



Releasing HTML5 Games for Windows 8

Jesse Freeman

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Windows 8 presents an incredible opportunity for distributing and monetizing HTML5 games, and this guide shows how you can profit from it. You'll learn everything you need to know about porting your original web-based JavaScript game to the new "touch-first" version of Windows, as well as several options for selling your game in Windows Store.

Windows 8 is a big leap forward for developers because it treats HTML5 as a first-class citizen, alongside C# and C++. Interactive development expert Jesse Freeman explains how Windows 8 works, gets you started with Visual Studio Express (it's free!), and uses a case study to show you how to port an HTML5 game with ease.

- Learn which games and JavaScript libraries work best on Windows 8
- Adjust artwork for different screen resolutions and Windows 8 features
- Accommodate mouse, keyboard, touch, and other game controls
- Optimize your game to run well on any Windows 8 device
- Understand the steps for publishing your game to Windows Store
- Explore fixed price, trial mode, ad support, and in-app purchase options
- Use a web-first workflow to ensure your game runs on many other platforms

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