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Source code for 'Foundation Game Design with HTML5 and JavaScript' by Rex van der Spuy

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    Foundation Game Design with HTML5 and JavaScript Rex van der Spuy,2013-01-28 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 programing 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   Advanced Game Design with HTML5 and JavaScript Rex van der Spuy,2015-05-13 How do you make a video game Advanced Game Design with HTML5 and JavaScript is a down to earth education in how to make video games from scratch using the powerful HTML5 and JavaScript technologies This book is a point by point round up of all the essential techniques that every game designer needs to know You ll discover how to create and render game graphics add interactivity sound and animation You ll learn how to build your own custom game engine with reusable components so that you can quickly develop games with maximum impact and minimum code You ll also learn the secrets of vector math and advanced collision detection techniques all of which are covered in a friendly and non technical manner You ll find detailed working examples with hundreds of illustrations and thousands of lines of source code that you can freely adapt for your own projects All the math and programming techniques are elaborately explained and examples are open ended to encourage you to think of original ways to use these techniques in your own games You can use what you learn in this book to make games for desktops mobile phones tablets or the Web Advanced Game Design with HTML5 and JavaScript is a great next step for experienced programmers or ambitious beginners who already have some JavaScript experience and want to jump head first into the world of video game development It s also great follow up book for readers of Foundation Game Design with HTML5 and JavaScript by the same author who want to add depth and precision to their skills The game examples in this book use pure JavaScript so you can code as close to the metal as possible without having to be dependent on any limiting frameworks or game engines No libraries no dependencies no third party plugins just

you your computer and the code If you re looking for a book to take your game design skills into the stratosphere and beyond this is it **Learn Pixi.js** Rex van der Spuy,2015-10-27 Create and display interactive graphics build scenes and animated transitions make cross platform responsive games and applications for multiple screen resolutions and use Pixi js s spectacular WebGL rendering effects Learn how to create applications for desktop and touch screen devices and how to use the best open source plugins to extend Pixi js s capabilities in a myriad of exciting ways If you ve ever wondered what you need to know to start making games or what technology you need to build high performance mobile apps this book will show you the way Learn Pixi js is your one stop shop for everything you need to know to quickly start making spectacular cross platform interactive games and animations Take a step by step tour of Pixi js s features by building fun game projects Learn how to use Pixi js to make richly interactive graphics and all kind of cross platform applications Learn Pixi js is a fun and practical brief introduction to using the powerful Pixi js graphics rendering engine for making websites games and mobile apps *PHP for Absolute Beginners* Jason Lengstorf,Thomas Blom Hansen,2014-08-07 PHP is a server side scripting language that enables you to develop dynamic sites that engage users in ways that are simply not possible using only HTML and CSS PHP for Absolute Beginners takes a practical approach to teaching you how to build dynamic content for your website using PHP You ll quickly get started with practical PHP projects learning how to build a dynamic image gallery By the end of the book you ll will have developed a personal blog complete with a password protected admin module PHP for Absolute Beginners won t swamp you with every detail of the full PHP language up front instead you ll be introduced to a small versatile subset of PHP and learn to use it creatively to develop dynamic web sites In the process you will learn to use variables control structures functions and objects to your advantage You will learn how to plan and create databases and how to organize your PHP scripts beautifully At the end of the book you will be a confident PHP user ready to take the next steps in creating great websites **Phaser Game Design Workbook** Stephen Gose,2016-11-08 This is a different book format for game development unlike anything you have seen As I create a generic game in html5 using Phaser js v2 x x gaming frameworks you develop your own game by simply following and translating my easy concepts into your own game design When you complete this workbook unlike other game development books you will have your own game not a carbon copy of the author s This workbook is divided in two parts of bundled chapters For example if you have never created an online game in html5 and JavaScript you might like to read Part I Chapters 1 through 3 while a seasoned game developer might start with Part II chapters 4 through 8 and scourer the appendix The workbook s appendix is a resource dictionary of available books and open source FREE assets on the Internet Each chapter guides you in my decisions you will discover why I chose various business and software outcomes all of this in well commented source code files for both versions 2 6 2 CE external to the book s content so you can convert into your own production pipeline In summary you complete your own exciting game in your selected genre using free open source Phaser v2 x x JavaScript Framework and other JavaScript tools by following this

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games and uses these simple constructs to build a solid skillset of the key HTML5 concepts and features By working through these hands on examples you will gain a deep practical knowledge of HTML5 that will enable you to build your own more advanced games and applications Concepts are introduced and motivated with easy to grasp appealing examples Code is explained in detail after general explanations Reader is guided into how to make the examples their own   The Advanced Game Developer's Toolkit Rex van der Spuy,2017-07-04 Master the most important skills and techniques you need to know for professional HTML5 and JavaScript 2D game development This book delves into many of the great classic techniques of video game design You ll discover how to develop games and game levels using Tiled Editor how to implement tile based collision how to design advanced pathfinding and enemy AI systems the fundamentals of broad phase collision and how to make isometric games All the techniques and supporting code are explained in an easy to understand manner and written in a general way so that they can be applied to any game engine or technology that you re comfortable using You ll find detailed working examples with dozens of illustrations and many concepts you can freely apply to your own projects All the math and programming techniques are elaborately explained and examples are open ended to encourage you to think of original ways to use these techniques in your own games You can use what you learn in this book as the basis for making games for desktops mobile phones tablets or the Web The Advanced Game Developer s Toolkit is a great next step if you already have some JavaScript game making experience or a great continuation if you ve already read Advanced Game Design with HTML5 and JavaScript by the same author What You ll Learn Work with advanced tile based design techniques for puzzle platform and maze games Use Tiled Editor to build game worlds Build path finding and AI systems using Line of Sight and A A Star Make isometric games Manage complexity to build games of any size that scale seamlessly Who This Book Is For Video game developers with some experience who want to learn the essential techniques they need to know to take their skills to the next level and for readers who want to understand and fine tune every lineof code they write without resorting to quick fixes

   Build an HTML5 Game Karl Bunyan,2015-03-23 If you already have even basic familiarity with HTML CSS and JavaScript you re ready to learn how to build a browser based game In Build an HTML5 Game you ll use your skills to create a truly cross platform bubble shooter game playable in both desktop and mobile browsers As you follow along with this in depth hands on tutorial you ll learn how to Send sprites zooming around the screen with JavaScript animations Make things explode with a jQuery plug in Use hitboxes and geometry to detect collisions Implement game logic to display levels and respond to player input Convey changes in game state with animation and sound Add flair to a game interface with CSS transitions and transformations Gain pixel level control over your game display with the HTML canvas The programming starts right away in Chapter 1 no hemming and hawing history or throat clearing Exercises at the end of each chapter challenge you to dig in to the bubble shooter s code and modify the game Go ahead Take the plunge Learn to create a complete HTML5 game right now and then use your newfound skills to build your own mega popular addictive game

Building HTML5 Games with ImpactJS Jesse Freeman,2012-02-15 Create a real 2D game from start to finish with ImpactJS the JavaScript game framework that works with the HTML5 s Canvas element Making video games is hard work that requires technical skills a lot of planning and most critically a commitment to completing the project With this hands on guide you ll learn how to use Impact with other technologies step by step You ll pick up important tips about game design and discover how to publish Impact games to the Web desktop and mobile including a method to package your game as a native iOS app Packed with screen shots and sample code this book is ideal for game developers of all levels Set up your development environment and discover Impact s advantages Build a complete game with core logic collision detection and player and monster behavior Learn why a game design document is critical before you start building Display and animate game artwork with sprite sheets Add sound effects background music and text Create screens to display stats and in game status Prepare to publish by baking your game files into a single file **Game Development with JavaScript** RICHARD. D. CROWLEY,2025-02-07 DESCRIPTION Ever dreamed of creating your own games Imagine building anything from retro arcade classics to immersive 3D worlds all with the power of JavaScript This book is your one stop guide to becoming a JavaScript game developer No matter your skill level you ll learn the essential techniques and tools to bring your game ideas to life Inside you ll discover The Why and How of JavaScript Games We ll explore why JavaScript is perfect for games and how it s used to create interactive experiences Building Blocks of Code Master the fundamentals of JavaScript from variables and functions to objects and events Canvas Creations Learn to draw animate and bring your game world to life using the Canvas API Game Loops and Player Input Discover the heart of game development creating responsive and interactive gameplay Collision Detection Make your games dynamic with realistic collisions between objects Platformer Perfection Build a complete platformer game from scratch step by step Physics Fun Add gravity momentum and realistic interactions with physics engines Soundscapes and Music Immerse your players with sound effects and music Three js and 3D Worlds Dive into 3D game development with the powerful Three js library First Person Adventures Create your own first person game with interactive environments and exciting gameplay Multiplayer Mayhem Connect players in real time with WebSockets for collaborative and competitive experiences Performance Power Ups Optimize your games for smooth performance on any device WebGPU The Future is Now Explore the cutting edge graphics API that s revolutionizing web games Game Design Secrets Learn the principles behind creating engaging and fun gameplay experiences Publishing Pro Take your games to the world Learn how to deploy on web servers and app stores Beyond the Basics Discover emerging technologies like WebAssembly VR AR AI and the Metaverse With clear explanations engaging examples and exciting challenges this book will empower you to Build any game you can imagine using JavaScript HTML5 and modern web technologies Develop a strong foundation in game development concepts and techniques Explore cutting edge technologies and stay ahead of the curve Publish and share your games with the world Ready to level up your game dev skills Grab your copy today and start creating

the games of your dreams   **Foundation HTML5 Canvas: For Games and Entertainment** Rob Hawkes,2011-04-12 Foundation HTML5 Canvas For Games and Entertainment teaches you how to make exciting interactive games and applications using HTML5 canvas Canvas lets you produce graphics animations and applications using the HTML5 and JavaScript web standards It allows you to draw directly within the browser without the need for third party plugins like Adobe Flash and so canvas works perfectly across desktop and mobile devices like the iPhone and Android Foundation HTML5 Canvas begins by introducing you to HTML5 and the cool new features that it opens up for you You are then offered a quick guide to JavaScript programming to get you up to speed Next up you ll receive a thorough introduction to the canvas element which teaches you how to draw objects within the browser with great ease Once the basics are covered you ll move on to the more advanced features of canvas including image and video manipulation You ll also learn how to create realistic animations with the help of some basic physics Foundation HTML5 Canvas then teaches you how to create two thrilling space based games using all the skills you ve learned so far You ll find plenty of code examples and illustrations designed to help you understand even the most complex of topics HTML5 is already here for you and this book will provide you with all the information you need to enjoy the show For more information source code and the latest blog posts from author Rob Hawkes visit http rawkes com foundationcanvas   Introducing JavaScript Game Development Graeme Stuart,2017-12-07 Learn to build a fully functional 2D game inspired by the 1979 Atari classic Asteroids using just HTML5 CSS and JavaScript Developing games has never been easier than it is now New web technology allows even beginner developers to turn their hand to game development Developed from an undergraduate course module Introducing JavaScript Game Development teaches each new technology as it is introduced so can be followed by enthusiastic beginners as well as intermediate coders You will learn how to work with HTML5 and the canvas element how to understand paths how to draw to a design and create your spaceship and asteroids You ll then move on to animating your game and finally building You will work step by step through the game design process starting with only what is necessary to complete each step and refactoring the code as necessary along the way reflecting the natural progression that code follows in the real world Each chapter is designed to take your code base to the next level and to add to your skills After completing the examples in this book you will have the tools necessary to build your own high quality games Make the process of creating object oriented 2D games more fun and more productive and get started on your game development journey   Foundation Game Design with ActionScript 3.0 Rex van der Spuy,2012-03-28 In response to the success of the first edition of Foundation Game Design with Flash Rex van der Spuy has revised and updated all the code to meet current programming best practices and the focus is now on accurate ActionScript 3 0 regardless of the IDE that you use We ve all sneaked the odd five minutes here or there playing the latest Flash game that someone sent around the office but creating those games is trickier than it looks The aim of Foundation Game Design with ActionScript 3 0 is to take you even if you ve minimal multimedia or programming experience through a

series of step by step examples and detailed case studies to the point where you ll have the skills to independently design any conceivable 2D game using Flash and ActionScript Foundation Game Design with ActionScript 3 0 is a non technical one stop shop for all the most important skills and techniques a beginning game designer needs to build games with Flash from scratch Whether you re creating quick blasts of viral amusement or more in depth action or adventure titles this is the book for you Focused and friendly introduction to designing games with Flash and ActionScript Detailed case studies of Flash games Essential techniques for building games with each chapter gently building on the skills of preceding chapters Modern best practices and new content on ActionScript 3 0 Also covers asset creation in Photoshop and Illustrator **Foundation Game Design with Flash** Rex van der Spuy,2009-07-21 We ve all sneaked the odd five minutes here or there playing the latest Flash game that someone sent round the office but creating those games is trickier than it looks The aim of Foundation Game Design with Flash is to take you even if you ve minimal multimedia or programming experience through a series of step by step examples and detailed case studies to the point where you ll have the skills to independently design any conceivable 2D game using Flash and ActionScript The book is a non technical one stop shop for all the most important skills and techniques a beginner game designer needs to build games with Flash from scratch Whether you re creating quick blasts of viral amusement or more in depth action or adventure titles this book is for you Focused and friendly introduction to designing games with Flash and ActionScript Five detailed case studies of Flash games Essential techniques for building games with each chapter gently building on the skills of preceding chapters **HTML5 Game Development HOTSHOT** Makzan,2014-07-08 With a wide range of projects to build this step by step guide will give you all the tools you need to create a variety of games Whether you are familiar with the basics of object oriented programming concepts are new to HTML game development or are familiar with just web design this project based book will get you up and running in no time It will teach and inspire you to create great interactive content on the Web HTML5 Game Development from the Ground Up with Construct 2 Roberto Dillon,2014-03-27 Integrating hands on guidance with theoretical game design concepts this book gives readers a solid foundation in game development Suitable for beginners hobbyists and aspiring indie developers the book shows how to use the sophisticated yet user friendly HTML5 based game engine Construct 2 to develop and release polished two dimensional games on a multitude of different platforms It also covers the foundational knowledge of game analysis and design Sample Construct 2 project files for the games designed in the book are available on the author s website *The Web Game Developer's Cookbook* Evan Burchard,2013-03-23 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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