

The book was found

From Null To Full HTML5 Cross Platform Game



Synopsis

I will take you by hand from the very bare bones of JavaScript until the creation of a complete HTML5 cross platform game using Phaser framework and other FREE software. Designed especially for beginners but also useful to skilled JavaScript programmers who want to make HTML5 games, this book guides you to the creation of a game like Concentration with some twists and comes with 26 “twenty six” code samples, one for each step in the making of the game.

Book Information

File Size: 5038 KB

Publication Date: January 19, 2016

Sold by: Digital Services LLC

Language: English

ASIN: B01AUR98GY

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #430,619 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #14

in Books > Computers & Technology > Programming > Cross-platform Development #136

in Kindle Store > Kindle eBooks > Computers & Technology > Programming > Games #461

in Books > Computers & Technology > Games & Strategy Guides > Game Programming

Customer Reviews

This was a great introduction to Phaser. I found the one, longer project to be better for learning the framework than the scattered examples on the Phaser site. Instead of just copying and pasting the code, I definitely recommend modifying it to learn how it works. I found the Enclave Games template ([...]) particularly handy, as I modified the Null to Full code to fit into the template. This was an extremely useful exercise to really learn how Phaser states work. If you are new to Phaser, I definitely recommend you start with this book. It brushes over some JavaScript concepts, so I recommend a little JavaScript knowledge before tackling this. I posted my final project here: [...]

As someone with longtime casual experience coding, I found this to be a nice, short introduction to Phaser javascript, which is all this book contains. You complete one small Concentration-style game

and everything is explained well. The book is inexpensive and nicely written so I would recommend it if that's what you're looking for. I would probably only suggest a little more information on how to use your installed web server, as that can be very confusing for some people (all people really have to know is where to put their files after installing one, and where to navigate to in the browser).

This book good for beginner, to let them know how to start coding. Not included advanced features.

[Download to continue reading...](#)

From null to full HTML5 cross platform game Cross Stitch: for Beginners - Cross Stitch Patterns - Cross Stitch Guide - Cross Stitch Explained for Starters (Cross Stitch Books for Dummies - Cross Stitch Tips - Cross Stitch 101) Programming HTML5 Applications: Building Powerful Cross-Platform Environments in JavaScript Cocos2d Cross-Platform Game Development Cookbook - Second Edition Learning PHP, MySQL & JavaScript: With jQuery, CSS & HTML5 (Learning Php, Mysql, Javascript, Css & Html5) CSS (with HTML5): Learn CSS in One Day and Learn It Well. CSS for Beginners with Hands-on Project. Includes HTML5. (Learn Coding Fast with Hands-On Project Book 2) HTML5: Discover How To Create HTML 5 Web Pages With Ease (HTML5 CSS3 JavaScript) Exam Ref 70-480 Programming in HTML5 with JavaScript and CSS3 (MCSD): Programming in HTML5 with JavaScript and CSS3 The Web Game Developer's Cookbook: Using JavaScript and HTML5 to Develop Games (Game Design) Game Programming Algorithms and Techniques: A Platform-Agnostic Approach (Game Design) Xamarin Mobile Application Development: Cross-Platform C# and Xamarin.Forms Fundamentals Cross-Platform Development in C++: Building Mac OS X, Linux, and Windows Applications Xamarin Cross-platform Application Development - Second Edition Cross-Platform GUI Programming with wxWidgets PhoneGap Essentials: Building Cross-platform Mobile Apps (Older Version 2012) PhoneGap Essentials: Building Cross-Platform Mobile Apps Professional Cross-Platform Mobile Development in C# Building Cross-Platform Apps using Titanium, Alloy, and Appcelerator Cloud Services Cross-Platform Development in C++: Building Mac OS X, Linux, and Windows Applications (Adobe Reader) Enyo: Up and Running: Build Native-Quality Cross-Platform JavaScript Apps

[Dmca](#)