

 **DaRaFF / jsgamewiki**

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A collection of good links for gaming with javascript

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 **DaRaFF** Update README.md Latest commit d16174d on 2 May

 [README.md](#) Update README.md 7 months ago

 **README.md**

Welcome to the jsGameWiki!

This is the brain for game programming with html5/canvas/javascript.

I'm trying to structure helpful sources like eBooks, videos, blogs, articles, presentations...

Structure

Part I - Content directly relevant to game programming with html5/canvas/javascript
i.e. tutorials, blog posts, engines, etc.

Part II - Content related to web-development which can be useful in a game programming context
i.e. html5/canvas articles, javascript performance, etc.

Other Sources

A starting point for good javascript resources is bebrew's sensational [jswiki](#).
(Actually I see jsGameWiki as an addition to jsWiki for game programming topics)

A second project I'm running is [webdevresources](#), a collection of links on web-development in general.

Contributors

In case you want to contribute, be my guest! Here is a place for people who want to learn something about game programming and I'm very happy if you have some interesting sources to share.

Part I - Game Sources

- [Game Tutorials](#) - Tutorial or tutorial series about game programming with javascript
- [Game Blogs](#) - Blogs about game programming with javascript, tutorials, news...
- [Game Talks](#) - Talks / Presentation about game programming
- [Game Design](#) - The art of game design
- [Game Engines](#) - choose your game engine
- [Game Services](#) - Services which supports game programmers
- [Javascript Games](#) - for inspiration
- [Graphics + Sound](#) - some tools for graphics + sound

Part II - Game Related

- [Learning / Tutorials \(HTML5 / CSS / Javascript / Gaming](#)

[Code](#)

[Issues](#) 0


[Pull requests](#) 0

[Wiki](#)


[Pulse](#)


[Graphs](#)

HTTPS clone URL

<https://github.com> 

You can clone with [HTTPS](#), [SSH](#), or [Subversion](#). ⓘ

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- [HTML5 API / Standards / Specifications](#)
- [HTML5](#)
 - [HTML5 Performance](#)
 - [HTML5 Demos](#)
- [Javascript](#)
 - [Javascript Libraries](#)
 - [Javascript Performance](#)
 - [Javascript Talks](#)
 - [Rey Bangos - The Big List of JavaScript, CSS, and HTML Development Tools, Libraries, Projects, and Books](#)
- [Other](#)
 - [Books](#)
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Game Tutorials

Javascript - Canvas

- [Space Shooter](#)
- [Developing a Spaceshooter by Mozilla](#) - source + summary of development for a space shooter
- [Breakout Clone](#)
- [Simple Snake Game](#)
- [Making Sprite-based Games with Canvas](#)
- [HTML 5 Game Development](#) - video tutorial serie from Jono X - actually running
- [The most simple RPG](#) - Step by step tutorial by Lost Decade Games
- [Brickblock Game](#)
- [Doodle Jump Clone](#)
- [jsPlattformer](#) | js platform game tutorial
- [js RPG Game Tutorial](#) - made with [craftyJs game framework](#)
- [Super Mario Bros](#)
- [Tiny Platformer](#)
- [Tile Based Game](#) - Accelerated Game Programming with HTML5 and canvas
- [HTML5 Jump'n Run](#) - no tutorial, but excellent code for study
- [Jumper Game with box2d Engine](#)
- [Boulderdash](#)
- [HTML5 Game Platformer](#)
- [Multiplayergame with Websockets](#)
- [How to Build a JRPG](#)
- [Angry Birds Clone](#)
- [BomberMan Clone](#)

actionsript

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

- [Tile Based Games](#)

how to start

- [Where should I start to learn game development](#)

Game Blogs

Blogs about gaming

- [Blog of Rob Hawkes](#) - experiments, talks, book, posts
- [Blog of glacialflame](#) - articles about isometric games

- [Blog of That Guy](#) - nice article serie about tile game engine
- [Blog of michalbe](#) - nice tutorials and posts about game engineering
- [Old Blog of Marc Wilcox](#) - [New Blog of Marc Wilcox](#) - Great HTML5 Game design posts
- [Blog of nokarma](#) - 2 very good posts - does he write a following article?
- [Blog about indiegames](#) - Videos about indiegames
- [Blog of lostdecadegames](#) - Some interesting posts about game design from the company lostdecadegames
- [Blog of Emanuele Feronato](#) - very much posts about flash and game design, but hey, you can learn so much from flash
- [Blog of Jake Gordon](#) - very good and detailed posts about some well known games implemented with javascript
- [Blog of Bocoup](#) - articles about specific parts for game development
- [Wiki of Dojogame](#) - good dojos, tutorials, links for html5 games
- [Ray Wenderlich](#) - GameDev programming tutorials and articles
- [Composition of Tools by Andre Schmitz](#) - A lot of tools, engines, games for js game programming

Blogs about experiments / demos

- [Blog of mr doob](#) - very exciting experiments
- [Blog of nihilogic](#) - articles and experiments
- [Blog of Ben Joffe](#) - experiments

Forums/News for General Game Development (no javascript)

- [Devmaster](#)
- [Tigsource](#)
- [Indiegamer](#)
- [reddit html5](#)
- [reddit html5 games](#)

Game Talks

Video / Audio

- [Lunch with Rob Hawkes: HTML5 Games](#) - by Rob Hawkes - Overview and lessons learned for html5 game programming
- [Building a JavaScript-Based Game Engine for the Web](#)
- [Multiplayer Gaming with HTML5: Are We Ready?](#)
- [Developing Games for the Web](#)
- [Angry Birds on HTML5](#) - Challenges to port Angry Birds to Chrome/HTML5
- [Lostcast](#) - Nice talks about game programming with Javascript. They also provide some very good links.

Presentations / Slides

- [5 tips for your html5 games](#)
- [10 tips to get started with html5 games](#)
- [HTML5 as a Game Console](#) - by Michał Budzyński
- [HTML5 Game Development with Javascript](#) - by Rob Hawkes

Game Design

- [Gameprogrammingpatterns](#)
- 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](#)

Game Engines

- [Bebraw's Game Engines List](#) - Huge List about existing game engines with some filter criteria
- [HTML5 Game Engine](#) - another small game engine list
- [Game Engine Comparison](#) - In this article craftyJs, LimeJs and ImpactJs are compared

Game Services

- [Scoreoid](#) - service for scoring lists, leaderboards, in game analytics, ...
- [Tapjs](#) - service for scoring lists, leaderboards, ...
- [flexpi](#) - services for gaming - stats, ingame payment, social media
- [Easywebsockets](#) - a WebSocket client to broadcast messages to webpages
- [Itch.io](#) - Game distribution platform for indie-developers.
- [Clay.io](#) - service for leaderboards, achievements, data storage, analytics, payment processing, ...

Javascript Games

Game Jams and competitions

- [js1k contest](#)
- [js10k contest](#)
- [js13k games](#)
- [Ludum Dare](#)
- [FiMaRu](#)
- [html5gamejam \(2010\)](#)

Games with sourcecode

- [banditracer](#) - micro machines like game written with gamejs framework
- [runjumpbuild game](#) / [source](#) - online jump'n run editor, share levels with others
- [html5-games](#) - great HTML5 games most time with an article and/or sourcecode
- [wizard of wor](#) | [wizard of wor source](#)
- [boulder dash](#) | [src objects](#) | [src game](#) | [src kit](#) | [src sound](#) | [src anim/keyboard](#)
- [pacman](#)
- [breakout with game engines](#) - the same breakout game implemented with different game engines as example
- [bombermine](#) - massive multiplayer bomberman - check the uncompressed source via browser
- [Solitr \(source\)](#) - solitaire card games
- [Full Screen Mario](#) - awesome HTML5 Mario Clone
- [LessMilk](#) - one game per week challenge with sourcecode and blog
- [OnSlaught Arena](#)
- [2048](#) - a 1024 clone
- [Clumsy Bird](#) - a flappy bird clone
- [mk.js](#) - mortal combat clone
- [Astray](#) - a webGl maze game
- [Hextris](#) - A fast paced puzzle game inspired by Tetris
- [Pacman](#)

Here are some rememberable projects - but mostly with compressed code

- [canvasrider](#) - it's fun
- [freeciv](#) - Online Civilisation clone
- [Legend of Zelda - Game Boy emulation](#)
- [Treasure Arena](#) - Zelda like Battle Arena
- [Command & Conquer Game](#) / [Command & Conquer Source](#) - Command & Conquer clone

- [Top 20 HTML5 Games](#)
- [Gaming Mozillalabs](#)

HTML5 Games

- [html5games](#)
- [launchgaming](#)

Graphics and Sound

Assets

- [Game Assets by Andre Schmitz](#) - Nice list of ressources for game assets (gaphics, sounds, video, map editors...)

Graphic

- [Opengameart](#) - Free, legal art for open source game projects
- [Free sprites](#)
- [Game sprites](#)
- [Sprite database](#) - ripped, not sure if free
- [Sprite database](#)
- [iconfinder](#) - sprites with different licenses
- [Tiled Map Editor](#) - free open source tiled map editor
- [Arcade Font Engine](#) - online font creator
- [Fonts](#) - fonts
- [Spritelib](#) - Free Spritepack licensed under CPL
- [gfxlib](#) - free developer graphic library licensed under CPL
- [8bitalpha](#) - Online Service which resizes your png's from 24 to 8 bits -> for performance improvement
- [wpcclipart](#) - Free images with online cropping service
- [Sprite](#) - Animation tool - not tried, but looks awesome

Sound

- [html5media](#) - easy embedding of video and audio
- [media.io](#) - online audio converter
- [nosoapradio.us](#) - Game music - free
- [Playonloop](#) - Game music - free or with costs
- [freesound](#) - Sounds - free
- [Absolute sound effects archive](#) - Soundeffects - free
- [Bfxr](#) - Make your own soundeffects - very easy
- [modarchive](#) - a lot of sounds
- [soundbible](#) - a lot of free sound effects

Learning / Tutorials (HTML5 / CSS / Javascript / Gaming)

Landingpages

- [Learn HTML5 by Mozilla](#) - Great Landingpage
- [Learn CSS by Mozilla](#) - Great Landingpage
- [Learn Javascript by Mozilla](#) - Great Landingpage

Tutorials

- [HTML5 Tutorials by HTML5 Rocks](#)
- [HTML5 Tutorials by Game Development](#) - Game Development News and Tutorials
- [HTML5 Tutorial by HTML5Tutorial](#) - Tutorials
- [HTML5 Tutorials by HTML5Tutorial](#) - Tutorials
- [HTML5 Tutorials by HTML5Center](#)
- [HTML5 Canvas Tutorials by Mozilla](#)
- [HTML5 Canvas Tutorials by HTML5CanvasTutorials](#)
- [HTML5 Canvas Tutorial by Malcolm Sheridan](#) - very good introduction to HTML5 Canvas
- [HTML5 Canvas Tutorials by ThxtOs](#) - Video tutorial - 8000 bullets animation - german
- [HTML5 Canvas Tutorials List](#) - List of canvas tutorials and resources
- [HTML5 Game Dev Tips](#) - 3 part series of tips and tricks
- [HTML5 News by Gamedev](#) - Gamedeveloper News
- [CSS3 Tutorials by ThxtOs](#) - Video tutorials - german
- [CSS3 Learning with Fluid Layout Code](#)
- [CSS3 Deck](#) - lot of examples for CSS3
- [Javascript Tutorials by Opera](#)
- [Javascript Learning in 31 Days](#) - Canvas and Javascript Tutorials in 31 Days - search for Javascript Day X
- [Javascript Learning by koans](#) - learning by finding errors
- [Javascript Learning by LearnJs](#) - short useful code snippets
- [Javascript Learning by Javascript-Garden](#) - best practises for javascript programming
- [Learn JavaScript interactively in CodeCademy](#) - Learn programing by doing it.
- [Javascript Learning by The Code Player](#) - Learn HTML5,CSS3,JS Coding the new way, the Walkthroughs way!
- [Javascript Learning by Code Avengers](#) - Learn Javascript interactively in 40 lessons

Standards / Specifications / API

API

- [HTML5 Web API](#)
- [HTML5 Doctor](#) - API
- [HTML5 Canvas](#) - API - german

Specification

- [HTML5 specification](#) - Standard - a readable HTML5 specification for web developers
- [Javascript Reference by Mozilla](#)

Standards

- [Front end development guidelines](#) - best practises for front end development
- [idiomatic.js](#) - Principles of Writing Consistent, Idiomatic JavaScript
- [Whats new in a specification?](#) - Overview of Changes in HTML5, ES5, ES6, DOM4, ...

Compatibility /Feature Detection

- [HTML5 Readyness](#)
- [HTML5 Please](#)
- [CanIuse](#) - Compatibility tables for support of HTML5, CSS3, SVG and more in desktop and mobile browsers.
- [HTML5 Mobile](#) - Overview of mobile HTML compatibility and Specifications

HTML5 Performance

Articles

- [CSS tricks for canvas games](#)
- [Off-Screen Rendering \(Render to Texture\) with HTML5's Canvas Element](#)
- [Improving HTML5 Canvas Performance](#)
- [requestAnimationFrame for Smart Animating](#)

HTML5 Demos

- [Chrome Experiments](#)
 - [HTML5 Canvas Demos by Kevin Roast](#)
 - [Mozilla Demo Studio](#)
 - [Physics for Lazy Game Developers](#)
 - [Canvas Demos](#)
 - [HTML5 CSS3 Snippets](#) - Examples for HTML5, CSS3 effects
 - [Simple Physics](#) - Examples of Simple Physics models that Game Developers can make use of.
- P.S This is still a WorkInProgress project but as time goes you can expect lots of great examples.

Javascript Libraries

Library Lists

- [microJs](#) - list of micro frameworks
- [jsdb.io](#) - list of the best javascript libraries

Libraries

- [modernizr](#) - testing on active html5 + css features in browsers
- [stats.js](#) - nice little tool to show fps stats
- [sprite.js](#) - tool for sprite animation + nice demos
- [augment.js](#) - enrich browsers with modern javascript methods (ECMA 1.8.5)
- [weinre](#) - Remotedebugging Console: debug your iPhone, iPad, Wii etc. remotely from your PC
- [Socket.IO](#) - supports websockets and aims to make realtime apps possible in every browser and mobile device
- [nowjs](#) - makes realtime web apps really easy
- [Closure compiler](#) - Compiles javascript to javascript
- [Pxxl.js](#) - HTML5 Canvas utility to render texts in retro style and more.
- [Game Modules Wiki](#) - A list of game-related modules and examples for writing HTML5 games with browserify

Javascript Performance

- [JavaScript Function Call Profiling](#) - Article, John Resig
- [JSConf Talk: Games, Performance, TestSwarm](#) - Video, John Resig
- [jsPerf](#) - Javascript performance tests
- [Profiling Built-In JavaScript Functions with Firebug](#) - Article, Andy West
- [Nicholas C. Zakas: Speed Up Your JavaScript](#) - Video, Nicholas C. Zakas
- [Dev.Opera Efficient JavaScript](#) - Article
- [Javascript Perfomance Best Practises](#) - Article
- [Extreme Javascript Performance](#) - Presentation, Thomas Fuchs
- [Extreme Javascript Performance](#) - Video, Thomas Fuchs
- [Making an iPad HTML5 App & making it really fast](#) - Article, Thomas Fuchs
- [Optimizing JavaScript for extreme performance and low memory consumption](#) - Article, Jani Hartikainen
- [The 'Opera-2dgame' Canvas Context](#) - Article, Arve Bersvendsen
- [Unleas the power of HTML5 canvas](#)

Javascript Talks

- [Talks of Fronteers 2010 conference](#)
- [Talks from Douglas Crockford](#)
- [YUI Theater](#)

Books

- [Eloquentjavascript](#) - free eBook by Marijn Haverbeke
- [DIVE INTO HTML5](#) - free eBook by Mark Pilgrim
- [Essential JavaScript Design Patterns For Beginners](#) - free eBook by Addy Osmani
- [Building iPhone Apps with HTML, CSS, and JavaScript](#) - free eBook by Jonathan Stark
- [Javascript Bibliography](#) - free eBook by editors of Safari books online
- [OOP mit Javascript](#) - free eBook by Peter Kropff- german
- [HTML5 Handbuch](#) - free eBook by Stefan Münz - german

Lists of free eBooks

- [jsbooks](#) — JavaScript
- [free-programming-books](#) — Different themes and languages
- [Learn How To Plan, Create, and Promote Games](#) - This book briefly introduce you to some important steps in Game Development.

Commercial books on HTML5 Game Development

General Game Development

- [HTML5 Games Development by Example: Beginner's Guide](#)
- [HTML5 Game Development For Dummie](#)
- [HTML5 Game Development Insights](#)
- [Professional HTML5 Mobile Game Development](#)
- [Learning HTML5 Game Programming](#)
- [Pro HTML5 Games](#)
- [HTML5 Game Development HOTSHOT](#)
- [HTML5 Games Most Wanted](#)
- [Building JavaScript Games for Phones, Tablets, and Desktop](#)

Books explaining a specific JS game engine

- [HTML5 Game Development with ImpactJS](#)
- [HTML5 Game Programming with enchant.js](#)
- [Beginning HTML5 Games with CreateJS](#)
- [Introducing HTML5 Game Development with ImpactJS](#)
- [jQuery Game Development Essentials](#)
- [Discover Phaser](#)
- [WebGL Game Development](#)

Other useful books on Game Development

- [Physics for JavaScript Games, Animation, and Simulations with HTML5 Canvas](#)
- [HTML5 Canvas, 2nd Edition](#)
- [HTML5 Canvas Cookbook](#)
- [Physics for Game Developers](#)
- [Physics for Game Programmers](#)
- [AI for Game Developers](#)

Email - Newsletter

- [javascriptweekly](#)
- [html5weekly](#)
- [web-design-weekly](#)
- [gamedev-js-weekly](#)

