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Learning Html5 Game Programming A

This tutorial teaches more than just game development. It teaches the new features in HTML5, and how you can use them to create applications and websites. This course lasts six weeks, and you can take it for free.. Ed X says the course will require between 6 and 8 hours of work per week. They offer a certificate of completion for under \$100. And by under \$100 we just mean \$99.

The Ultimate List of HTML5 Game Development Tutorials

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Introduction. It would be difficult to have missed the "HTML5 vs Flash" articles that have sprung up all over the web, particularly since Steve Jobs's Thoughts on Flash last year, and Microsoft's announcement this week that Windows 8's web browser won't support Flash on tablets by default. I'm not going to get into that debate here; whatever your opinion, there's no harm in learning HTML5.

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The aim of this tutorial series is to let you get familiar with game programming in HTML5, and game programming in general. If you haven't done this before, it requires a new way of thinking. You don't just run a piece of code once, but you'll do this many times per second inside a game loop and this takes a whole new approach.

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HTML5 - a game changer 34 Learning HTML5 through game development 35 Summary 36 Chapter 2: HTML5 Typography 39 The game 39 Game elements 42 The options widget 43 The game title 43 Boat 44 Sky44 Waves 44 Tracks 44 Players 44 The main container 45 Words to write 45 Words written 45 The message container 45 The message title 45 The new champion ...

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