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RELEASING HTML5 GAMES FOR WINDOWS 8



Jesse Freeman

O'Reilly Media. Paperback. Condition: New. 150 pages. Designing, building and publishing games is not an easy task. One of the most challenging parts about publishing a game is how to distribute and monetize it. This is even more daunting when it comes to HTML5 games since cross browser compatibility and viable distribution channels are still maturing. Windows 8 offers an incredible opportunity for independent game developers looking to distribute and monetize their HTML5 based game. This book will cover everything...

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