

HTML5 Games: Creating Fun with HTML5, CSS3 and WebGL

By Jacob Seidelin

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HTML5 Gamesshows you how to combine HTML5, CSS3 and JavaScript to make games for the web and mobiles - games that were previously only possible with plugin technologies like Flash. Using the latest open web technologies, you are guided through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL and WebSockets.

Inside, Jacob Seidelin shows you how features available in HTML5 can be used to create games. First, you will build a framework on which you will create your HTML5 game. Then each chapter covers a new aspect of the game including user input, sound, multiplayer functionality, 2D and 3D graphics and more. By the end of the book, you will have created a fully functional game that can be played in any compatible browser, or on any mobile device that supports HTML5.

Topics include:

- Dealing with backwards compatibility
- Generating level data
- Making iOS and Android web apps
- Taking your game offline
- Using Web Workers
- Persistent Game Data
- Drawing with Canvas
- Capturing player input
- Creating 3D graphics with WebGL
- Textures and lighting
- Sound with HTML5 Audio

And more…

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