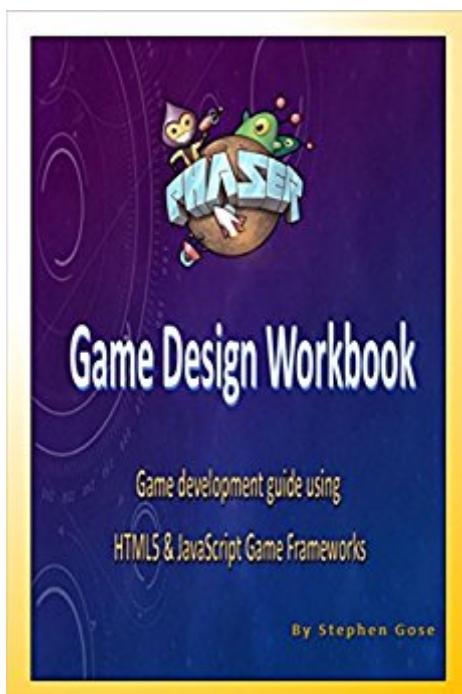


The book was found

# Phaser.js Game Design Workbook: Game Development Guide Using Phaser JavaScript Game Framework



## Synopsis

This is a different book format for game development -- unlike anything you have seen. As I create a generic game in html5 using Phaser.js (and ES6 Lazer.js) Gaming Frameworks, you develop your own game, by simply following and translating my easy concepts, into your own game design. When you complete this workbook, unlike other game development books, you will have your own game, not a carbon-copy of the author's. This workbook is divided in two parts of bundled chapters! For example, if you have never created an online game in html5 and JavaScript, you might like to read Part I (Chapters 1 through 3), while a seasoned game developer might start with Part II (chapters 4 through 8) and scour the appendix. The workbook's appendix is a resource dictionary of available books, and open-source FREE assets on the Internet. Each chapter guides you in my decision/design process ("agile" project management); you will discover why I chose various business and software outcomes -- all of this, in well-commented source code files (external to this book's content), so you can convert into your own production pipeline. Updated 19 Nov 2016 to Phaser release 2.7 (last and final release prior to Lazer/Phaser 3) In summary, you complete your own exciting game, in your selected genre, using free open-source Phaser JavaScript Framework, and other JavaScript tools by following this step-by-step workbook. The power of Phaser JavaScript Framework is exposed for your development.

## Book Information

File Size: 8088 KB

Print Length: 249 pages

Simultaneous Device Usage: Unlimited

Publisher: Stephen Gose LLC; 1 edition (November 7, 2016)

Publication Date: November 7, 2016

Sold by: Digital Services LLC

Language: English

ASIN: B01N8WOBY2

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #414,802 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #24

inÃ  Books > Teens > Education & Reference > Science & Technology > Computers > Programming #36 inÃ  Kindle Store > Kindle eBooks > Children's eBooks > Computers & Technology > Programming #39 inÃ  Kindle Store > Kindle eBooks > Teen & Young Adult > Education & Reference > Science & Technology > Computers

[Download to continue reading...](#)

Phaser.js Game Design Workbook: Game development guide using Phaser JavaScript Game Framework JAVASCRIPT FUNDAMENTALS: JavaScript Syntax, What JavaScript is Use for in Website Development, JavaScript Variable, Strings, Popup Boxes, JavaScript Objects, Function, and Event Handlers JAVASCRIPT: Easy JavaScript Programming For Beginners. Your Step-By-Step Guide to Learning JavaScript Programming (JavaScript Series) Java: The Ultimate Guide to Learn Java and Javascript Programming Programming, Java, Database, Java for dummies, how to program, javascript, javascript ... Developers, Coding, CSS, PHP Book 2) Effective JavaScript: 68 Specific Ways to Harness the Power of JavaScript (Effective Software Development Series) Functional Programming in JavaScript: How to improve your JavaScript programs using functional techniques JavaScript: 2 Books in 1: Beginner's Guide + Tips and Tricks to Programming Code with JavaScript JavaScript: Programming Basics for Absolute Beginners (Step-By-Step JavaScript Book 1) Learning PHP, MySQL & JavaScript: With jQuery, CSS & HTML5 (Learning Php, Mysql, Javascript, Css & Html5) FrameWork for the Lower Back:Ã  A 6-Step Plan for a Healthy Lower Back (FrameWork Active for Life) Ict Framework Solutions: Year 8 (Ict Framework Solutions S.) Programming Entity Framework: DbContext: Querying, Changing, and Validating Your Data with Entity Framework JavaScript and JQuery: Interactive Front-End Web Development Building Web Applications with Visual Studio 2017: Using .NET Core and Modern JavaScript Frameworks Learning Web Design: A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics Graphic Design Success: Over 100 Tips for Beginners in Graphic Design: Graphic Design Basics for Beginners, Save Time and Jump Start Your Success (graphic ... graphic design beginner, design skills) Color Design Workbook: A Real World Guide to Using Color in Graphic Design Color Design Workbook: New, Revised Edition: A Real World Guide to Using Color in Graphic Design Web Design with HTML, CSS, JavaScript and jQuery Set Enhancing Professional Practice: A Framework for Teaching, 2nd Edition (Professional Development)

[Contact Us](#)

[DMCA](#)

Privacy

FAQ & Help