



## Beginning Facebook Game Apps Development

By Wayne Graham

Apress. Paperback. Condition: New. 432 pages. Dimensions: 9.1in. x 7.4in. x 1.0in. Today's Facebook is emerging to become tomorrow's operating system, according to some. Certainly, a WebOS. Web standards-based apps using HTML5, JavaScript, CSS3 and more are now possible on Facebook. Why not get started with developing and selling Facebook game apps on Facebook's App Store? Beginning Facebook Game Apps Development gets you started with building your first game apps that run on Facebook. Become your own Zynga and create your own Civilization or Farmville and more. Build rich Web-based apps that you can sell on Facebook's App Store. Because these apps are built on Web standards, you can build and run on many browsers and more interestingly, more computers, tablets, smartphones and even other devices and appliances that are Web-connected or enabled. What you'll learn: Build your first Facebook game apps! What HTML5 and JavaScript techniques, tools and frameworks have to offer to do this. Enhance your first Facebook game app with social media, location-based services, etc. Obtain a basic framework for a Facebook game app that you can build upon and customize for your own specific app design and development needs. Package, deploy and sell your first Facebook game app on...



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