CHAPTER 1

Introduction

I'm a gamer. I've been a gamer since before I was a programmer. And yet I've never tried to build a game...until now. A few weeks ago, a coworker sketched a simple, beautiful platform game. The moment I saw it; I knew I wanted to build it.

Knowing where to begin is always hard. Many books and tutorials about making games are often written in Java, C++, or some other language you haven't learned yet. So the complexity of making games increases when you also need to learn new languages.

Instead, I'm going to use modern JavaScript to make games for web browsers. They're effortless to use and they work everywhere. If you've ever wanted to make a game, join me. We'll start with nothing and build fun games in no time at all.

If you have questions, feel free to ask me on Twitter: <https://twitter.com/assertchris>.

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