Learning HTML5 by Creating Fun Games

By Rodrigo Silveira

Packt Publishing Limited. Paperback. Book Condition: New. Paperback. 374 pages. Dimensions: 9.2in. x 7.5in. x 1.2in.Learn one of the most popular markup languages by creating simple yet fun games Overview Learn the basics of this emerging technology and have fun doing it Unleash the new and exciting features and APIs of HTML5 Create responsive games that can be played on a browser and on a mobile device In Detail HTML is fast, secure, responsive, interactive, and stunningly beautiful. It lets you target the largest number of devices and browsers with the least amount of effort. Working with the latest technologies is always fun and with a rapidly growing mobile market, it is a new and exciting place to be. Learning HTML5 by Creating Fun Games takes you through the journey of learning HTML5 right from setting up the environment to creating fully-functional games. It will help you explore the basics while you work through the whole book with the completion of each game. Learning HTML5 by Creating Fun Games takes a very friendly approach to teaching fun, silly games for the purpose of giving you a thorough grounding in HTML5. The book has only as much theory as it has...

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