TÌM HIỂU CÁC THÀNH PHẦN HTML5 HỔ TRỢ PHÁT TRIỂN GAME

1. Tại sao dùng HTML5
   1. Không cần plugin
   2. Đa nền tảng
   3. Không cần cài đặt
2. Element
   1. Canvas
   2. Media
3. API
   1. Drag ‘n’ drop
   2. 2D Context
   3. Client-side storage
   4. WebSocket
   5. Timer-based callbacks
   6. EventSource
   7. Worker
4. Reference
   1. [Improving HTML5 Canvas Performance - HTML5 Rocks](http://www.html5rocks.com/en/tutorials/canvas/performance/)
   2. [HTML5 differences from HTML4](http://www.w3.org/TR/html5-diff/)
   3. [The canvas element — HTML Standard](http://www.whatwg.org/specs/web-apps/current-work/multipage/the-canvas-element.html#the-canvas-element)