HTML5 Game Development with ImpactJS

Davy Cielen, Arno Meysman

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With basic knowledge of JavaScript, CSS, and HTML you could soon be designing and selling your own 2D games. This book takes you through the whole process using the ImpactJS engine. A fun, involving guide.

Overview

- A practical hands-on approach to teach you how to build your own game from scratch.
- Learn to incorporate game physics.
- How to monetize and deploy to the web and mobile platforms.

In Detail

ImpactJS is a JavaScript library specially geared towards building 2-dimensional games. It is intuitive and versatile and allows the game developer to get results in no time while keeping an easy overview when games grow more complex. Games built with ImpactJS can be published on websites and even as an app on both Android and iOS.

With "HTML5 Game Development with ImpactJS", building games for the Web and app markets has never been so easy. Using the ImpactJS JavaScript engine, you only need this book and basic knowledge of JavaScript in order to build and publish your own game.

"HTML5 Game Development with ImpactJS" allows a single person to build a full game. Using only basic knowledge of JavaScript and this book, you will end up publishing a 2D game for the entire world to enjoy. You will learn to set up a working environment and gather all the necessary tools and resources your game needs. Develop both a top-down and a side scroller game, integrate physics such as gravity, and deploy your game as an app or to your website.

What you will learn from this book

- Set up a game development environment on your computer.
- Find and use resources such as graphics, music, and sound effects.
- Integrate the Box2D engine in ImpactJS to make a side scroller game with realistic physics.
- Build a top-down game using solely the ImpactJS engine.
- Optimize and prepare your games for computer screens and mobile browsers.
- Turn your HTML5 game into an app for Google Play, Apple, and Chrome app stores.

Approach

HTML5 Game Development with ImpactJS is an insightful, friendly guide that will amaze users with its ease of use in game development. It consists of several informative yet simple instructions, which help develop and build your skill set and knowledge base.

Who this book is written for

This book is for anyone with basic knowledge of JavaScript, CSS, and HTML. If you have the desire to build

your own game for your website or an app store but have no idea how and where to begin, this book is for you.

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