Pro HTML5 Games (Paperback)

By Aditya Ravi Shankar

aPress, United States, 2012. Paperback. Book Condition: New. 1st New edition. 231 x 188 mm. Language: English Brand New Book ***** Print on Demand *****.Build your next game on a bigger scale with Pro HTML5 Games. This book teaches you the essentials of advanced game programming in HTML5. You ll learn techniques that you can transfer to any area of HTML5 game development to make your own professional HTML5 games! Led by an expert game programmer, you ll build two complete games in HTML5: a strategy puzzle game based on the Box2d physics engine and in the style of Angry Birds and a real-time strategy (RTS) game complete with units, buildings, path-finding, artificial intelligence, and multiplayer support. In the process, you ll learn how to do the following: * Create realistic physics in your game by incorporating the Box2d physics engine * Design large worlds with lots of characters and let users interact with them * Use sprite sheets, panning, parallax scrolling, and sound effects to build a more polished game * Incorporate pathfinding and steering to help characters navigate through your world * Create challenging levels with intelligent enemies by using decision trees, state machines, and scripted events *...

READ ONLINE
[9.5 MB]

Reviews

A very wonderful book with lucid and perfect answers. It is probably the most incredible book i have study. Its been designed in an exceptionally simple way and is particularly just after i finished reading through this publication by which in fact transformed me, alter the way in my opinion.
-- Macey Schneider

It in a single of my personal favorite ebook. It can be loaded with wisdom and knowledge You can expect to like just how the blogger create this pdf.
-- Dr. Travis Berge