18th International Project Week 2016  
25th – 29th April 2016

Lecturer: Vladimiras Dolgopolovas

University/Company: Vilniaus Kolegija

Country: Lithuania

Starting HTML5 Game Development

Content:
- Introducing HTML5 Games: DOM-based Game development
- Practical assignment: Developing a Ping Pong game
- CSS3 transitions: Beginning JQuery
- Practical assignment: Building a Memory Matching Game
- Introducing the HTML5 Canvas: Drawing images in canvas
- Practical assignment: Building the Untangle Game with Canvas and Drawing API
- Adding CSS styles and image decoration to the game: Animating a sprite sheet in canvas
- Practical assignment: Enhancing an Untangle Game with CSS styles and animation
- Adding Sound Effects to your Games
- Practical assignment: Building a mini piano musical game
- Using Local Storage to Store Game Data
- Practical assignment: Enhancing a Memory Matching Game with local storage capabilities
- Introduction to Web-Sockets
- Practical assignment: Building a Multiplayer Draw-and-Guess Game with WebSockets
- Drawing the physics world in the canvas
- Practical assignment: Building a Physics Car Game with Box2D

Methods:
Workshop

Competences and skills to be acquired:
A basic understanding of HTML, CSS, and JavaScript. Basic skills in creating Canvas or DOM-based games that run on browsers.

Prerequisites:

Language of instruction: English

Recommended for: Engineering