



## Build an HTML5 Game [ A Developer's Guide with CSS and JavaScript

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No Starch Press,  
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Electronic books

Monografía

A hands-on guide to web game development for programmers interested in building games using HTML5, CSS3, and JavaScript

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**Título:** Build an HTML5 Game electronic resource] A Developer's Guide with CSS and JavaScript

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**Descripción física:** 1 online resource (220 p.)

**Nota general:** Description based upon print version of record

**Contenido:** About the Author; Brief Contents ; Contents in Detail ; Preface; Acknowledgments; Introduction; Why Build HTML5 Games?; Using Skills You Already Have; Multi-environment Development; A Rapidly Improving Platform; About This Book; Who This Book Is For; Overview; Depth of Coverage; How to Use This Book; Part 1: Building a Game with HTML, CSS, and JavaScript; Chapter 1: Preparation and Setup ; How the Game Is Played; Building the Game; Development and Testing Environment; Web Browser Testing; Debugging in the Web Browser; Laying Out the Game Screen; Creating Panels with HTML and CSS Code Structure Adding the First Scripts; The Modernizr and jQuery Libraries; Adding the Modernizr Library; Loading in Scripts with Modernizr; Modular JavaScript; User Interface and Display Scripts; Summary ; Further Practice; Chapter 2: Sprite Animation Using jQuery and CSS; Principles of CSS Sprites; Creating the Game Board ; Adding Sprites; Animation and the Bubble Class; Calculating Angle and Direction; Firing and Animating Bubbles; Summary; Further Practice; Chapter 3: Game Logic; Drawing the Game Board; Rendering the Level; The Bubble Queue; Detecting Collisions; Collision Geometry Collision Detection Logic Reacting to Collisions; Adding the Bubble to the Board; Locking the Bubble into the Grid; Summary; Further Practice; Chapter Benefits of CSS Basic CSS Transitions; How to Write a Transition; Color-Changing Buttons; Basic CSS Transformations; How to Write a Transformation; Scaling a Button; CSS Transitions in Place of jQuery animate; Disadvantages of CSS Transitions; Summary; Further Practice; Chapter 6: Rendering Canvas Sprites; Detecting Canvas Support; Drawing to the Canvas; Image Rendering; Canvas Elements; Rotating a Canvas; Sprite Rendering; Defining and Maintaining States ; Preparing the State Machine; Implementing States; Sprite Sheets and the Canvas; The Canvas Renderer; Moving Sprites on

the Canvas Animating Canvas Sprite FramesSummary; Further Practice; Chapter 7: Levels, Sound, and More; Multiple Levels and High Scores; New Game State Variables; Display Level and Score; Ending Levels Efficiently; High Score Persistence with Web Storage; Web Storage vs. Cookies; Adding Data to Web Storage; Smoothing Animations with requestAnimationFrame; A New Perspective on Frame Updates; Code Compatibility with Polyfills; Adding Sound with HTML5 ; The HTML5 Audio API; Popping Bubbles: Complete with Sound; Summary; Further Practice; Chapter WebSockets

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