Develop a 2D game engine that will give you the experience and core understanding of the foundational concepts for building a complex and flexible 2D game engine. Your engine can be used to create 2D games that are played across the Internet via a web browser. The book is organized such that the chapters follow the logical steps of building a game engine from scratch while integrating the core components of popular game engines.

*Build Your Own 2D Game Engine and Create Great Web Games* isolates and presents relevant concepts from software engineering, computer graphics, mathematics, physics, game development and game design in the context of building a 2D game engine. In this edition, all the code is based on updated versions of JavaScript with HTML5 and WebGL2: you will analyze the source code needed to create a game engine that is suitable for implementing typical casual 2D video games. You will also learn about illumination, physics, and a simple but flexible particle system.

By the end of the book, you will understand the core concepts and implementation details of a typical 2D game engine, learn insights into how these concepts affect game design and gameplay, and have access to a versatile 2D game engine that you can expand upon or utilize to build your own 2D games using HTML5, JavaScript, and WebGL2.

User level: Beginning – **Intermediate**