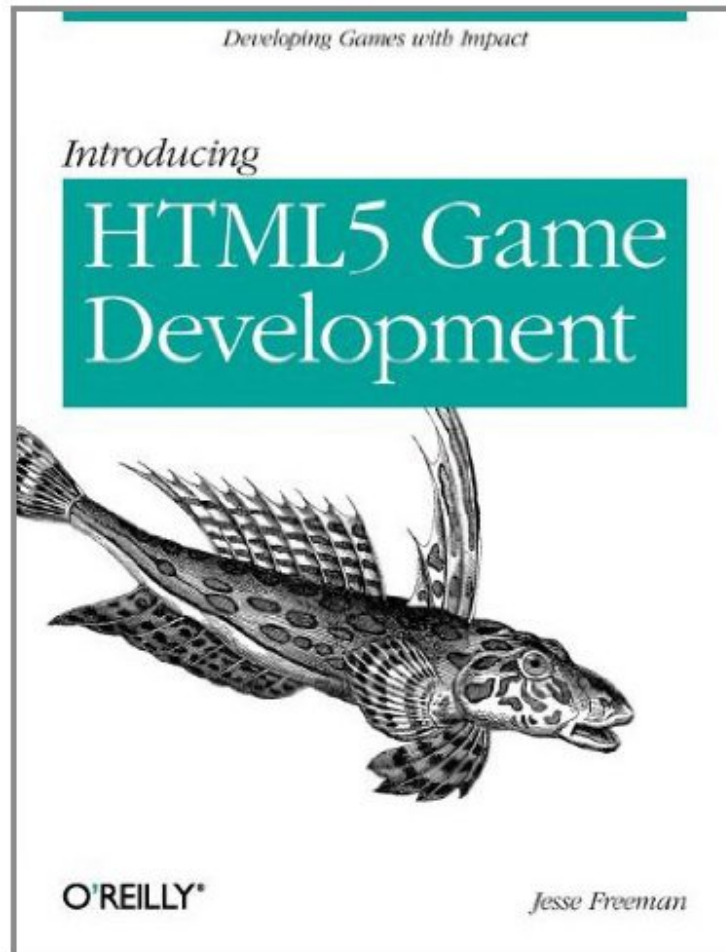


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Building HTML5 Games with ImpactJS: An Introduction On HTML5 Game Development

Von Jesse Freeman

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KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Nahja ganz okayVon TharoDas Buch beschreibt meiner Meinung nach die Basics der Engine und eines Scene basierenden Spielaufbaus.Es ist alles wissen das man auch aus kostenlosen online Tutorials erlernen kann. Der Autor macht nicht wirklich etwas falsch, ob das alles aber ein Buch wert ist mag Geschmacksache sein.

Kurzbeschreibung 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.