Professional HTML5 Mobile Game Development

By Pascal Rettig

Wiley India Pvt. Ltd, 2012. Softcover. Condition: New. The book will target intermediate developers interested in building games for all mobile and touch screen devices (iPhone, iPad, Android, WP7). It will take developers with a basic level of knowledge of HTML5 and JavaScript through the steps of building both single player and multi-player mobile games using a number of different available techniques. 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 are provided, so you can modify, further develop, and make it your own. DIVING IN MOBILE HTML5 JAVASCRIPT GAME DEV BASICS BUILDING GAMES WITH CSS3 AND SVG HTML5 CANVAS MULTIPLAYER GAMING LOCATING VIA GEOLOCATION GAME ENGINES AND APP STORES PART I: DIVING IN CHAPTER 1: FLYING BEFORE YOU WALK CHAPTER 2: MAKING IT A GAME CHAPTER...

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