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## LEARNING HTML5 GAME PROGRAMMING: A HANDS-ON GUIDE TO BUILDING ONLINE GAMES USING CANVAS, SVG, AND WebGL



Pearson Education (US), United States, 2011. Paperback. Book Condition: New. 224 x 178 mm. Language: English . Brand New Book. Get Started Fast with HTML5 Online Game Programming! HTML5 will transform web and mobile gaming. As new browsers rapidly adopt it, HTML5 will do everything legacy technologies such as Flash and Silverlight have done-and much more. In Learning HTML5 Game Programming, pioneering developer James L. Williams gives you all the knowledge, code, and insights you'll need to get started...

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- Authored by James L. Williams
- Released at 2011



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