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HTML5 Wikipedia

HTML 5 (formerly spelled HTML5) is a software solution stack that defines the properties and behaviors of web page content by implementing a markup based pattern to it.. HTML 5 is the fifth and current major version of the HTML standard, and subsumes XHTML.It currently exists in two standardized forms: HTML 5.2 Recommendation by the World Wide Web Consortium (W3C, a broad coalition of

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Photon Storm

Development of Phaser 3 is already under way. I asked Pete Baron, who is doing the core work on the new renderer to sum-up each week of development.

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Browser game Wikipedia

A browser game is a video game that is played over the Internet using a web browser. Browser games can be run using standard web technologies or browser plug-ins.The creation of such games usually involves use of standard web technologies as a frontend and other technologies to provide a backend.Browser games include all video game genres and can be single-player or multiplayer.

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HTML5 Shoot 'em Up in an Afternoon (Bryan Bibat) Learn how to make a simple top-down shoot 'em up in a few hours using the Phaser HTML5 game framework. This book covers all of the basics: from placing and moving sprites, to managing collision detection and unit health, up to setting up a boss fight.

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HTML5 Custom Data Attributes data HTML5 Doctor

The data attribute name must be at least one character long and must be prefixed with 'data-'. It should not contain any uppercase letters. Attribute Value The

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Server Sent Events HTML5 Doctor

We ve already had a glimpse at Server-Sent Events (also known as EventSource , and I ll switch between the two to keep you on your toes) in my Methods of Communication article from last year. In this article, I want to delve in to more detail about the SSE API, demonstrate its features, and

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