

# HTML5 Games



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# Content

Introduction

Technologies

Portability

Publishing and distribution

Popular games

# Introduction

# Technologies

HTML

CSS

Javascript

**HTML**



**CSS**



**JS**



# Technologies

# Frameworks

PhaserJS

BabylonJS

Cocos2D

MelonJS

Panda engine

PixiJS (used by PhaserJS)



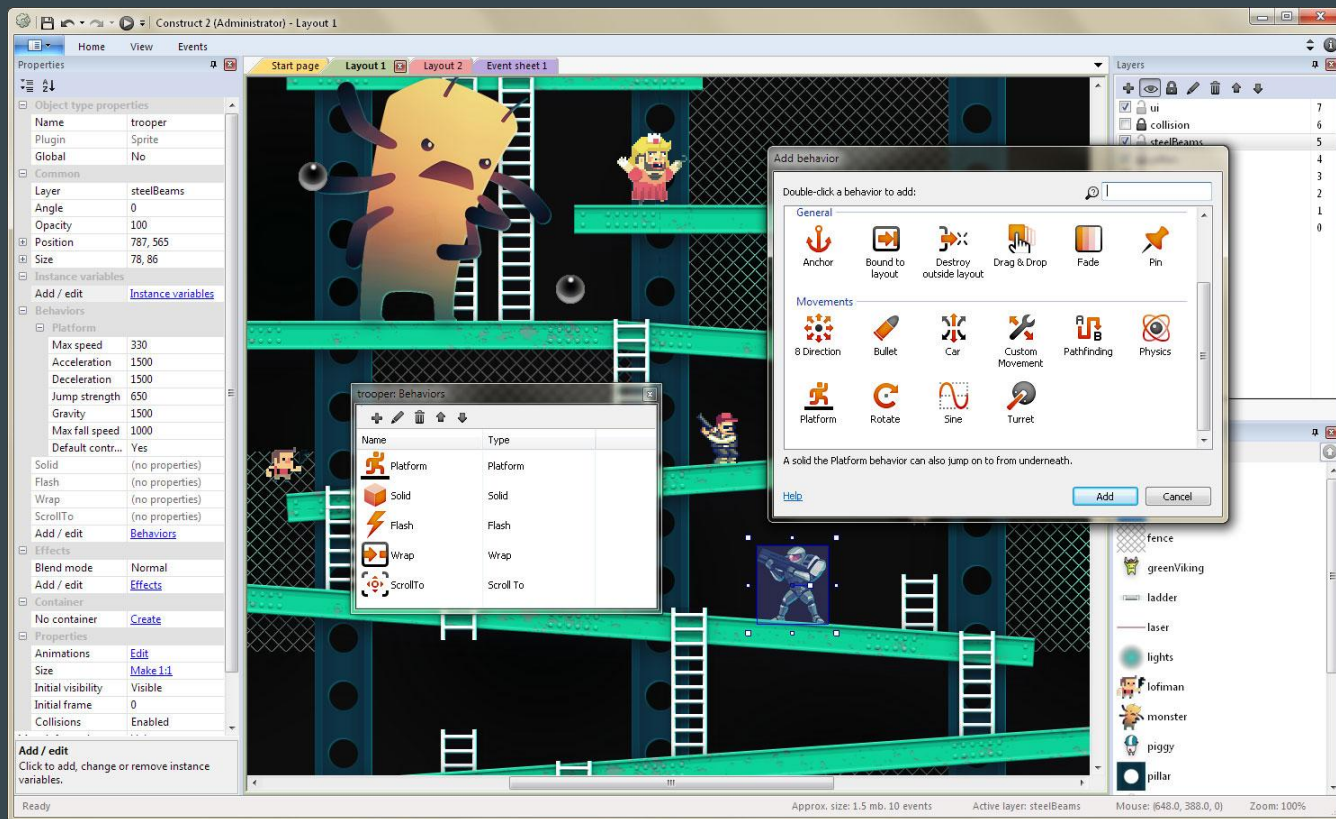
# Editors

Unity3D

Construct2

Game maker

...



# Portability



# Platforms

Web

Mobile/Tablets

Desktop



# Mobile/Tablets

Cordova (Android)

Crosswalk (Android)

CocoonJS (Android)

Ejecta (iOS)



APACHE

CORDOVA™

# Desktop

NW.js (Windows/Linux/Mac)

Electron



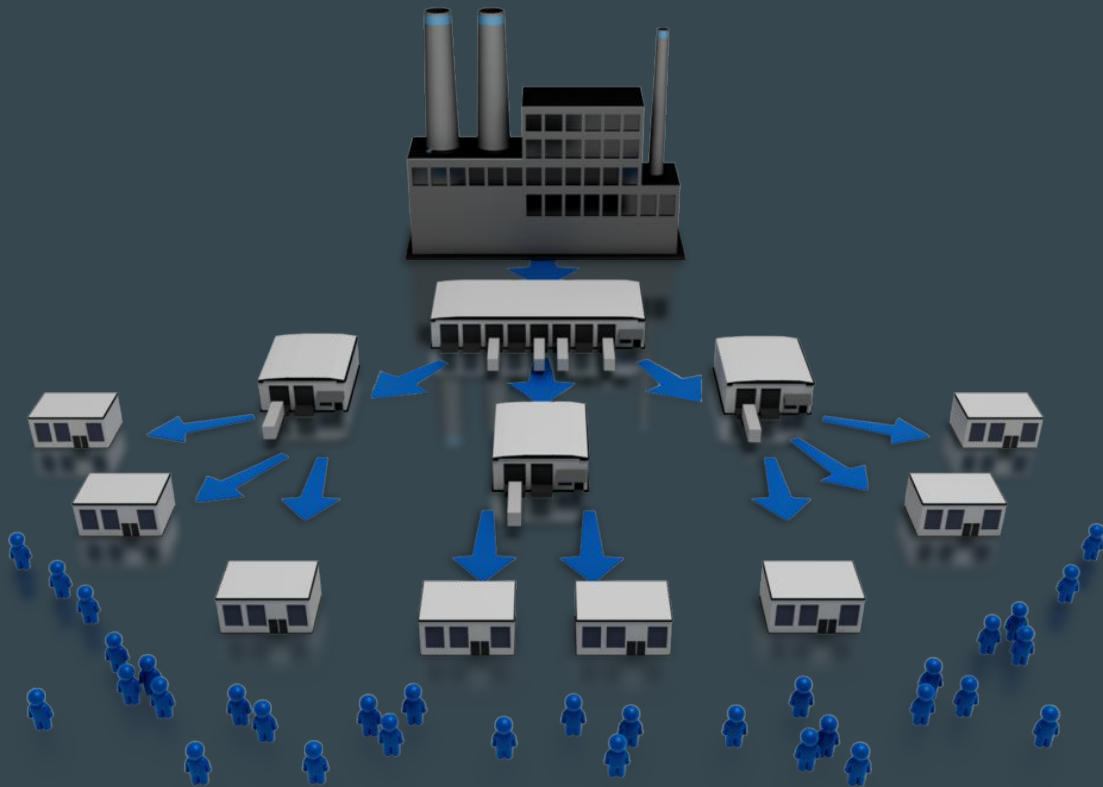
# Publishing and distribution

# Types

self-publishing

publishing via publisher

...



# Self-publishing

platform specific stores

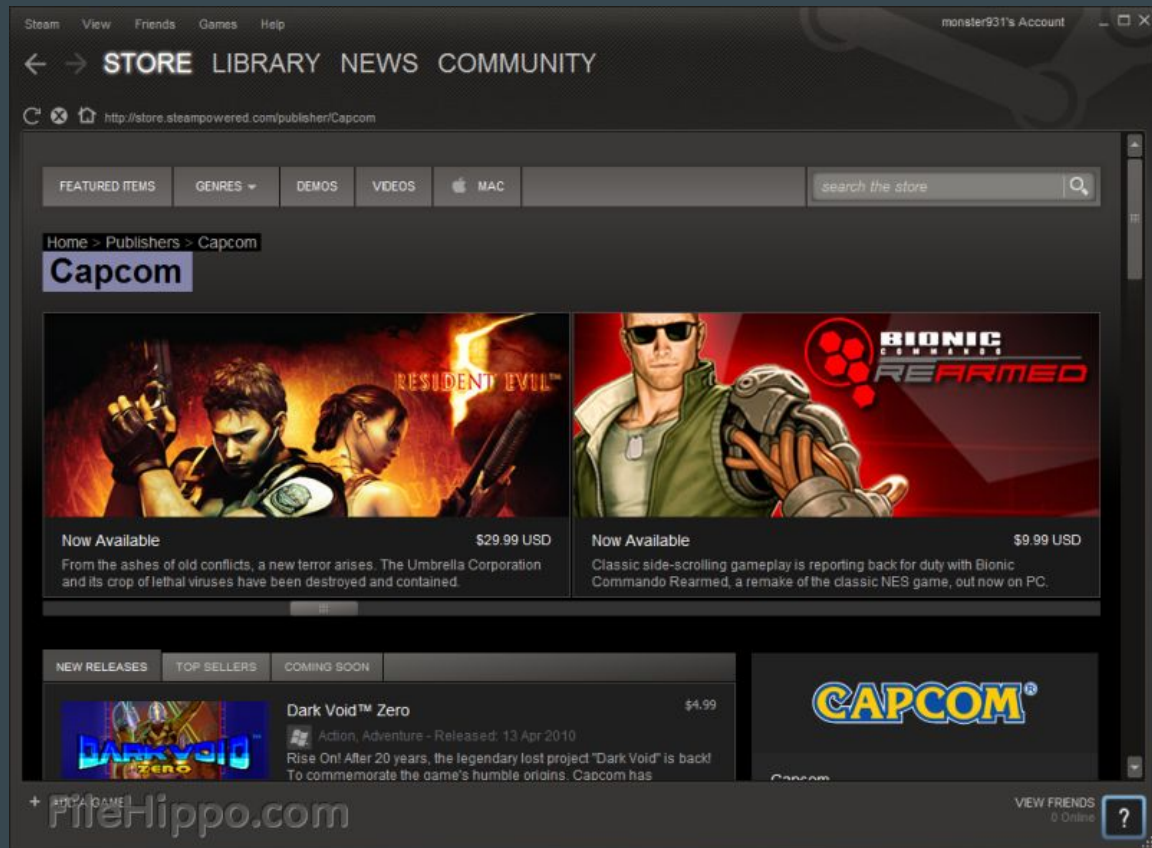
monetization/price

difficult to promote game

free/small fee



Google Play



# Publishing via publisher

licence sale (exclusive/non-exclusive)

revenue share

rent model

publisher promotes game

publisher accepts only titles depend on current market situation

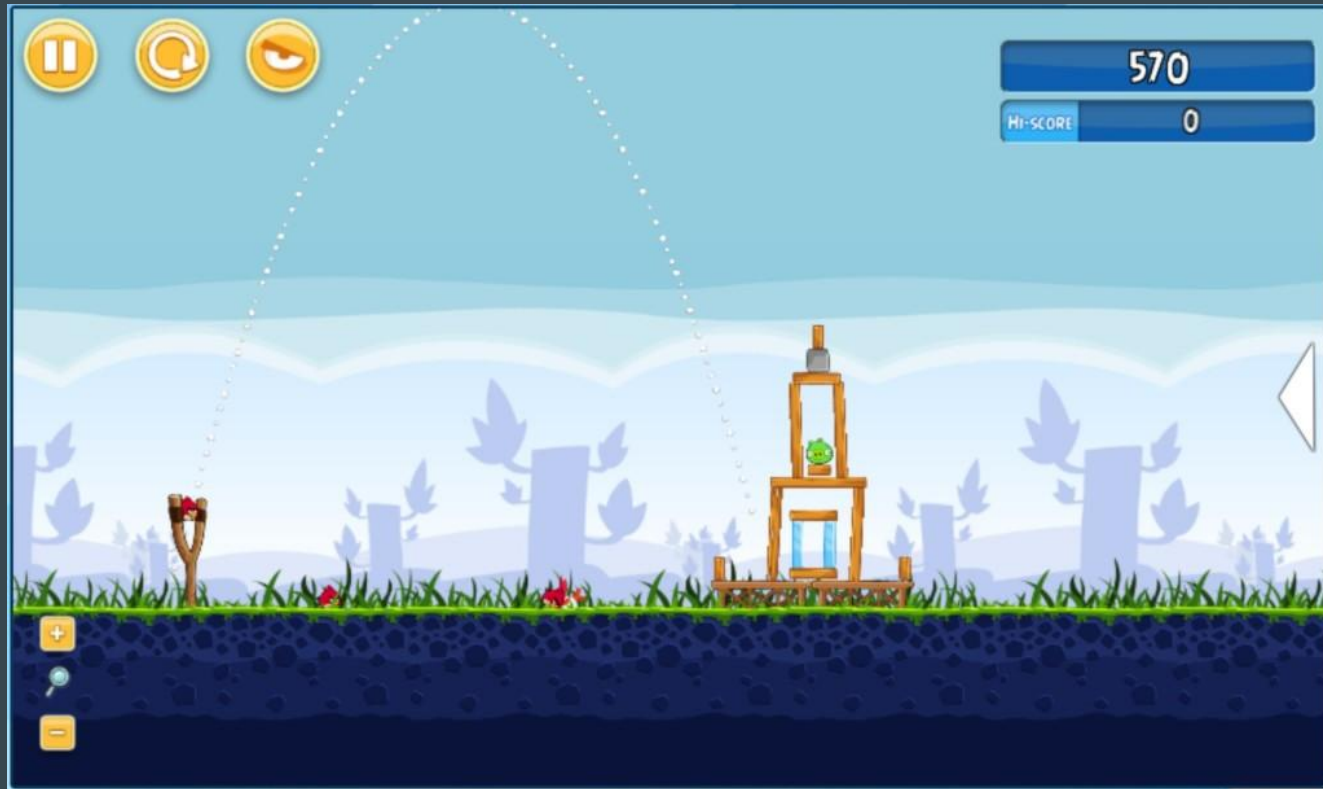
sexi graphic first



# Popular games



# Angry Birds



# CrossCode



# Treasure Arena



# Gods will be watching



**Thanks for your attention**