

Cross-platform game programming emphasizing
mobile platforms and touch-based interfaces



Building JavaScript Games

for Phones, Tablets, and Desktop

Arjan Egges

Apress®

Building Javascript Games For Phones Tablets And Desktop

Stephen Gose



Building Javascript Games For Phones Tablets And Desktop:

Building JavaScript Games Arjan Egges, 2014-09-30 Building JavaScript Games teaches game programming through a series of engaging arcade style games that quickly expand your JavaScript and HTML5 skills JavaScript is in the top ten most used programming languages world wide and is the basis for applications that can run in any modern browser on any device from smart phone to tablet to PC Especial emphasis is given to touch based interface but all games also run using a regular mouse and keyboard setup The four games you ll develop from reading this book are Painter Jewel Jam Penguin Pairs Tick Tick These four games are casual arcade style games representing the aim and shoot puzzle maze and platform styles of game play The approach in Building JavaScript Games follows the basic structure of a game rather than the syntax of a language From almost the very first chapter you are building games to run on your phone or other device and show to your friends Successive projects teach about handling player input manipulating game objects designing game worlds managing levels and realism through physics All told you ll develop four well designed games making Building JavaScript Games one of the most enjoyable ways there is to learn about programming browser based games The final chapters in the book contain a very nice bonus of sorts In them you will find excerpts from interviews with two prominent people from the game industry Mark Overmars who is CTO of Tingly Games and creator of GameMaker and Peter Vesterbacka the CMO of Rovio Entertainment the creators of the Angry Birds franchise Their insight and perspective round off what is already a fun and valuable book

C, C++, Java, Python, PHP, JavaScript and Linux For Beginners Manjunath.R, 2020-04-13 An Introduction to Programming Languages and Operating Systems for Novice Coders An ideal addition to your personal elibrary With the aid of this indispensable reference book you may quickly gain a grasp of Python Java JavaScript C C CSS Data Science HTML LINUX and PHP It can be challenging to understand the programming language s distinctive advantages and charms Many programmers who are familiar with a variety of languages frequently approach them from a constrained perspective rather than enjoying their full expressivity Some programmers incorrectly use Programmatic features which can later result in serious issues The programmatic method of writing programs the ideal approach to use programming languages is explained in this book This book is for all programmers whether you are a novice or an experienced pro Its numerous examples and well paced discussions will be especially beneficial for beginners Those who are already familiar with programming will probably gain more from this book of course I want you to be prepared to use programming to make a big difference C C Java Python PHP JavaScript and Linux For Beginners is a comprehensive guide to programming languages and operating systems for those who are new to the world of coding This easy to follow book is designed to help readers learn the basics of programming and Linux operating system and to gain confidence in their coding abilities With clear and concise explanations readers will be introduced to the fundamental concepts of programming languages such as C C Java Python PHP and JavaScript as well as the basics of the Linux operating system The book offers step by step guidance on how to write and

execute code along with practical exercises that help reinforce learning Whether you are a student or a professional C C Java Python PHP JavaScript and Linux For Beginners provides a solid foundation in programming and operating systems By the end of this book readers will have a solid understanding of the core concepts of programming and Linux and will be equipped with the knowledge and skills to continue learning and exploring the exciting world of coding **Mastering the Interview:**

80 Essential Questions for Software Engineers Manjunath.R,2023-05-19 The Software Engineer's Guide to Acing Interviews Software Interview Questions You'll Most Likely Be Asked Mastering the Interview 80 Essential Questions for Software Engineers is a comprehensive guide designed to help software engineers excel in job interviews and secure their dream positions in the highly competitive tech industry This book is an invaluable resource for both entry level and experienced software engineers who want to master the art of interview preparation This book provides a carefully curated selection of 80 essential questions that are commonly asked during software engineering interviews Each question is thoughtfully crafted to assess the candidate's technical knowledge problem solving abilities and overall suitability for the role This book goes beyond just providing a list of questions It offers in depth explanations detailed sample answers and insightful tips on how to approach each question with confidence and clarity The goal is to equip software engineers with the skills and knowledge necessary to impress interviewers and stand out from the competition Mastering the Interview 80 Essential Questions for Software Engineers is an indispensable guide that empowers software engineers to navigate the interview process with confidence enhance their technical prowess and secure the job offers they desire Whether you are a seasoned professional or a recent graduate this book will significantly improve your chances of acing software engineering interviews and advancing your career in the ever evolving world of technology *Linux Commands, C, C++, Java and Python Exercises For Beginners* Manjunath.R,2020-03-27 Hands On Practice for Learning Linux and Programming Languages from Scratch Are you new to Linux and programming Do you want to learn Linux commands and programming languages like C C Java and Python but don't know where to start Look no further An approachable manual for new and experienced programmers that introduces the programming languages C C Java and Python This book is for all programmers whether you are a novice or an experienced pro It is designed for an introductory course that provides beginning engineering and computer science students with a solid foundation in the fundamental concepts of computer programming In this comprehensive guide you will learn the essential Linux commands that every beginner should know as well as gain practical experience with programming exercises in C C Java and Python It also offers valuable perspectives on important computing concepts through the development of programming and problem solving skills using the languages C C Java and Python The beginner will find its carefully paced exercises especially helpful Of course those who are already familiar with programming are likely to derive more benefits from this book After reading this book you will find yourself at a moderate level of expertise in C C Java and Python from which you can take yourself to the next levels The command line interface is one of the nearly all well built trademarks of

Linux There exists an ocean of Linux commands permitting you to do nearly everything you can be under the impression of doing on your Linux operating system However this at the end of time creates a problem because of all of so copious commands accessible to manage you don t comprehend where and at which point to fly and learn them especially when you are a learner If you are facing this problem and are peering for a painless method to begin your command line journey in Linux you ve come to the right place as in this book we will launch you to a hold of well liked and helpful Linux commands This book gives a thorough introduction to the C C Java and Python programming languages covering everything from fundamentals to advanced concepts It also includes various exercises that let you put what you learn to use in the real world With step by step instructions and plenty of examples you ll build your knowledge and confidence in Linux and programming as you progress through the exercises By the end of the book you ll have a solid foundation in Linux commands and programming concepts allowing you to take your skills to the next level Whether you re a student aspiring programmer or curious hobbyist this book is the perfect resource to start your journey into the exciting world of Linux and programming

Swift Game Programming for Absolute Beginners Arjan Egges,2015-08-03 Concepts of game programming are explained well and no prior knowledge of Swift language programming is required The images and audio provided are professional and clean William Fahle Computing Review May 31 2016 Swift Game Programming for Absolute Beginners teaches Apple s Swift language in the context of four fun and colorful games Learn the Swift 2 0 language and learn to create game apps for iOS at the same time a double win The four games you ll develop while reading this book are Painter Tut s Tomb Penguin Pairs Tick Tick These four games are casual arcade style games representing the aim and shoot casual puzzle and platform styles of game play Professionally developed game assets form part of the book download You ll get professionally drawn sprites and imagery that ll have you proud to show your learning to friends and family The approach in Swift Game Programming for Absolute Beginners follows the structure of a game rather than the syntax of a language You ll learn to create game worlds manage game objects and game states define levels for players to pass through implement animations based upon realistic physics and much more Along the way you ll learn the language but always in the context of fun and games Swift is Apple s new programming language introduced in 2014 to replace Objective C as the main programming language for iOS devices and Mac OS X Swift is a must learn language for anyone targeting Apple devices and Swift Game Programming for Absolute Beginners provides the most fun you ll ever have in stepping over the threshold toward eventual mastery of the language

Phaser Game Design Workbook Stephen Gose,2016-11-08 This is a different book format for game development unlike anything you have seen As I create a generic game in html5 using Phaser js v2 x x gaming frameworks you develop your own game by simply following and translating my easy concepts into your own game design When you complete this workbook unlike other game development books you will have your own game not a carbon copy of the author s This workbook is divided in two parts of bundled chapters For example if you have never created an online game in html5 and JavaScript you

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Play Among Books Miro Roman,Alice _ch3n81,2021-12-06 How does coding change the way we think about architecture This question opens up an important research perspective In this book Miro Roman and his AI Alice_ch3n81 develop a playful scenario in which they propose coding as the new literacy of information They convey knowledge in the form of a project model that links the fields of architecture and information through two interwoven narrative strands in an infinite flow of real books Focusing on the intersection of information technology and architectural formulation the authors create an evolving intellectual reflection on digital architecture and computer science

Object-Oriented JavaScript Ved Antani,Stoyan Stefanov,2017-01-12 Learn everything you need to know about object oriented JavaScript with this comprehensive guide Enter the world of cutting edge development About This Book This book has been updated to cover all the new object oriented features introduced in ECMAScript 6 It makes object oriented programming accessible and understandable to web developers Write better and more maintainable JavaScript code while exploring interactive examples that can be used in your own scripts Who This Book Is For This book is ideal for new to intermediate JavaScript developers who want to prepare themselves for web development problems solved by object oriented JavaScript What You Will Learn Apply the basics of object oriented programming in the JavaScript environment Use a JavaScript Console with complete mastery Make your programs cleaner faster and compatible with other programs and libraries Get familiar with Iterators and Generators the new features added in ES6 Find out about ECMAScript 6 s Arrow functions and make them your own Understand objects in Google Chrome developer tools and how to use them Use a mix of prototypal inheritance and copying properties in your workflow Apply reactive programming techniques while coding in JavaScript In Detail JavaScript is an object oriented programming language that is used for website development Web pages developed today currently follow a paradigm that has three clearly distinguishable parts content HTML presentation CSS and behavior JavaScript JavaScript is one important pillar in this paradigm and is responsible for the running of the web pages This book will take your JavaScript skills to a new level of sophistication and get you prepared for your journey through professional web development Updated for ES6 this book covers everything you will need to unleash the power of object oriented programming in JavaScript while building professional web applications The book begins with the basics of object

oriented programming in JavaScript and then gradually progresses to cover functions objects and prototypes and how these concepts can be used to make your programs cleaner more maintainable faster and compatible with other programs libraries By the end of the book you will have learned how to incorporate object oriented programming in your web development workflow to build professional JavaScript applications Style and approach Filled with practical instructions the book shows you how to implement object oriented features of JavaScript in the real world The to the point nature of the book will benefit developers who are looking for a fast paced guide to learn object oriented JavaScript [HTML5 Games](#) Jacob

Seidelin,2011-11-30 Discover new opportunities for building 2D and 3D games with HTML5 The newest iteration of HTML5 HTML5 can be used with JavaScript CSS3 and WebGL to create beautiful unique engaging games that can be played on the web or mobile devices like the iPad or Android phones Gone are the days where games were only possible with plugin technologies such as Flash and this cutting edge book shows you how to utilize the latest open web technologies to create a game from scratch using Canvas HTML5 Audio WebGL and WebSockets You ll discover how to build a framework on which you will create your HTML5 game Then each successive chapter covers a new aspect of the game including user input sound multiplayer functionality 2D and 3D graphics and more Aims directly at a new way to develop games for the web through the use of HTML5 Demonstrates how to make iOS and Android web apps Explains how to capture player input create 3D graphics and incorporate textures lighting and sound Guides you through the process of creating a game from scratch using Canvas HTML5 Audio WebGL and WebSockets By the end of this invaluable 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 **Mobile Computing, Applications, and Services** Joy Zhang,Jarek Wilkiewicz,Ani Nahapetian,2012-07-16 This book constitutes the thoroughly

refereed post conference proceedings of the Third International Conference on Mobile Computing Applications and Services MobiCASE 2011 held in Los Angeles CA USA during October 24 27 2010 The 18 revised full papers presented together with 12 revised poster papers were carefully reviewed and selected from numerous submissions The conference papers are organized in seven technical sessions covering the topics of mobile pervasive applications system issues location aware services mobile phone based systems mobile Web and services tools for mobile environments and mobile application development issues

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