



Making Games: With JavaScript

Christopher Pitt

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Develop games using the JavaScript web scripting language. This compact short book will help you learn how to use modern JavaScript to make games for web browsers. They're effortless to use and they work everywhere. If you've ever wanted to make a game, join author Christopher Pitt. You'll start with nothing and build fun games, in no time at all.

What You'll Learn

- Make a game using JavaScript
- Master the game loop
- Handle player input, collision detection, gravity, ladders, and stairs
- Work with camera locking, mobs, and health
- Manage game inventory
- Handle mapping and more

Who This Book Is For

Those who are new to game development with some experience with JavaScript and web development.

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