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HTML5/JavaScript 游戏开发资源列表

HTML5 (/lib/tag/HTML5)2013-12-15 17:38:04 发布

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大量与 HTML5/JavaScript 游戏开发有关的书籍、视频、博客、文章、幻灯片资源。

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#part-i---game-sources)Part I - Game Sources

- Game Tutorials (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#game-tutorials) - Tutorial or tutorial series about game programming with javascript
- Game Blogs (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#game-blogs) - Blogs about game programming with javascript, tutorials, news...
- Game Talks (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#game-talks) - Talks / Presentation about game programming
- Game Design (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#game-design) - The art of game design
- Game Engines (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#game-engines) - choose your game engine
- Game Services (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#game-services) - Services which supports game programmers
- Javascript Games (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#javascript-games) - for inspiration
- Graphics + Sound (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#graphics-and-sound) - some tools for graphics + sound

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#part-ii---game-related)Part II - Game Related

- Learning / Tutorials (HTML5 / CSS / Javascript / Gaming (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#tutorial)
- HTML5 API / Standards / Specifications (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#standard-api)
- HTML5
 - HTML5 Performance (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#html5-performance)
 - HTML5 Demos (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#html5-demos)
- Javascript
 - Javascript Libraries (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#javascript-libraries)
 - Javascript Performance (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#javascript-performance)
 - Javascript Talks (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#javascript-talks)
- Rey Bangos - The Big List of JavaScript, CSS, and HTML Development Tools, Libraries, Projects, and Books (http://blog.reybang.com/the-big-list-of-javascript-css-and-html-development-tools-libraries-projects-and-books/)
- Other
- Books (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#books)
- Email - Newsletter (https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#email-newsletter)

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#game-tutorials)Game Tutorials

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#javascript--canvas)JavaScript - Canvas

- Space Shooter (http://www.html5rocks.com/tutorials/canvas/notearsgame/)
- Developing a Spaceshooter by Mozilla (http://hacks.mozilla.org/2012/03/developing-a-simple-html5-space-shooter/) - source + summary of development for a space shooter
- Breakout Clone (http://billmill.org/static/canvastutorial/index.html)
- Simple Snake Game (http://css-tricks.com/9876-learn-canvas-snake-game/)
- Making Sprite-based Games with Canvas (http://jlongster.com/Making-Sprite-based-Games-with-Canvas)
- HTML 5 Game Development (http://vimeo.com/22875420) - video tutorial serie from Jono X - actually running
- The most simple RPG (http://www.lostdecadegames.com/how-to-make-a-simple-html5-canvas-game/) - Step by step tutorial by Lost Decade Games
- Brickblock Game (http://css.dzone.com/articles/how-write-brikbloc-game-html5)
- Doodle Jump Clone (http://michalbe.blogspot.com/2010/09/simple-game-with-html5-canvas-part-1.html)
- jsPlatformer (http://www.brighthub.com/hubfolio/matthew-casperson/blog/archive/2009/06/29/game-development-with-javascript-and-the-canvas-element.aspx) | js platform game tutorial
- js RPG Game Tutorial (http://dailyjs.com/2011/02/11/crafty/?utm_source=feedburner&utm_medium=feed&utm_campaign=Feed:+dailyjs+%28DailyJS) - made with craftyjs game framework (http://craftyjs.com/)
- Super Mario Bros (http://qfox.nl/weblog/232)
- Tiny Platformer (http://codeincomplete.com/posts/2013/5/27/tiny_platformer/)HTML5 Jump'n Run (http://purplefloyd.wordpress.com/2009/09/11/a-platform-game-written-in-html5/) - no tutorial, but excellent code for study
- Jumper Game with box2d Engine (http://net.tutsplus.com/tutorials/html-css-techniques/build-your-first-game-with-html5/)
- Boulderdash (http://codeincomplete.com/posts/2011/10/25/javascript_boulderdash/)
- HTML5 Game Platformer (http://blogs.msdn.com/b/davrous/archive/2011/09/08/html5-platformer-the-complete-port-of-the-xna-game-to-it-canvas-gt-with-easeljs.aspx)
- Multiplayergame with Websockets (http://rawkes.com/articles/creating-a-real-time-multiplayer-game-with-websockets-and-node.html)
- How to Build a JRPG (http://hub.tutsplus.com/articles/how-to-build-a-jrpg-a-primer-for-game-developers--gamedev-6676)

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#actionscript)actionsript

because actionscript is very similar to javascript. you can definitely take away some concepts.

- Tile Based Games (<http://www.tonypa.pri.ee/tbw/start.html>)

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#game-blogs)Game Blogs

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#blogs-about-gaming)Blogs about gaming

- Blog of Rob Hawkes (<http://rawkes.com/>) - experiments, talks, book, posts
- Blog of glacialflame (<http://glacialflame.com/>) - articles about isometric games
- Blog of That Guy (<http://that-guy.net/articles/>) - nice article serie about tile game engine
- Blog of michalbe (<http://michalbe.blogspot.com/>) - nice tutorials and posts about game engineering
- Old Blog of Marc Wilcox (<http://rebellfive.wordpress.com/>) - New Blog of Marc Wilcox (<http://www.spacemonsters.co.uk/>) - Great HTML5 Game design posts
- Blog of nokarma (<http://nokarma.org/>) - 2 very good posts - does he write a following article?
- Blog about indiegames (<http://www.indiegamepod.com/>) - Videos about indiegames
- Blog of lostdecadegames (<http://blog.lostdecadegames.com/>) - Some interesting posts about game design from the company lostdecadegames
- Blog of Emanuele Feronato (<http://www.emanueleferonato.com/>) - very much posts about flash and game design, but hey, you can learn so much from flash
- Blog of Jake Gordon (<http://codeincomplete.com/>) - very good and detailed posts about some well known games implemented with javascript
- Blog of Bocoup (<http://buildnewgames.com/>) - articles about specific parts for game development

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#blogs-about-experiments--demos)Blogs about experiments / demos

- Blog of mr doob (<http://mrdoob.com/blog/>) - very exciting experiments
- Blog of nihilogic (<http://blog.nihilogic.dk/>) - articles and experiments
- Blog of Ben Joffe (<http://www.benjoffe.com/code/>) - experiments

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#forumsnews-for-general-game-development-no-javascript)Forums/News for General Game Development (no javascript)

- Devmaster (<http://devmaster.net/forums/>)
- Tigsources (<http://forums.tigsources.com/>)
- Indiegame (<http://forums.indiegame.com/>)
- reddit html5 (<http://www.reddit.com/r/html5>)
- reddit html5 games (<http://www.reddit.com/r/html5games>)

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#game-talks)Game Talks

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#video-audio)Video / Audio

- Lunch with Rob Hawkes: HTML5 Games (http://de.justin.tv/marakana_techtv/b/289978824) - by Rob Hawkes - Overview and lessons learned for html5 game programming
- Building a JavaScript-Based Game Engine for the Web (http://www.youtube.com/watch?v=_RRnyChxjIA)
- Multiplayer Gaming with HTML5: Are We Ready? (<http://vimeo.com/22549177>)
- Developing Games for the Web (http://www.youtube.com/watch?v=OnwG8Xb0_S8)
- Angry Birds on HTML5 (<http://www.infoq.com/presentations/Angry-Birds-on-HTML5>) - Challenges to port Angry Birds to Chrome/HTML5
- Lostcast (<http://www.lostdecadegames.com/lostcast/>) - Nice talks about game programming with Javascript. They also provide some very good links.

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#presentations-slides)Presentations / Slides

- 5 tips for your html5 games (<http://www.slideshare.net/ernesto.jimenez/5-tips-for-your-html5-games>)
- 10 tips to get started with html5 games (<http://www.slideshare.net/KukolGregory/10-tips-to-get-started-with-html5-games>)
- HTML5 as a Game Console (<http://www.slideshare.net/michalbu/html5-as-a-game-console>) - by Micha? Budzyński
- HTML5 Game Development with Javascript (<http://www.slideshare.net/robhawkes/ny-html5-game-development-with-html5-javascript>) - by Rob Hawkes

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#game-design)Game Design

- Gameprogrammingpatterns (<http://gameprogrammingpatterns.com/>)
- http://www.gamasutra.com/view/feature/6362/redesigning_wild_ones_into_php (http://www.gamasutra.com/view/feature/6362/redesigning_wild_ones_into_php) - Article about changing a game by 10 design decisions
- Making html5 Games Match your Screen (<http://blog.gopherwoodstudios.com/2011/04/making-html5-games-match-your-screen.html>)

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#game-engines)Game Engines

- Bebraw's Game Engines List (<https://github.com/bebraw/jswiki/wiki/Game-Engines>) - Huge List about existing game engines with some filter criteria
- HTML5 Game Engine (<http://html5gameengine.com/>) - another small game engine list
- Game Engine Comparison (<http://buildnewgames.com/game-engine-comparison/>) - In this article craftyJs, LimeJs and ImpactJs are compared

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#game-services)Game Services

- Scoreoid (<http://www.scoreoid.net/>) - service for scoring lists, leaderboards, in game analytics, ...
- Tapjs (<http://www.tapjs.com/>) - service for scoring lists, leaderboards, ...
- flexpi (<http://flexpi.com/>) - services for gaming - stats, ingame payment, social media
- Easywebsocket (<http://easywebsocket.org/>) - a WebSocket client to broadcast messages to webpages

- clay.io (<http://clay.io/en/avianang>) - service for leaderboards, achievements, data storage, analytics, payment processing, ...

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#javascript-games)Javascript Games

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#game-jams-and-competitions)Game Jams and competitions

- js1k contest (<http://js1k.com/>)
- js10k contest (<http://10k.aneventapart.com/>)
- Ludum Dare (<http://www.ludumdare.com>)
- FiMaRu (<http://www.fightmagicrun.com>)
- html5gamejam (2010) (<http://www.html5gamejam.com/games>)

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#here-you-can-learn-so-much)Here you can learn so much

- Javascriptgaming (<http://www.javascriptgaming.com/>)
- JSarcade (<http://www.jsarcade.com/>)
- demoJs (<http://demojs.org/>)
- banditracer (<http://www.banditracer.eu/>) - micro machines like game written with gamejs framework
- runjumpbuild game (<http://runjumpbuild.com/>) / source (<https://github.com/jonoxia/platform-game>) - online jump'n run editor, share levels with others
- html5-games (<http://pinterest.com/netzwerk/html5-games/>) - great HTML5 games most time with an article and/or sourcecode
- gameisart 2012 (<http://gameweek.gameisart.com/try-the-games/>) - some html5 games made in 1 week
- wizard of wor (<http://wizardofwor.krissz.hu/>) | wizard of wor source (<http://wizardofwor.krissz.hu/source/jWoW.js>)
- boulder dash (<http://boulderdash.krissz.hu/>) | src objects (<http://boulderdash.krissz.hu/source/jDashObjects.js>) | src game (<http://boulderdash.krissz.hu/source/jDashGame.js>) | src kit (<http://boulderdash.krissz.hu/source/jDashCkit.js>) | src sound (<http://boulderdash.krissz.hu/source/jDashSound.js>) | src anim/keyboard (<http://boulderdash.krissz.hu/source/jDash.js>)
- pacman (<http://www.masswerk.at/JavaPac/JS-PacMan2.html>)
- breakout with game engines (<http://city41.github.io/breakouts/>) - the same breakout game implemented with different game engines as example
- bombermine (<http://bombermine.com/>) - massive multiplayer bomberman - check the uncompressed source via browser
- Solitr (<http://www.solitr.com/>) (source (<https://github.com/joliss/solitr>)) - solitaire card games
- Full Screen Mario (<https://github.com/Diogenesthecynic/FullScreenMario>) - awesome HTML5 Mario Clone

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#here-are-some-rememberable-projects---but-mostly-with-compressed-code)Here are some rememberable projects - but mostly with compressed code

- canvasrider (<http://canvasrider.com/>) - it's fun
- freeciv (<http://play.freeciv.org/>) - Online Civilisation clone
- Legend of Zelda - Game Boy emulation (http://grantgalitz.org/get_the_hell_out/LegendOfZelda_Links_Awakening/)
- Treasure Arena (<http://www.treasurearena.com/>) - Zelda like Battle Arena
- Command & Conquer Game (<http://www.adityaravishankar.com/projects/games/command-and-conquer/>) / Command & Conquer Source (<https://github.com/adityaravishankar/command-and-conquer>) - Command & Conquer clone
- Top 20 HTML5 Games (<http://www.netmagazine.com/features/top-20-html5-games>)
- Gaming Mozillalabs (<https://gaming.mozillalabs.com/>)

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#html5-games)HTML5 Games

- html5games (<http://www.html5games.net/>)
- launchgaming (<http://www.lunchgaming.com/>)

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#graphics-and-sound)Graphics and Sound

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#graphic)Graphic

- Opengameart (<http://opengameart.org/>) - Free, legal art for open source game projects
- Free sprites (http://teh_pro.webs.com/sprites.htm)
- Game sprites (<http://sriters-resource.com/>)
- Sprite database (http://neuropod.net/PHP_SDB/) - ripped, not sure if free
- Sprite database (<http://sdb.drshnaps.com/>)
- iconfinder (<http://www.iconfinder.com/>) - sprites with different licenses
- Tiled Map Editor (<http://www.mapeditor.org/>) - free open source tiled map editor
- Arcade Font Engine (<http://nfggames.com/games/fontmaker/>) - online font creator
- Fonts (<http://mfs.sub.jp/font.html>) - fonts
- Spritelib (<http://www.widgetorx.com/widgetorx/portfolio/spritelib.html>) - Free Spritepack licensed under CPL
- gfxlib (<http://www.spicypixel.net/2008/01/10/gfxlib-fuzed-a-free-developer-graphic-library/>) - free developer graphic library licensed under CPL
- 8bitalpha (<http://www.8bitalpha.com/>) - Online Service which resizes your png's from 24 to 8 bits -> for performance improvement
- wpclipart (<http://www.wpclipart.com/>) - Free images with online cropping service
- Sprite (<http://www.kickstarter.com/projects/539087245/sprite/>) - Animation tool - not tried, but looks awesome

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#sound)Sound

- html5media (<http://html5media.info/>) - easy embedding of video and audio
- media.io (<http://media.io/>) - online audio converter
- nosoapradio.us (<http://www.nosoapradio.us/>) - Game music - free
- Playonloop (<http://www.playonloop.com/>) - Game music - free or with costs
- freesound (<http://www.freesound.org/>) - Sounds - free
- Absolute sound effects archive (<http://www.grsites.com/archive/sounds/>) - Soundeffects - free
- modarchive (<http://modarchive.org/>) - a lot of sounds
- soundbible (<http://soundbible.com/>) - a lot of free sound effects

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#learning-tutorials-html5--css--javascript--gaming)Learning / Tutorials (HTML5 / CSS / Javascript / Gaming)

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#landingpages)Landingpages

- Learn HTML5 by Mozilla (<https://developer.mozilla.org/en-US/learn/html5>) - Great Landingpage
- Learn CSS by Mozilla (<https://developer.mozilla.org/en-US/learn/css>) - Great Landingpage

- Learn Javascript by Mozilla (<https://developer.mozilla.org/en-US/learn/javascript>) - Great Landingpage

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#tutorials)Tutorials

- HTML5 Tutorials by HTML5 Rocks (<http://www.html5rocks.com/tutorials/>)
- HTML5 Tutorials by Game Development (<http://www.html5gamedevelopment.org/>) - Game Development News and Tutorials
- HTML5 Tutorials by HTML5Tutorial (<http://www.html5tutorial.info>) - Tutorials
- HTML5 Tutorials by HTML5Tutorial (<http://www.html5andcss3.org>) - Tutorials
- HTML5 Tutorials by HTML5Center (<http://html5center.sourceforge.net/>)
- HTML5 Canvas Tutorials by Mozilla (https://developer.mozilla.org/en/canvas_tutorial)
- HTML5 Canvas Tutorials by HTML5CanvasTutorials (<http://www.html5canvastutorials.com/>)
- HTML5 Canvas Tutorial by Malcolm Sheridan (<http://html5center.sourceforge.net/A-Developer-Guide-to-HTML5-Canvas>) - very good introduction to HTML5 Canvas
- HTML5 Canvas Tutorials by ThxTos (http://www.youtube.com/user/ThyTOS#p/u/8/0C0_Vn-bxbl) - Video tutorial - 8000 bullets animation - german
- HTML5 Canvas Tutorials List (<http://websitemaderight.com/2011/04/html5-canvas-tutorials-and-resources/>) - List of canvas tutorials and resources
- HTML5 Game Dev Tips (<http://blog.clay.io/tag/html5gamedevelopmenttips>) - 3 part series of tips and tricks
- HTML5 News by Gamedev (<http://www.html5gamedevs.com/>) - Gamedeveloper News
- CSS3 Tutorials by ThxTos (<http://www.youtube.com/user/ThyTOS#p/u/6/f-CYAMhxbW4>) - Video tutorials - german
- CSS3 Learning with Fluid Layout Code (<http://www.vanseodeesign.com/css/fluid-layout-code/>)
- CSS3 Deck (<http://cssdeck.com/>) - lot of examples for CSS3
- Javascript Tutorials by Opera (<http://dev.opera.com/articles/javascript/>)
- Javascript Learning in 31 Days (<http://www.bit-101.com/blog/?cat=17>) - Canvas and Javascript Tutorials in 31 Days - search for Javascript Day X
- Javascript Learning by koans (<https://github.com/mrmdavidlaing/javascript-koans>) - learning by finding errors
- Javascript Learning by LearnJs (<http://learnjs.org>) - short useful code snippets
- Javascript Learning by Javascript-Garden (<http://bonsaiden.github.com/JavaScript-Garden/>) - best practises for javascript programming
- Javascript Learning by The Code Player (<http://thecodeplayer.com/>) - Learn HTML5,CSS3,JS Coding the new way, the Walkthroughs way!
- Javascript Learning by Code Avengers (<http://www.codeavengers.com/>) - Learn Javascript interactively in 40 lessons

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#standards-specifications-api)Standards / Specifications / API

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#api)API

- HTML5 Web API (<https://wiki.mozilla.org/WebAPI>)
- HTML5 Doctor (<http://html5doctor.com/>) - API
- HTML5 Canvas (<http://canvas.quaese.de/>) - API - german

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#specification)Specification

- HTML5 specification (<http://developers.whatwg.org/>) - Standard - a readable HTML5 specification for web developers
- Javascript Reference by Mozilla (<https://developer.mozilla.org/en/JavaScript>)

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#standards)Standards

- Front end development guidelines (<http://tutorials.github.com/Front-End-Development-Guidelines/>) - best practises for front end development
- idiomatic.js (<https://github.com/rwldrn/idiomatic.js>) - Principles of Writing Consistent, Idiomatic JavaScript
- Whats new in a specification? (<https://github.com/espadrine/New-In-A-Spec>) - Overview of Changes in HTML5, ES5, ES6, DOM4, ...

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#compatibility-feature-detection)Compatibility / Feature Detection

- HTML5 Readyness (<http://html5readiness.com/>)
- HTML5 Please (<http://html5please.com/>)
- Caniuse (<http://caniuse.com/>) - Compatibility tables for support of HTML5, CSS3, SVG and more in desktop and mobile browsers.
- HTML5 Mobile (<http://mobilehtml5.org/>) - Overview of mobile HTML compatibility and Specifications

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#html5-performance)HTML5 Performance

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#articles)Articles

- CSS tricks for canvas games (<http://blog.safaribooksonline.com/2012/04/25/css-tricks-for-html5-canvas-games>)
- Off-Screen Rendering (Render to Texture) with HTML5's Canvas Element (<http://kaioa.com/node/103>)
- Improving HTML5 Canvas Performance (<http://www.html5rocks.com/en/tutorials/canvas/performance/>)
- requestAnimationFrame for Smart Animating (<http://paulirish.com/2011/requestanimationframe-for-smart-animating/>)

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#html5-demos)HTML5 Demos

- Chrome Experiments (<http://www.chromeexperiments.com/>)
- HTML5 Canvas Demos by Kevin Roast (<http://www.kevs3d.co.uk/dev/index.html>)
- Mozilla Demo Studio (<https://developer.mozilla.org/en-US/demos/>)
- Physics for Lazy Game Developers (http://labs.skookum.com/demos/barcampdt_physics/index.html)
- Canvas Demos (<http://www.canvasdemos.com/>)
- HTML5 CSS3 Snippets (<http://html5snippets.com/>) - Examples for HTML5, CSS3 effects

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#javascript-libraries)Javascript Libraries

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#library-lists)Library Lists

- microJs (<http://microjs.com/>) - list of micro frameworks
- jsdb.io (<http://www.jsdb.io/>) - list of the best javascript libraries

(https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#libraries)Libraries

([https://github.com/DaRaFF/jsgamewiki?](https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#javascript-performance)
[utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#javascript-](https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#javascript-performance)
[performance](https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#javascript-performance))Javascript Performance

- JavaScript Function Call Profiling (<http://ejohn.org/blog/function-call-profiling/>) - Article, John Resig
- JSConf Talk: Games, Performance, TestSwarm (<http://ejohn.org/blog/jsconf-talk-games-performance-testswarm/>) - Video, John Resig
- jsPerf (<http://jsperf.com/>) - Javascript performance tests
- Profiling Built-In JavaScript Functions with Firebug (<http://andrewtwest.com/2011/03/26/profiling-built-in-javascript-functions-with-firebug/>) - Article, Andy West
- Nicholas C. Zakas: Speed Up Your JavaScript (<http://googlecode.blogspot.com/2009/06/nicholas-c-zakas-speed-up-your.html>) - Video, Nicholas C. Zakas
- Dev.Opera Efficient JavaScript (<http://dev.opera.com/articles/view/efficient-javascript/>) - Article
- Javascript Performance Best Practises (http://wiki.forum.nokia.com/index.php/Javascript_Performance_Best_Practices) - Article
- Extreme Javascript Performance (<http://www.slideshare.net/madrobby/extreme-javascript-performance>) - Presentation, Thomas Fuchs
- Extreme Javascript Performance (<http://net.tutsplus.com/tutorials/javascript-ajax/extreme-javascript-performance/>) - Video, Thomas Fuchs
- Making an iPad HTML5 App & making it really fast (<http://mir.aculo.us/2010/06/04/making-an-ipad-html5-app-making-it-really-fast/>) - Article, Thomas Fuchs
- Optimizing JavaScript for extreme performance and low memory consumption (<http://codeutopia.net/blog/2009/04/30/optimizing-javascript-for-extreme-performance-and-low-memory-consumption/>) - Article, Jani Hartikainen
- The 'Opera-2dgame' Canvas Context (<http://my.opera.com/WebApplications/blog/show.dml/200788>) - Article, Arve Bersvendsen
- Unleash the power of HTML5 canvas (<http://blogs.msdn.com/b/eternalcoding/archive/2012/03/22/unleash-the-power-of-html-5-canvas-for-gaming-part-1.aspx>)

([https://github.com/DaRaFF/jsgamewiki?](https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#javascript-talks)
[utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#javascript-](https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#javascript-talks)
[talks](https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#javascript-talks))Javascript Talks

- Talks of Fronteers 2010 conference (<http://vimeo.com/15984466>)
- Talks from Douglas Crockford (<http://yuiblog.com/crockford/>)
- YUI Theater (<http://developer.yahoo.com/yui/theater/>)

([https://github.com/DaRaFF/jsgamewiki?](https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#books)
[utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#books](https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#books))Books

- jsbooks (<http://jsbooks.revolutnet.com/>) - list of free eBooks for javascript
- Eloquentjavascript (<http://eloquentjavascript.net/>) - free eBook by Marijn Haverbeke
- DIVE INTO HTML5 (<http://diveintohtml5.org/>) - free eBook by Mark Pilgrim
- Essential JavaScript Design Patterns For Beginners (<http://www.addyosmani.com/resources/essentialjsdesignpatterns/book/>) - free eBook by Addy Osmani
- Building iPhone Apps with HTML, CSS, and JavaScript (<http://ofps.oreilly.com/titles/9780596805784/>) - free eBook by Jonathan Stark
- Javascript Bibliography (<http://oreilly.com/catalog/0636920021926>) - free eBook by editors of Safari books online
- OOP mit Javascript (<http://www.peterkropff.de/site/javascript/oop.htm>) - free eBook by Peter Kropff- german
- HTML5 Handbuch (<http://webkompetenz.wikidot.com/docs/html-handbuch>) - free eBook by Stefan Münz - german

([https://github.com/DaRaFF/jsgamewiki?](https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#email-newsletter)
[utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#email-](https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#email-newsletter)
[--newsletter](https://github.com/DaRaFF/jsgamewiki?utm_campaign=Manong_Weekly_Issue_1&utm_medium=EDM&utm_source=Manong_Weekly#email-newsletter))Email - Newsletter

- javascriptweekly (<http://javascriptweekly.com/>)
 - html5weekly (<http://html5weekly.com/>)
 - web-design-weekly (<http://web-design-weekly.com/>)
- 来自: <https://github.com/DaRaFF/jsgamewiki>

同类热门经验

1. 前端开发资源大全 (</lib/view/open1371950605400.html>)

2. Twitter Bootstrap 框架介绍 (</lib/view/open1342079951437.html>)

3. Google Web应用开发指南第二章：交互设计 (</lib/view/open1330161536874.html>)

4. 基于HTML5的前端UI框架 - Kitijs (</lib/view/open1335420379749.html>)

5. 通过Web Audio API可视化输出MP3音乐频率波形 (</lib/view/open1423817850201.html>)

6. CSS基础代码库 Nice UE (</lib/view/open1332235146859.html>)

阅读目录

Part I - Game Sources

Part II - Game Related

Game Tutorials

JavaScript - Canvas

actionsript

Game Blogs

Blogs about gaming

Blogs about experiments / demos

Forums/News for General Game Development (no javascript)

Game Talks

Video / Audio

Presentations / Slides

Game Design

<http://www.open-open.com/lib/view/open1387099001921.html>

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|---|
| Game Engines |
| Game Services |
| Javascript Games |
| Game Jams and competitions |
| Here you can learn so much |
| Here are some rememberable projects - but mostly with compressed code |
| HTML5 Games |
| Graphics and Sound |
| Graphic |
| Sound |
| Learning / Tutorials (HTML5 / CSS / Javascript / Gaming) |
| Landingpages |
| Tutorials |
| Standards / Specifications / API |
| API |
| Specification |
| Standards |
| Compatibility /Feature Detection |
| HTML5 Performance |
| Articles |
| HTML5 Demos |
| Javascript Libraries |
| Library Lists |
| Libraries |
| Javascript Performance |
| Javascript Talks |
| Books |
| Email - Newsletter |

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| 相关文档 — 更多 (http://www.open-open.com/doc) | 相关经验 — 更多 (http://www.open-open.com/lib) | 相关讨论 — 更多 (http://www.open-open.com/solution) |
| <ul style="list-style-type: none">Developing Windows Store Apps with HTML5 and JavaScript.pdf (http://www.open-open.com/doc/view/b0cae8455824afda8e290ad2226c5c7)ArcGIS API for JavaScript & HTML5 应用开发.pdf (http://www.open-open.com/doc/view/ab32a438126c49838315f2f6230723d0)HTML5基础指南.pdf (http://www.open-open.com/doc/view/8d4051b2cd1e4aeeb6d0568842d51537)Learn HTML5 and JavaScript for iOS.pdf (http://www.open-open.com/doc/view/c8de8dba89844433a7b870b6ffe88930)Learning HTML5 Game Programming.pdf (http://www.open-open.com/doc/view/de20235152ea4c82bd5ce805084defd4)HTML5+CSS3+JavaScript 疯狂讲义.pdf (http://www.open-open.com/doc/view/55b4eb8aa0b452d99501e2c918cd9eb)Pro iOS Design and Development HTML5, CSS3, and JavaScript with Safari.pdf (http://www.open-open.com/doc/view/4bd6b459fb5f4a76a960787318bd20a8)[Android.开发书籍 Pro Android Web Apps: Develop for Android Using HTML5, CSS3 & JavaScript.pdf (http://www.open-open.com/doc/view/544a5c42e81b49898021d13cc4c45059)Metro Revealed: Building Windows 8 apps with HTML5 and JavaScript.pdf (http://www.open-open.com/doc/view/642eac7a13374d8eb3fb7ceb2f60b69e)使用HTML5,CSS3和JavaScript开发Android Web App.pdf (http://www.open-open.com/doc/view/fe9a64e0653a4b22a3ae4823e9588c05)Learning PHP, MySQL, JavaScript, CSS & HTML5, 3rd Edition.pdf (http://www.open-open.com/doc/view/461ad0fe7b3842d5ad9d7e73a3896620)HTML5 移动游戏开发高级编程.pdf (http://www.open-open.com/doc/view/456d1eae4f874f1d9119fa46491e93e2)JavaScript、jQuery、HTML5、Node.js实例大全mini电子书-v1.pdf (http://www.open-open.com/doc/view/42a52c4308194927ba2e13aa2e27b811)HTML5 新手入门指南.docx (http://www.open-open.com/doc/view/ac88a314d26a47dd852e23925d369504)网页开发冲刺篇：HTML5、CSS和JavaScript开发.pdf (http://www.open-open.com/doc/view/36ace1f73c4340c9b27da9ffff35debd)Pro Android Web Game Apps - Using Html5, CSS3 And Javascript.pdf (http://www.open-open.com/doc/view/8e5e5c1459034e93a2e75cf57818c054)HTML5 游戏开发实践指南.pdf (http://www.open-open.com/doc/view/80c0074f5d645da9ae9c63526224d89)HTML5 实验室 -- Canvas世界(代码).pdf (http://www.open-open.com/doc/view/82dd4d2ac6b534c27866c8c30c312ec56)疯狂HTML 5/CSS 3/JavaScript讲义.pdf (http://www.open-open.com/doc/view/ba9cab9b073e4d92983fa04270eb19d0)疯狂HTML 5/CSS 3/JavaScript讲义.pdf (http://www.open-open.com/doc/view/001e8840f02d412c9a8980d52d9c9022) | <ul style="list-style-type: none">JavaScript HTML5 游戏开发框架： hitagi.js (http://lib/view/open1443281759685.html)2D HTML5 Canvas/WebGL JavaScript 游戏引擎： Odin.js (http://lib/view/open1373250618269.html)基于 HTML5 + JavaScript 技术开发游戏的框架： Enchant.js (http://lib/view/open1392800644069.html)跨平台游戏开发的2D HTML5 JavaScript库： stage.js (http://lib/view/open1435714444966.html)经典 HTML5 & Javascript 俄罗斯方块游戏： Blockrain.js (http://lib/view/open1423470364576.html)为网页设计师和开发者准备的 20 个很棒的 JavaScript 资源 (http://lib/view/open1402818446685.html)HTML5 JavaScript 移动开发框架： PhoneJS (http://lib/view/open1376448380616.html)JavaScript 资源大全中文版 (http://lib/view/open1450791728776.html)简化HTML5 Canvas操作的JavaScript框架 - EaseJS (http://lib/view/open1331392165749.html)MDwiki - 纯JavaScript+HTML5实现的CMS/Wiki (http://lib/view/open1393158796521.html)JavaScript多线程之HTML5 Web Worker (http://lib/view/open1447857791916.html)Javascript开发的跨平台2D游戏引擎 - Cocos2d-HTML5 (http://lib/view/open1338271676448.html)使用 HTML5 和 JavaScript 创建的油漆桶工具 (http://lib/view/open1390187408945.html)Cocos2D图形引擎的一个HTML5/JavaScript移植： cocos2d-javascript (http://lib/view/open1392866218748.html) | <ul style="list-style-type: none">HTML5新手入门指南 (http://www.open-open.com/solution/view/1320764201952)HTML5技术介绍以及优缺点概要 (http://www.open-open.com/solution/view/1450427234657)HTML5将重塑Web世界？ (http://www.open-open.com/solution/view/13206309841358)IE10和HTML5 你该了解的那些 (http://www.open-open.com/solution/view/1351049607633)【同行说技术】JavaScript开发的资源总结和心灵鸡汤 (http://www.open-open.com/solution/view/1452232822605)关于HTML5特性的一些限制与讨论 (http://www.open-open.com/solution/view/1325915094562)摩托罗拉发布 RhoElements HTML5 框架 (http://www.open-open.com/solution/view/1318331643453) |

