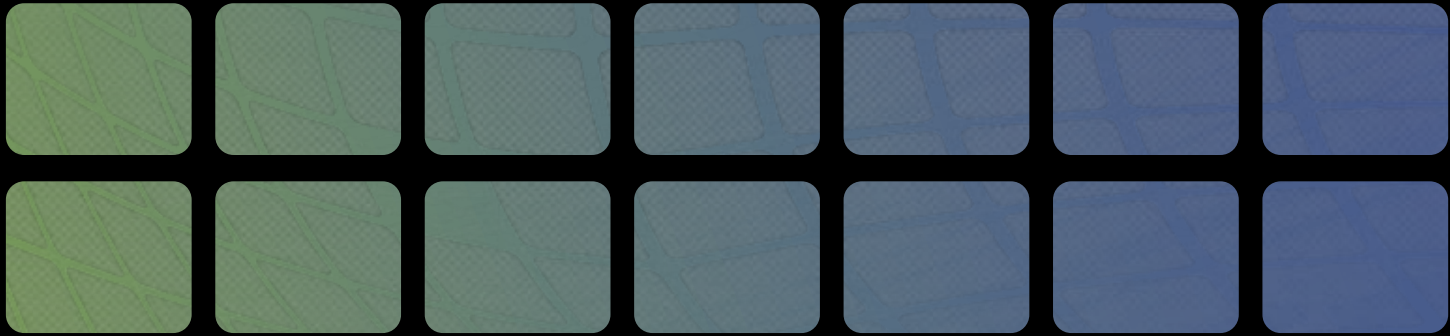




Game Development (1)

- Canvas – Game Area
- Collision Detection
- Keyboard Control
- Finger Control (touch)
- AI
- Animation
- Game Logics
- Win & Game Over
- Scores (save, topscore ect.)
- Step by Step or Live Performance

Game Development (2)

- Audio
- Video
- Graphics
- Psychics
- Flere?

Game Tutorials

- <http://aniruddhaloya.blogspot.dk/2011/07/html5-games-101-introductory-tutorial.html>
- <http://www.gamedevacademy.org>
- <http://mobile.smashingmagazine.com/2012/10/19/design-your-own-mobile-game/>
- <http://www.codeproject.com/Articles/563425/Game-Development-Using-JavaScript>
- <http://www.limejs.com>
- <http://gamequeryjs.com/>
- <http://www.photonstorm.com/html5/the-reality-of-html5-game-development-and-making-money-from-it>

FLIP IT

- Er et klassisk kort spil
- Find 2 ens kort

