Here is the discussion forum for this part of the course. Please either post your comments/observations/questions or share your creations.

Let us suggest some topics of discussion:

SUGGESTED TOPICS

- Did you know about DHTML? Did you try one of the best arcade games ever made using Web Technologies:SWARM, written by Brent Silby long before HTML5 and the `<canvas>` was available? Impressive isn't it? Have you tried these other games?

- Do you have any ideas about how we could move animated graphic objects with DHTML, in this pre-HTML5 canvas era?

- If you know of some great demos, games, or remarkable facts that should be added in the HTML game history, please let us know...

- Did you know we could use a gamepad with a browser?