

Ways to draw on the screen- Canvas Vs SVG

Canvas-

The HTML <canvas> element is used to draw 2D-graphics. JavaScript is actually use to draw the graphics. Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

SVG

Scalable Vector Graphics is an XML-based markup language for describing two-dimensional vector graphics.

Where to use?

Games that require a lot of mouse interaction and not much continuous animation such as chess is better suited for SVG.

Canvas requires keeping track of the hit area and drawing everything in Javascript. So, game like snake would be better suited for Canvas.

MelonJs

What is MelonJs-

MelonJs is an open source HTML5 game engine. This framework provides a collection of entities which can selected and assembled in various combination according to the requirement. MelonJs is built on the foundation of Javascript and HTML5.

Features-

A fresh and lightweight 2D engine.

Standalone library

High DPI (dots per inch) & auto scaling video modes

Tween & Transition effects

Low cpu requirements

Advanced math API for Vector and Matrix

A basic set of extensible Object Entities:

- Object Pooling
- Basic Particle System
- Basic animation management
- Standard spritesheet and Packed Textures (Texture Packer) support
- Some basic GUI elements

Mouse, Touch, Pointer, and Gamepad device support

Device motion, orientation, and accelerometer support

Advantages of using MelonJs-

It integrates the most popular tiled map format.

It is a true plugin-free, 'write-once, run-everywhere' gaming oriented library. It is an independent project which doesn't require any additional libraries to work.

It has a practical physics engine to reduce the CPU usage

MelonJS is an open-source project that is supported by a community of enthusiasts.