



Beginning HTML5 Games with CreateJS

Brad Manderscheid

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Beginning HTML5 Games with CreateJS provides a hands-on approach to get you up and running with the most comprehensive tools available for HTML5 Canvas game development. Whether you are brand new to making games or an experienced game developer, you'll learn to fully utilize the CreateJS suite to bring your new or existing game techniques to desktop and mobile devices.

This book covers everything from creating graphics in HTML5 Canvas to capturing user input (whether from keyboard, mouse, or touch) to using a state machine for efficient game control. There are practical (and fun) examples throughout the book, with four full game projects, including a mobile RPG. The book also covers optimizing your games for mobile and publishing them to app stores.

HTML5 games are growing more and more popular, and the demand for HTML5 Canvas skills is on the rise. The CreateJS suite is a powerful toolset that will help you manage Canvas drawing and animations, asset loading, sound management, complex tweening, and much more. Using these robust libraries, you can build powerful and engaging games that reach a wide range of audiences and devices.

What you'll learn

- HTML5 Canvas drawing and animations using EaselJS and TweenJS
- Loading and managing assets using PreloadJS
- Sound management using SoundJS
- Core game development techniques such as state machines and object pooling
- Extending EaselJS DisplayObjects using object-oriented JavaScript
- JavaScript debugging
- Wrapping HTML5 games and publishing them to app store

Who this book is for

Beginning HTML5 Games with CreateJS is written for both the new and experienced game developer. It covers an in-depth look at the APIs in each part of the CreateJS suite, and teaches you how to use them in game development scenarios. If you're an experienced developer it will show you how to take your existing gaming techniques and learn how to apply them to the HTML stack using object-oriented programming in JavaScript. *Beginning HTML5 Games with CreateJS* is a must-read book for anybody wanting to learn more about HTML5 game development using this extremely popular suite of tools.

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Michael Chapman:

This Beginning HTML5 Games with CreateJS book is just not ordinary book, you have it then the world is in your hands. The benefit you receive by reading this book is usually information inside this guide incredible fresh, you will get information which is getting deeper you actually read a lot of information you will get. This particular Beginning HTML5 Games with CreateJS without we understand teach the one who studying it become critical in considering and analyzing. Don't become worry Beginning HTML5 Games with CreateJS can bring if you are and not make your handbag space or bookshelves' become full because you can have it in your lovely laptop even phone. This Beginning HTML5 Games with CreateJS having very good arrangement in word along with layout, so you will not experience uninterested in reading.

Lonnie Fazio:

Playing with family within a park, coming to see the sea world or hanging out with friends is thing that usually you have done when you have spare time, then why you don't try point that really opposite from that. One activity that make you not experience tired but still relaxing, trilling like on roller coaster you are ride on and with addition of information. Even you love Beginning HTML5 Games with CreateJS, you may enjoy both. It is excellent combination right, you still want to miss it? What kind of hangout type is it? Oh seriously its mind hangout fellas. What? Still don't obtain it, oh come on its named reading friends.

William Tietjen:

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Lowell Decoteau:

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