Making Isometric Social Real-Time Games with HTML5, CSS3, and JavaScript

By Mario Andres Pagella

O'Reilly Media. Paperback. Book Condition: New. Paperback. 156 pages. Dimensions: 9.3in. x 7.0in. x 0.4in.Anyone familiar with Zyngas Farmville understands how fun and addictive real-time social games can be. This hands-on guide shows you how to design and build one of these games from start to finish, with nothing but open source tools. Youll learn how to render graphics, animate with sprites, add sound, validate scores to prevent cheating, and more, using detailed examples and code samples. By the end of the book, youll complete a project called Tourist Resort that combines all of the techniques youve learned. Youll also learn how to integrate your game with Facebook. If youre familiar with JavaScript, HTML5, and CSS3, youre ready to get started. Use HTML5s canvas element to build smooth animations with spritesCreate an isometric grid pattern for high-performance graphicsDesign a GUI that works equally well on mobile devices and PCsAdd sound to your game with HTML5s audio elementImplement the games path-finding function with WebWorkersBuild a client data model on the server with PHP and MySQLMake your game come alive with dynamic CSS3 objects This item ships from multiple locations. Your book may arrive from Roseburg,OR, La Vergne,TN. Paperback.

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