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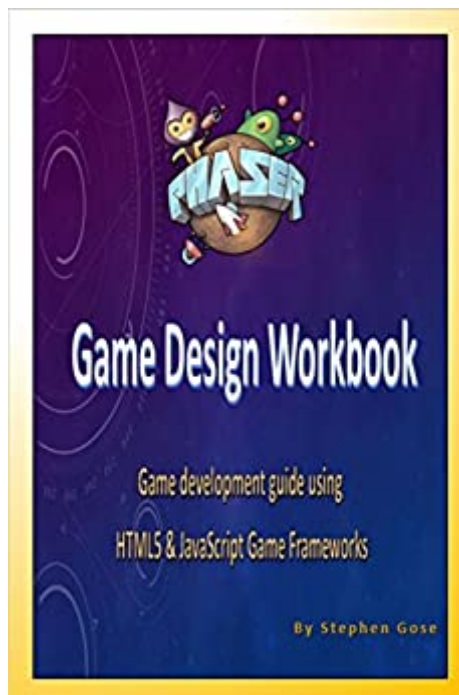
Synopsis

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 scourer 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

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