

WMU Library: We found a couple books called Plug-N-Play java Script, JavaScript 1.1 Developers Guide, and Mastering JavaScript and Jscript at the library. We looked over them for a while, but it seemed to not benefit us in developing games but more of learning regular JavaScript for websites. We could not find JavaScript game books that focused on developing games.

Introducing JavaScript Game Development: Build a 2D game from the Ground up: This book was found on amazon for \$26. It only had one review on it which was 5 stars saying that is got him started and established a solid foundation for him moving forward. The book focuses on recreating the classic Atari asteroid game and takes you through how to create it.

Building JavaScript Games for Phones, Tablets and Desktops: this book was also on amazon for \$38 new. It had 8 reviews on it with a 4.5-star rating. Most of the reviews say it helped them get start and they were surprised at the quality of the games they made. Some people have a little knowledge in html and JavaScript before hand and they still said it taught them a lot. This book is all about getting start with developing games with examples and code. I think this book would be a good choice to purchase.

Foundation Game Design with HTML 5 and JavaScript: This book is on amazon for \$46 and had 31 reviews with a 4.2-star rating. Most people said they learned a lot from the book and like creating the games that the book help them make. The only issue people had with it was the kindle version you an get lost and it doesn't display well so they recommended the paper book. People also recommended that you download the source code from the website so that you can follow along easier. Overall, I think this would also be another great book to purchase.