USING JAVASCRIPT AND HTML5 TO DEVELOP GAMES

THE WEB GAME DEVELOPER'S COOKBOOK

Evan BURCHARD

Praise for *The Web Game Developer's Cookbook*

"*The Web Game Developer's Cookbook* is a fun hands-on introduction both to building games and to web technologies. Learning through making is an empowering, exciting first step."

—**Jonathan Beilin**
DIY.org

"It is not only a book about libraries: it teaches how web pages work, how games work, and how to put everything together. Study one, learn three: best deal ever."

—**Francesco "KesieV" Cottone**
Web Alchemist, and Technical Advisor at Vidiemme Consulting

"A wonderful overview of the HTML5 Game Development landscape, covering a wide range of tools and 10 different game genres."

—**Pascal Rettig**
Author of *Professional Mobile HTML5 Game Development*

"With a friendly and reassuring tone, Burchard breaks down some of the most well-known gaming genres into their basic ingredients. *The Web Game Developer's Cookbook* transforms a seemingly daunting task into an approachable crash course even for those who've never written a line of code before."

—**Jason Tocci, Ph.D.**
Writer, Designer, and Researcher

Web Game Developer's Cookbook, The: Using JavaScript and HTML5 to Develop Games

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