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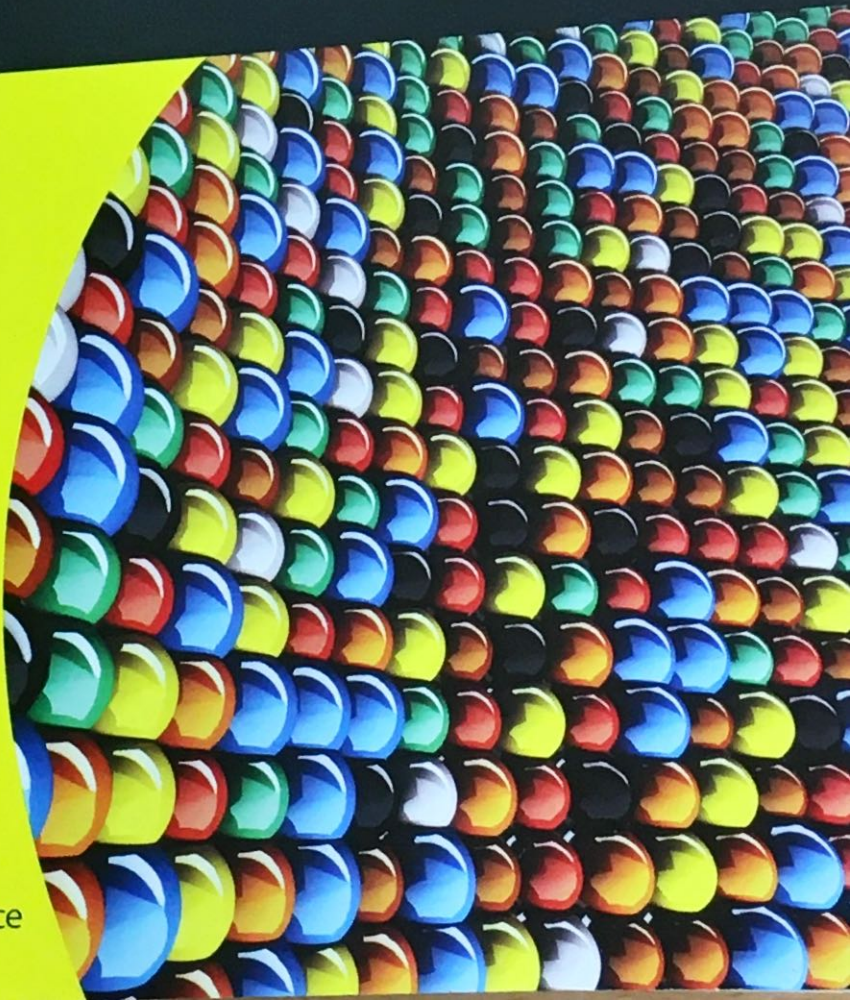
HTML5 **Game Development** **FOR** **DUMMIES®** A Wiley Brand

Learn to:

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- Prepare your creations to work on mobile devices
- Create adventure games, word games, space games, and others
- Apply a basic physics model for more advanced motion

Andy Harris

Author of HTML5 For Dummies Quick Reference



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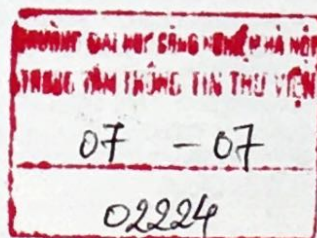
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by Andy Harris



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HTML5 Game Development For Dummies®

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Andy Harris is the author of numerous books on gaming and web development. He taught himself computer programming by building games on the TRS-80 model I, and hasn't stopped playing yet.

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Dedication

I dedicate this book first to Jesus Christ my personal savior.

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The biggest thanks goes to you for reading this book. If you've read any of my other books, thank you so much for your support. If this is your first book with me, welcome aboard! I can't wait to share the fun of game development in HTML5 with you.

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