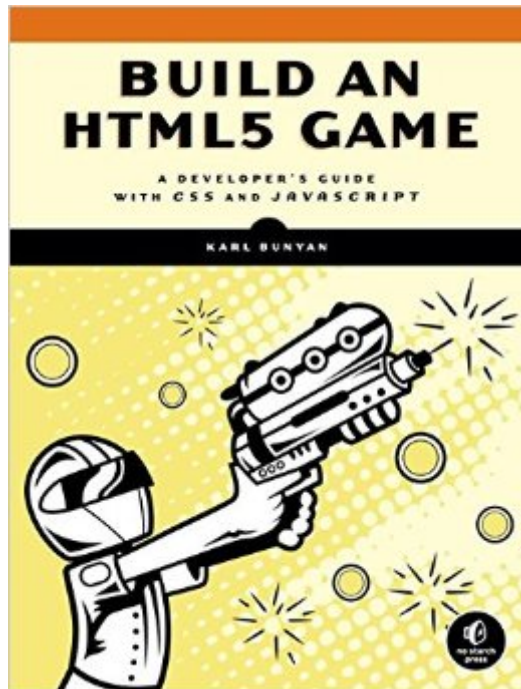


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# Build An HTML5 Game: A Developer's Guide With CSS And JavaScript



## Synopsis

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.

## Book Information

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## Customer Reviews

No Starch Press has published a number of programming books that impress me, both in their depth and in their accessibility. *Build an HTML5 Game* is intended for people who already have a basic familiarity with HTML, CSS, and JavaScript. This book takes you beyond the typical "œlet's introduce tags and build basic web pages" stuff you usually see and walks the reader through building an entire browser-based game, start to finish. The programming starts immediately

in Chapter 1, which is cool. All the important facets are covered from sprite animation, transitions and transforms, game logic, levels and sound, and quite a bit more. The reader who is most likely to benefit is the one who has at least a little programming experience, but wants to broaden their skills with an entry into game development. To that end, I suggest you already have a little experience making web sites and using JavaScript and jQuery. If you have previous experience developing Flash games and want to move to the present and future with HTML5, you will also find this book useful and an enjoyable way to get started. I really enjoyed reading *Build an HTML5 Game*. The writing is clear and easy to follow, the examples are good, and the concepts provide a solid foundation on which you can build. This is not a comprehensive "everything you will ever need or want to know about game programming" sort of book, but rather a clean and enjoyable entry that helps you over the first hurdle of writing that first game. It then gives you ideas and tips to help you know what else is out there so you have a bit of a roadmap to continue learning as you figure out what sorts of games you want to create.

Thank you No Starch Press for sending us a copy of this book to review! My kids have learned many programming languages like JavaScript and Ruby thanks to the helpful books published by No Starch Press. *Build an HTML5 Game* assumes that you are familiar with HTML, CSS, and JavaScript, and will teach you how to create a game from start to finish using them. You don't have to be an advanced coder to read this book, but some foreknowledge will go a long way since you won't be learning the basics of these programming/scripting languages. This 198 page book written by Karl Bunyan will teach you how to make a browser based bubble popping game similar to Bust-A-move. There are eight chapters and the first seven are dedicated to programming the game while the final chapter discusses other HTML5 capabilities such as retrieving data, webSockets, WebGL (for 3D) and security. The final chapter also makes some suggestions on other games HTML5 would be well suited for including solitaire, platformers and match-3 games like Bejeweled. You won't be getting any history lessons as the first chapter has you diving in and coding right away. Some of the goals achieved during the development process include randomizing the game board, calculating the firing angle and stopping point for the bubbles fired, dealing with collisions, keeping track of the score and handling new levels and the game's ending. Throughout the book, there are many helpful explanations and points to consider. While the author recommends using Google's jQuery files, we have found the program to run better with them hosted locally. The source code is readily available to download and view if you're stuck and can't figure out why the game isn't running. The price of the physical copy is a reasonable \$22 which is much cheaper than

taking a college course on browser based game development. The Kindle version is even cheaper at less than \$14.

This is a book that many teens will get value from - almost every one I know (my kid is 14) has an idea for a game or would like to be in the gaming world doing something. For these kids, "Build an HTML 5 Game" will be a great gift. The book is expressly designed to help coders learn the mechanics of building an online game, and goes step by step through the process of building a version of a bubble shooter game. One thing to note - this is not an introductory programming book. It assumes the reader has already mastered the basics of programming, and glosses over some steps (setting up a server environment, for example) that could bewilder a novice. That said, it covers many bases and includes examples of many types of web-game components, including CSS, Javascript, jQuery, etc. So, if you are interested in this book but don't know how to program yet, consider also buying a book like "Javascript for Kids" and working through that first.

This book needs a few updates. The first chapter has you set up the Modernizr javascript lib but their website is totally different now and the instructions in the book no longer work. Second, the use of Modernizr.load has been deprecated and that call actually uses yepnope.js which is no longer supported or even available for download. I could find no updates or blog posts from Karl to help readers through these changes and no way to contact Karl directly. I think this book has a lot of promise and I was really looking forward to running through it but I think without updates in at least this area it is not worth the reader's time and I would avoid purchase.

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