**Star**

<http://stackoverflow.com/questions/4369314/designing-a-web-based-game-that-would-run-in-a-browser-where-should-i-start> - how to design

<http://www.gamedev.net/topic/402934-how-to-start-making-a-browser-game/> - excellent overview of what I need to learn

<http://forum.codecall.net/php-tutorials/22461-how-create-text-based-web-browser-game.html> - what I need to learn

**HTML5**

<http://www.html-5-tutorial.com/> - html5

<http://diveintohtml5.org/> - html5 (the why of html5 - which is cool but hard to turn into anything good/usefull - when I know so little)

<http://webdesignledger.com/tutorials/15-useful-html5-tutorials-and-cheat-sheets> - html5 how to do pretty much everything specific if you already know html

**CSS3**

<http://www.csstutorial.net/css-intro/introductioncss-part1.php> - css3

<http://www.w3schools.com/cssref/default.asp> - css3 reference

<http://www.w3schools.com/cssref/css_units.asp> - css what units may be used.

<http://www.w3.org/TR/CSS2/selector.html#grouping> - css - very useful guide to inheriting properties.

<http://www.w3schools.com/html/html_colors.asp> - css - colour values

<http://www.angelfire.com/ny5/consigliere/inversegenerator.html> - colour inverses.

<http://www.w3.org/Style/Examples/007/center.en.html> - css - centering things.

<http://csszengarden.com/> - css3 example

**Ruby**

<http://www.ruby-lang.org/en/> - ruby

<http://www.ruby-lang.org/en/documentation/> - ruby documentaion

<http://stackoverflow.com/search?q=[ruby-koans]+etc.> - find answers to ruby koans.

**Javascript**

<http://www.codecademy.com/languages/javascript> - javascript, very nice if not web-centric.

<http://www.webteacher.com/javascript/> - javascript

<http://www.quackit.com/javascript/tutorial/> - javascript

**More**

[A List Apart: Articles: In Search of the Holy Grail](http://m.alistapart.com/articles/holygrail/) - html/css - three column layout.

<http://voidweb.com/2010/10/tutorial-simple-html5-login-form/> - html log in form.

<http://www.w3schools.com/dhtml/dhtml_intro.asp> - dynamic content primer may be useful.

<http://pylonshq.com/> - web based applications

or django

<http://net.tutsplus.com/tutorials/databases/sql-for-beginners/> - databases: probably MySql

<https://www.hostmonster.com/cgi-bin/signup> - web site hosting

Alternative

[http://www.cs.iupui.edu/~aharris/flash/](http://www.cs.iupui.edu/%7Eaharris/flash/) - for basic game design