



# Desenvolvimento de Jogos em HTML5 (Portuguese Edition)

*Denilson Bonatti*

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Metodologia passo a passo; Desenvolva jogos para web, celulares e Facebook. Você encontrará neste livro o resultado da experiência do autor de anos de criação de material didático sobre desenvolvimento de jogos para diversas instituições de ensino do Brasil. Este livro é destinado a leigos no assunto e àqueles que desejam migrar o desenvolvimento de jogos de outra plataforma para o HTML5. Uma das dificuldades dos desenvolvedores de jogos é encontrar uma plataforma de desenvolvimento compatível com os diversos dispositivos móveis disponíveis no mercado e também com os diferentes navegadores (browsers). Utilizando o HTML5 juntamente com as folhas de estilo CSS3 e o JavaScript, é possível desenvolver jogos de forma rápida e compatível com diversas plataformas, incluindo dispositivos móveis. No livro são encontradas as etapas de desenvolvimento de jogos em HTML5, CSS3 e JavaScript do início ao fim, utilizando a didática passo a passo em seu desenvolvimento. Os jogos serão publicados de forma que possam ser acessados via browser, aplicativo de Facebook e aplicativo nativo para Android (celulares e tablets).

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