanced game programming in HTML5. You'll learn techniques that you can transfer to any area of HTML5 game development to make your own professional HTML5 games. Led by an expert game programmer, you'll build two complete games in HTML5: a strategy puzzle game based on the Box2d physics engine and in the style of Angry Birds and a real-time strategy (RTS) game complete with units, buildings, path-finding, artificial intelligence, and multiplayer support. This new and fully updated second edition now includes chapters on mobile game development and an essential game developer's toolkit. Understand how to develop complex, bolder games and become an HTML5 games pro using Pro HTML5 Games today. About the Author Aditya Ravi Shankar started programming in 1993 when he was first introduced to the world of computers. With no access to the Internet or online tutorials at the time, he wrote his first game in GW-BASIC by painstakingly retyping code from a book he found at the local library. After graduating from the Indian Institute of Technology Madras in 2001, he spent nearly a decade working as a software consultant, developing trading and analytics systems for investment banks and large Fortune 100 companies, before eventually leaving his corporate life behind so he could focus on doing what he loved. A self-confessed technology geek, he has spent the time since then working on his own projects and experimenting with

every new language and technology that he could, including of course HTML5. During this time he became well known for singlehandedly re-creating the famous Command and Conquer RTS game entirely in HTML5. Apart from programming, Aditya is passionate about billiards, salsa dancing, and learning to develop the subconscious mind. He maintains a personal website (www.adityaravishankar.com) where he writes articles on game programming, personal development, and billiards. When he is not busy writing or working on his own projects, Aditya does consulting work with companies to help them launch new software products.