

Create and Publish HTML5 Games in 24 Hours



Create and Publish HTML5 Games in 24 Hours: A step by step guide to creating games with Phaser 3

★★★★☆ 4.3 out of 5

Language : English
File size : 3977 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 314 pages
Lending : Enabled



Are you interested in learning how to create and publish your own HTML5 games? If so, this book is for you.

This book will teach you everything you need to know to get started with HTML5 game development, including:

- The basics of HTML5 game development
- How to use popular game engines such as Phaser and CreateJS
- How to create your own game assets
- How to publish your game to the web

With this book, you will be able to create and publish your own HTML5 games in just 24 hours.

What You Will Learn

In this book, you will learn:

- The basics of HTML5 game development
- How to use popular game engines such as Phaser and CreateJS
- How to create your own game assets
- How to publish your game to the web

Who This Book Is For

This book is for anyone who wants to learn how to create and publish their own HTML5 games.

Whether you are a complete beginner or have some experience with game development, this book will teach you everything you need to know to get started.

About the Author

The author of this book is a professional game developer with over 10 years of experience.

He has worked on a variety of games for both desktop and mobile devices.

He is passionate about teaching others how to create their own games.

Free Download Your Copy Today

If you are interested in learning how to create and publish your own HTML5 games, then Free Download your copy of this book today.

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