



## Releasing HTML5 Games for Windows 8

By 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 you need to know about porting over your web based JavaScript game to Window 8, how to integrate support for WinJS (the JavaScript communication layer to the native OS), and how to publish and sell your game on the Windows 8 Store. This book is a must read for anyone looking to seriously develop HTML5 games! This item ships from multiple locations. Your book may arrive from Roseburg,OR, La Vergne,TN. Paperback.

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