



Programming A Browser Game: Building the Tomb Treasure Game

Mr. Matthew Bullard

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Creating text based browser games is a lot easier than many believe and it is the focus of this book to show you how one developer started from scratch and designed and programmed his own browser based game. Tomb Treasure is built from the ground up with friendly procedure coding style which eliminates the use of any pre-built PHP frameworks or dependent files. The author encourages the readers to add to and take away from this project to make the game their own. The book is designed in a way that the reader starts from the front and works through each chapter building on the code from the previous chapters as the author and the reader build a real working web based browser game.

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