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machine using Git.

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As an experienced game programmer, I found this book very helpful in porting my games to the HTML5 platform, better than the other books I've read. If you are trying to learn game programming, van der Spuy is a great teacher, but you probably would be better served learning game programming in Flash before tackling HTML5.

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It's also great follow-up book for readers of Foundation Game Design with HTML5 and JavaScript (by the same author) who want to add depth and precision to their skills. The game examples in this book use pure JavaScript, so you can code as close to the metal as possible without having to be dependent on any limiting frameworks or game engines.

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