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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

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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.

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