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Developer App - Beginning Facebook Game Apps Development ...

This repository accompanies Beginning Facebook Game Apps Development by Wayne Graham (Apress, 2012). Download the files as a zip using the green button, or clone the repository to your machine using Git. Releases. Release v1.0 corresponds to the code in the published book, without corrections or updates. Contributions

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GitHub - Apress/beg-facebook-game-apps-dev: Source code ...

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Beginning Facebook Game Apps Development by Graham, Wayne ...

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 an 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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Hem llegit el llibre Beginning Facebook Game Apps Development (enllaç a amazon) de Wayne Graham publicat per Apress (Apress Beginning). Es tracta d'una lectura interessant per entendre (o refrescar) la construcció d'aplicacions i jocs sobre Facebook.

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