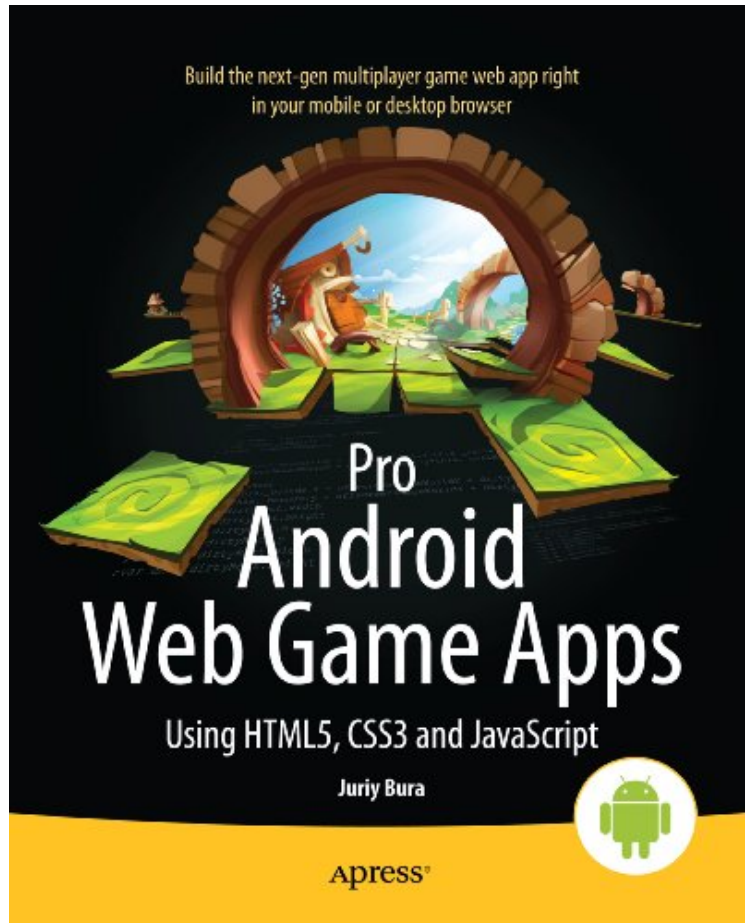


# Pro Android Web Game Apps: Using HTML5, CSS3 and JavaScript

Von Juriy Bura, Paul Coates

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**Von Juriy Bura, Paul Coates : Pro Android Web Game Apps: Using HTML5, CSS3 and JavaScript** before purchasing it in order to gage whether or not it would be worth my time, and all praised Pro Android Web Game Apps: Using HTML5, CSS3 and JavaScript:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Tolles BuchVon k fkann ich nur weiter empfehlen !! Hat mir bei meinem Projekt im Studium sehr weiter geholfen. Und dazu sehr aktuell!

KurzbeschreibungDive into game development and create great multiplayer online games with Pro Android Web Game Apps. This hands-on guide covers both the theory and practice of browser game development for the Android

platform. You'll use cutting-edge technologies to make game engines in your browser, establish real-time server communication, and create amazing gaming experiences with artificial intelligence and rich media. Bring your knowledge of HTML and JavaScript to the next level with Pro Android Web Game Apps. You are guided through exciting projects that give you firsthand experience with core game app development concepts. You'll start with a blank HTML page, and by the end of the book, have the skills needed to create a multiplayer online game with rich graphics, sound, animation, and more even if you have no previous games development or server-side experience. What you'll learn How to set up your development environment, run applications, and debug and profile code How to work with graphics and animations in a browser How to optimize rendering and make your games run faster How to handle events and user input Build an isometric game engine Learn the basics of 3D programming and WebGL How to use JavaScript to create full-blown server-side support for your games How to enrich your games using artificial intelligence Who this book is for The book is intended for developers with some generic HTML and JavaScript background who want to boost their experience to the next level and learn how to utilize browsers to build attractive multiplayer games for Android platform. No previous games development or server-side knowledge is required.

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**ber den Autor und weitere Mitwirkende** Juriy Bura is a software engineer who lives in Kiev, Ukraine with his wife and daughter. Having more than seven years of experience in Java and JavaScript, he is sure that game development is the area with the most fun concentrated in a line of code. His passion for games development started at the age of 10, when he got his first PC. After few days, he asked: "Playing is fun, but how do I make my own game?" With that thought in mind and after never-ending programming experiments, he graduated from the cybernetics department of Kiev National University already being a part-time J2ME game developer. For the past three years, he has worked as an independent consultant, with his main area of expertise being rich web applications for both desktop and mobile platforms. Juriy spends his spare time with family or playing board games in a small geek club. When he's not lucky throwing the die, he takes his airsoft equipment and drives outside to play a first-person shooter with his buddies.