



# The Web Game Developer's Cookbook: Using JavaScript and HTML5 to Develop Games (Game Design)

By *Evan Burchard*

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Want to start building great web games with HTML5 and JavaScript? Moving from Flash or other game platforms? Already building HTML5 games and want to get better and faster at it? This guide brings together everything you need: expert guidance, sample projects, and working code!

Evan Burchard walks you step-by-step through quickly building 10 popular types of games. Each chapter implements a game within a well-understood genre; introduces a different free, open source, and easy-to-use HTML5 game engine; and is accompanied with full JavaScript source code listings.

Each game recipe uses tested and well-proven patterns that address the development challenges unique to that genre, and shows how to use existing tools and engines to build complete substantial game projects in just hours. Need a quick JavaScript primer? Evan Burchard provides that, too!

Coverage includes

- Mastering an essential HTML5/JavaScript game development toolset: browser, text editor, terminal, JavaScript console, game engine, and more
- Accelerating development with external libraries and proven patterns
- Managing browser differences between IE, Firefox, and Chrome
- Getting up to speed on web development with a QUIZ game built with JavaScript, HTML, CSS, and JQuery
- Creating INTERACTIVE FICTION “gamebooks” that leverage new CSS3 features and impress.js
- Building PARTY games around the lightweight atom.js engine
- Developing PUZZLE games with the easel.js graphics rendering engine
- Writing PLATFORMERS with melon.js and its integrated tilemap editor
- Coding intense 2-player FIGHTING games for web browsers with game.js
- Building a SPACE SHOOTER with the jQuery-based gameQuery game engine
- Implementing pseudo-3D techniques like ray casting for an FPS (First Person

Shooter) style game

- Producing a 16 bit RPG (Role Playing Game) complete with interfaces for dialog, inventories, and turn-based battles with `enchant.js`
- Building an isometric RTS (Real Time Strategy) game that incorporates server components along with `node.js`, `socket.io`, and `crafty.js`
- Engaging players with content that encourages exploration

Turn to *The Web Game Developer's Cookbook* for proven, expert answers—and the code you need to implement them. It's all you need to jumpstart any web game project!

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### Editorial Review

#### Review

“*The Web Game Developer's Cookbook* is a fun hands-on introduction both to building games and to web technologies. Learning through making is an empowering, exciting first step.”

—**Jonathan Beilin**

DIY.org

“It is not only a book about libraries: it teaches how web pages work, how games work, and how to put everything together. Study one, learn three: best deal ever.”

—**Francesco “KesieV” Cottone**

Web Alchemist, and Technical Advisor at Vidiemme Consulting

“A wonderful overview of the HTML5 Game Development landscape, covering a wide range of tools and 10 different game genres.”

—**Pascal Rettig**

Author of *Professional Mobile HTML5 Game Development*

“With a friendly and reassuring tone, Burchard breaks down some of the most well-known gaming genres into their basic ingredients. *The Web Game Developer's Cookbook* transforms a seemingly daunting task into an approachable crash course even for those who've never written a line of code before.”

—**Jason Tocci, Ph.D.**

Writer, Designer, and Researcher

#### From the Back Cover

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About the Author

**Evan Burchard** recognizes that he is not the first or last person driven to learn programming by an interest in creating games, and seeks to empower others to take full advantage of the modern, free, and game-friendly web. In addition to designing games with electricity, ice, fire, and the latest browser technologies, he enjoys extremely long walks (his current record is Massachusetts to Iowa).

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**Joseph Woodruff:**

What do you about book? It is not important to you? Or just adding material when you really need something to explain what your own problem? How about your extra time? Or are you busy man? If you don't have spare time to accomplish others business, it is gives you the sense of being bored faster. And you have spare time? What did you do? Every person has many questions above. They need to answer that question since just their can do which. It said that about reserve. Book is familiar on every person. Yes, it is proper. Because start from on kindergarten until university need that *The Web Game Developer's Cookbook: Using JavaScript and HTML5 to Develop Games (Game Design)* to read.

**Jack Williams:**

The guide with title *The Web Game Developer's Cookbook: Using JavaScript and HTML5 to Develop Games (Game Design)* has a lot of information that you can learn it. You can get a lot of benefit after read this book. This kind of book exist new know-how the information that exist in this e-book represented the condition of the world currently. That is important to yo7u to know how the improvement of the world. That book will bring you inside new era of the glowbal growth. You can read the e-book with your smart phone, so you can read the idea anywhere you want.

**Heather Lanham:**

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