

```

<!DOCTYPE HTML>
<html lang="en-US">
<head>
  <title>HTML5 Games</title>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, user-scalable=no">
  <meta name="apple-mobile-web-app-capable" content="yes" />
  <script src="game.js"></script>
  <script>
    window.onload = Game.start;
  </script>

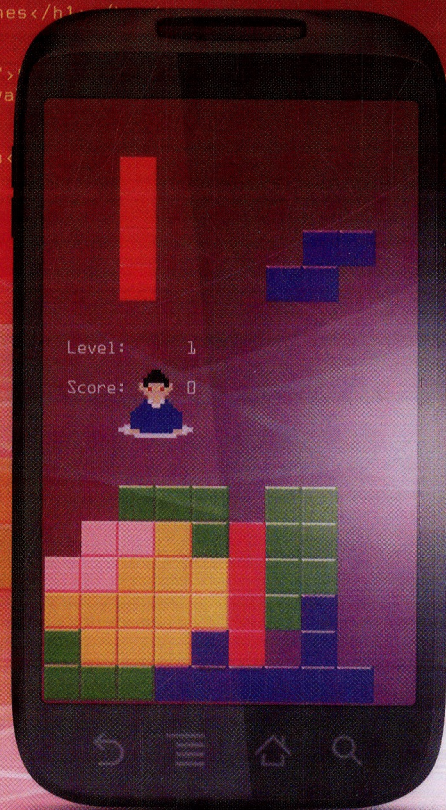
  <link rel="stylesheet" href="game.css" />
  <link rel="stylesheet" href="mobile.css"
    media="screen and (max-device-width: 768px) and (orientation: portrait)" />
</head>
<body>
<header> <h1>HTML5 Games</h1>

<div id="game">
  <canvas class="output">
    <progress max="100" value="0">
  </div>

<footer> By Jacob Seidelin
</body>
</html>

```

Jacob Seidelin



HTML5 GAMES

Creating Fun with HTML5,
CSS3, and WebGL

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