Introduction to Game Development

Learn to build a fully-functional 2D game using just HTML5, CSS3 and JavaScript. Work through the game design process step-by-step, starting with only what is necessary to complete each step, and refactoring the code as necessary along the way, reflecting the natural progression that code follows in the real world.

Wednesday, October 30
6:30-8:30 PM
Grades 5-8

NOTE: If you arrive more than 15 minutes past the stated start time of the program, your spot may be given to someone on the waiting list.
Photographs and videos taken during library programs may be used for library publicity.

Limited registration begins October 15 for SSD residents; nonresidents: one week later (space permitting).
Use child’s own SPL when registering.
All children under 12 must have a parent/guardian in the building at all times.