

Beginning Facebook Game Apps Development Beginning Apress By Graham Wayne Published By Apress 2012

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Beginning Facebook Game Apps Development PDF | DropPDF

Beginning Facebook Games App Development is a great starting point for any budding game developer looking for a digestible, helpful introduction to game creation and the Facebook platform. While the scope of the book prevents and in-depth overview, Graham does a good job of covering the basics of programming—and programming in JavaScript—for the uninitiated.

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Game - Beginning Facebook Game Apps Development [Book]

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Beginning Facebook Game Apps Development | SpringerLink

Introduction When I wrote the first book on Facebook's APIs in 2006, the platform suffered from a lot of the growing pains many nascent technologies do. There was a distinct ... - Selection from Beginning Facebook Game Apps Development [Book]

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How to Get Started In Game Development - Simple Programmer

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