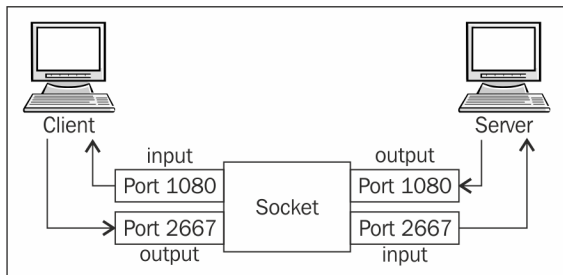
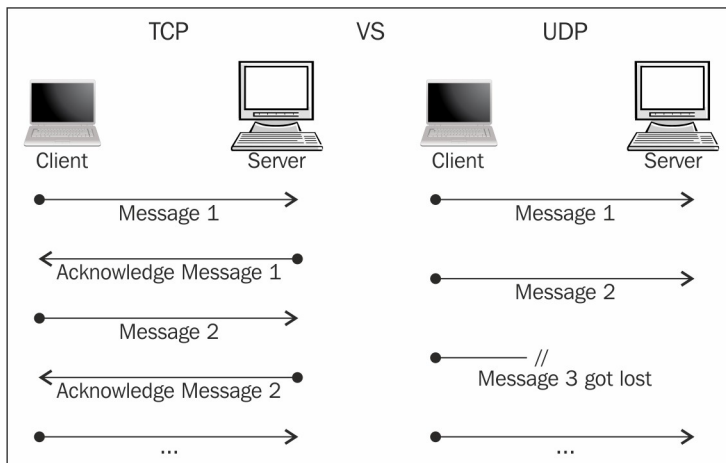
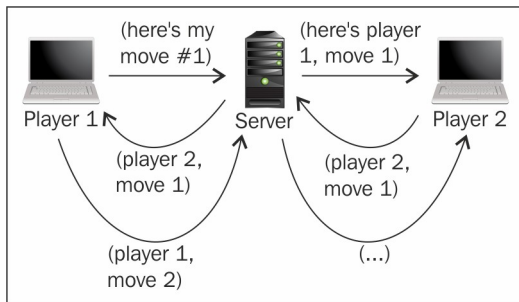
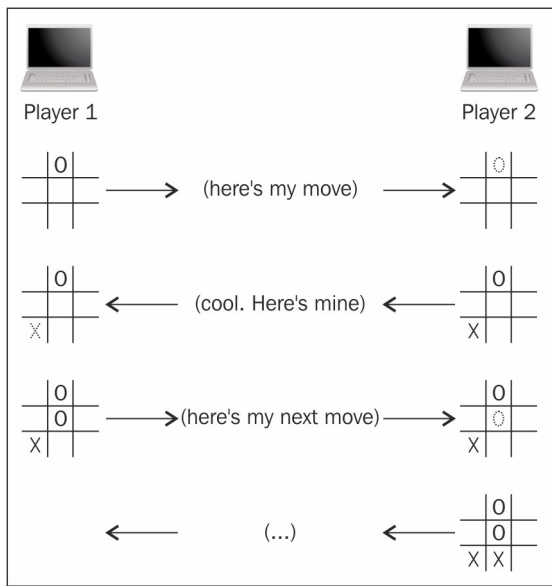
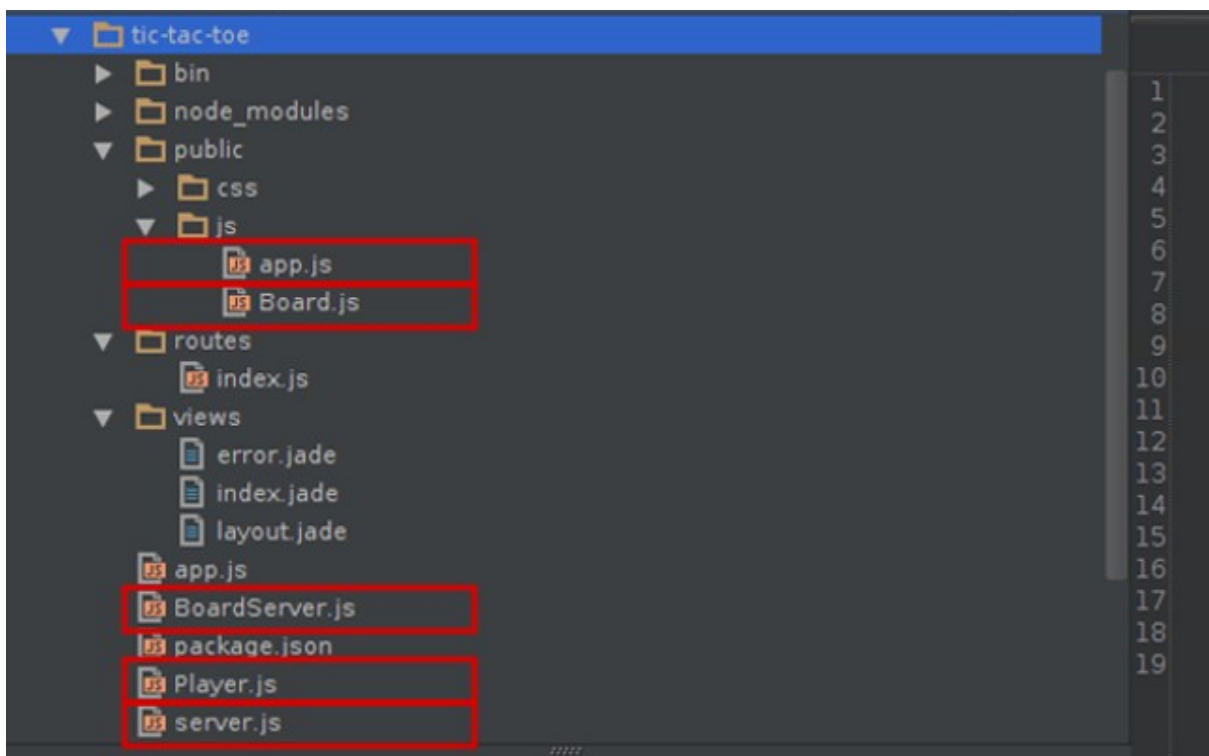
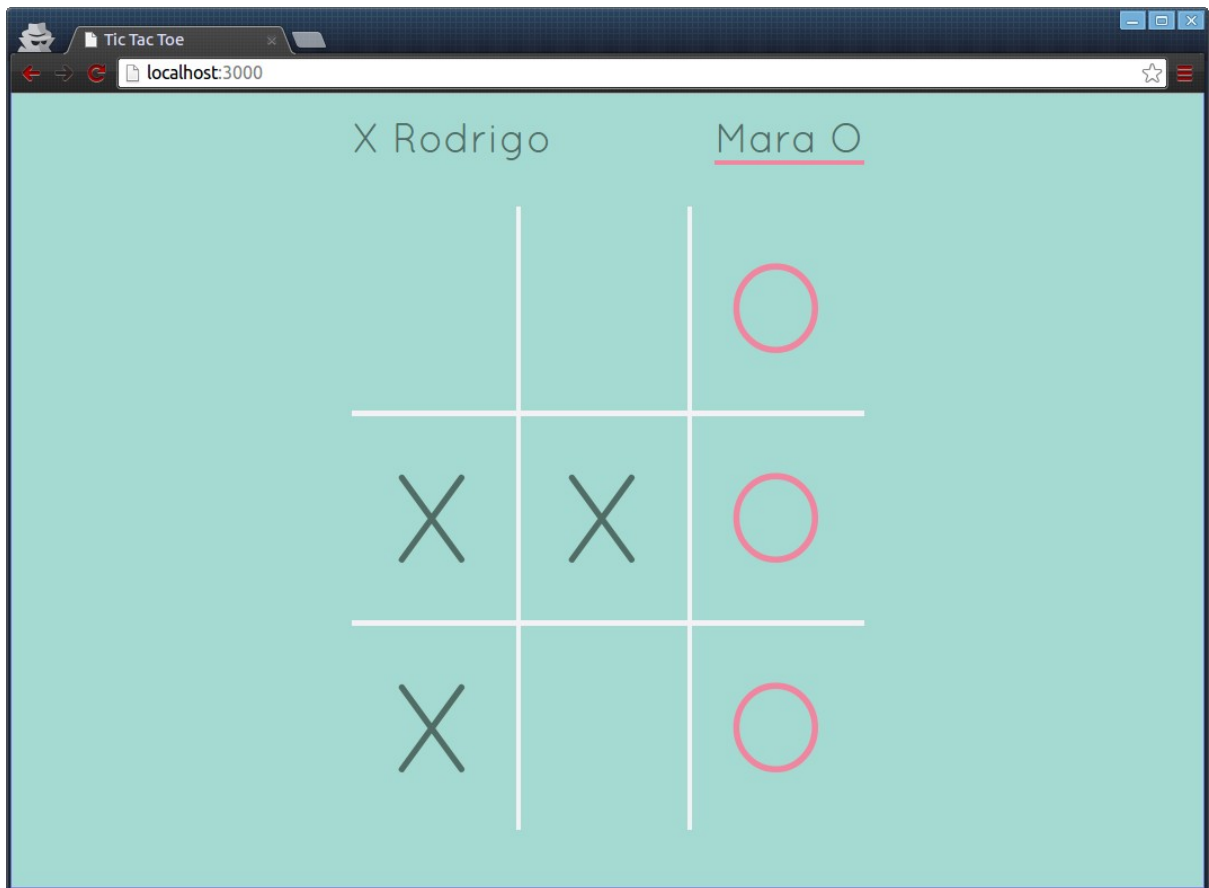
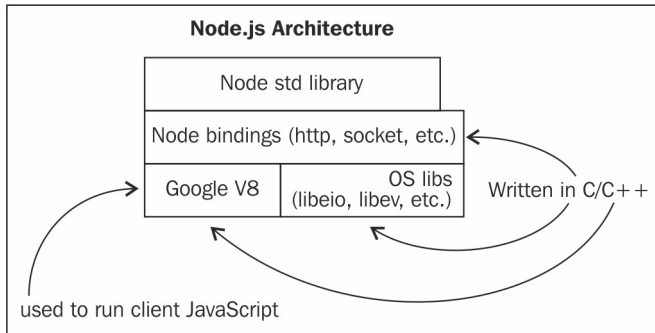


# Chapter 1







```

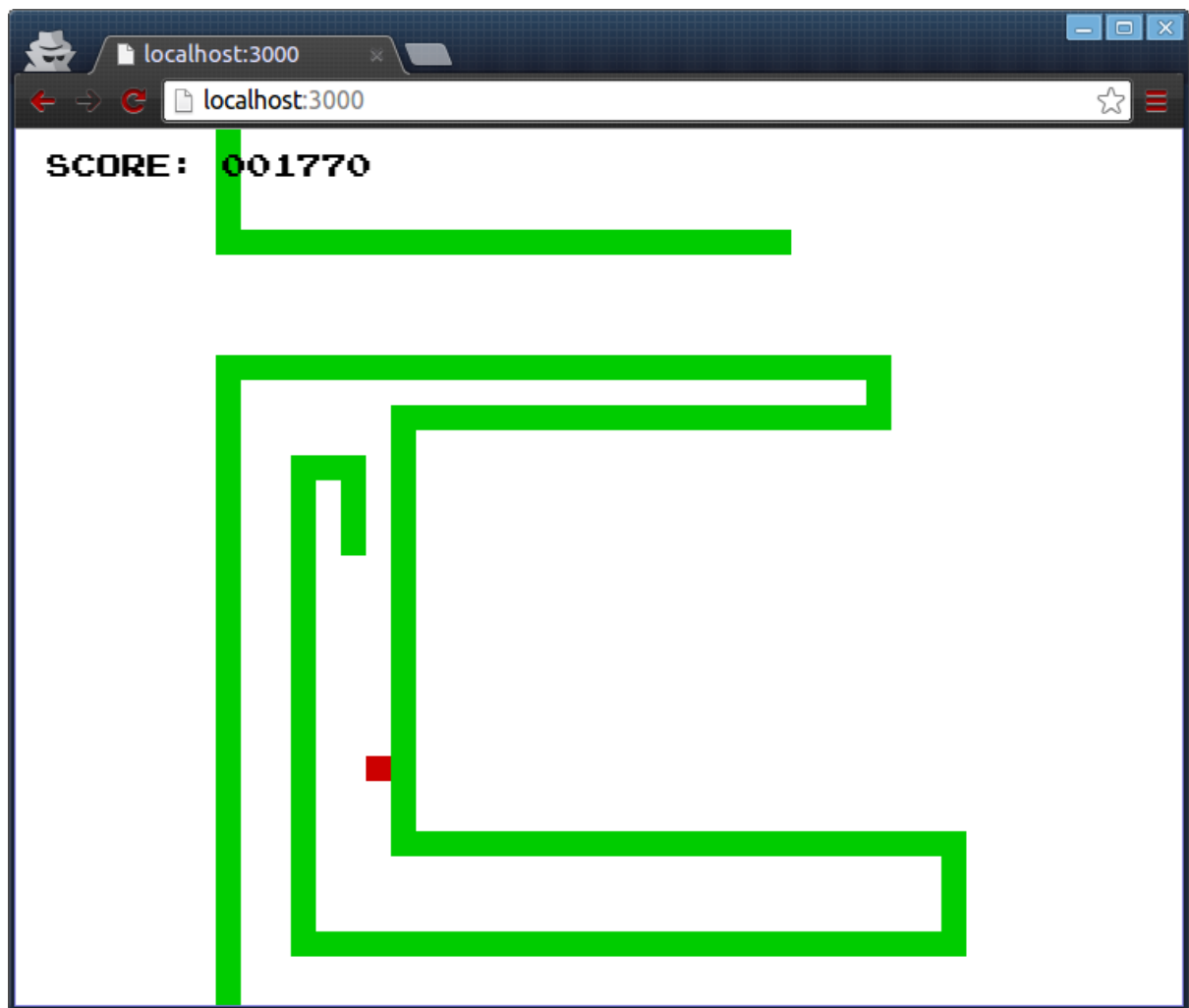
rsilveira@carus: ~
File Edit View Search Terminal Help
rsilveira@carus:~$ node
> console.log('Hello, World!');
Hello, World!
undefined
>
  
```

```

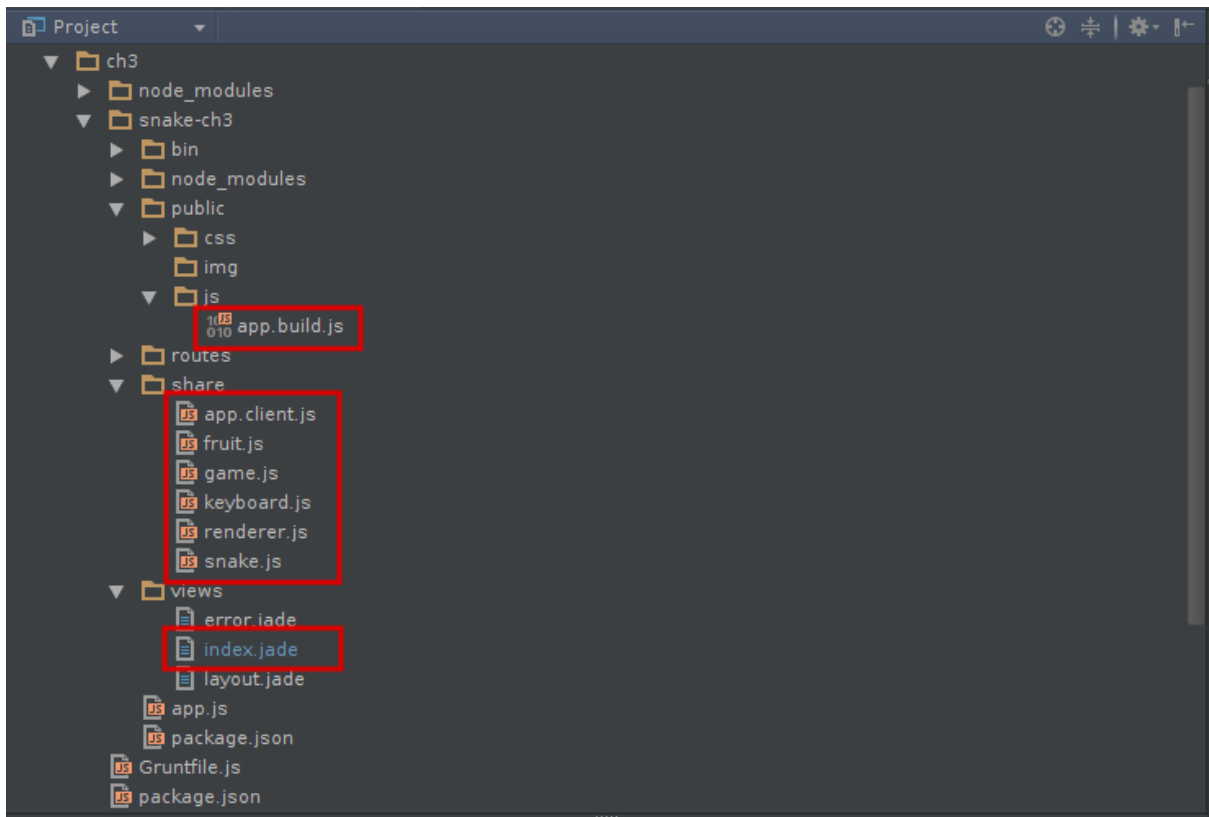
rsilveira@carus: ~/formigone/html5multiplayer/ch2
File Edit View Search Terminal Help
rsilveira@carus:~/formigone/html5multiplayer/ch2$ node player_test.js

module.js:340
  throw err;
      ^
Error: Cannot find module 'player.js'
    at Function.Module._resolveFilename (module.js:338:15)
    at Function.Module._load (module.js:280:25)
    at Module.require (module.js:364:17)
    at require (module.js:380:17)
    at Object.<anonymous> (/home/rsilveira/formigone/html5multiplayer/ch2/player_test.js:1:76)
    at Module._compile (module.js:456:26)
    at Object.Module._extensions..js (module.js:474:10)
    at Module.load (module.js:356:32)
    at Function.Module._load (module.js:312:12)
    at Function.Module.runMain (module.js:497:10)
rsilveira@carus:~/formigone/html5multiplayer/ch2$
  
```

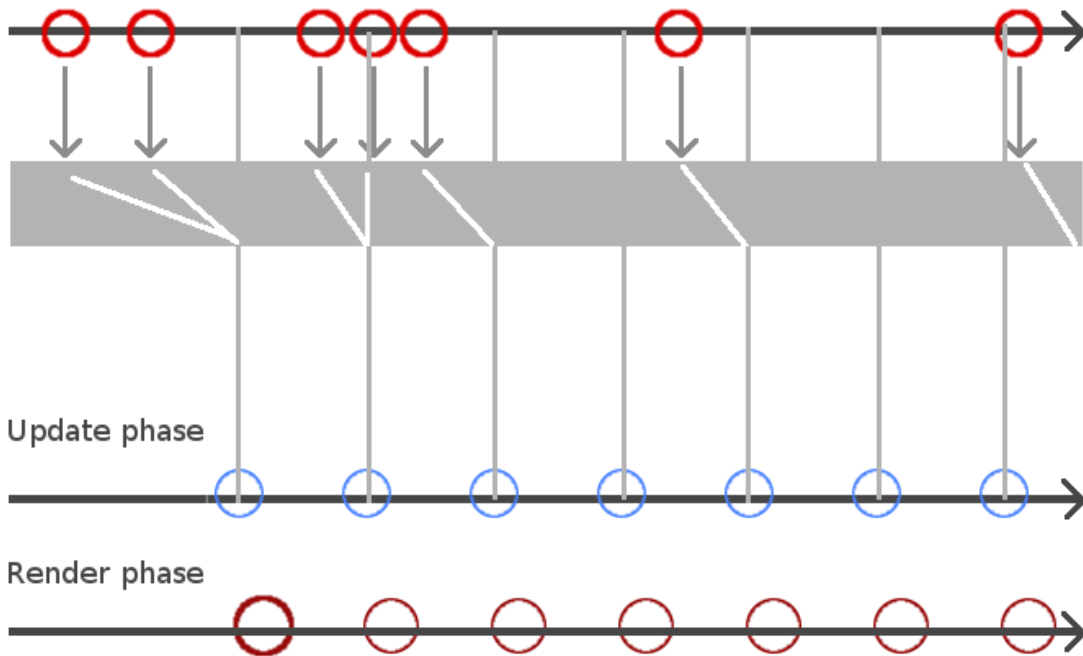
Chapter 3







Input event (key press)

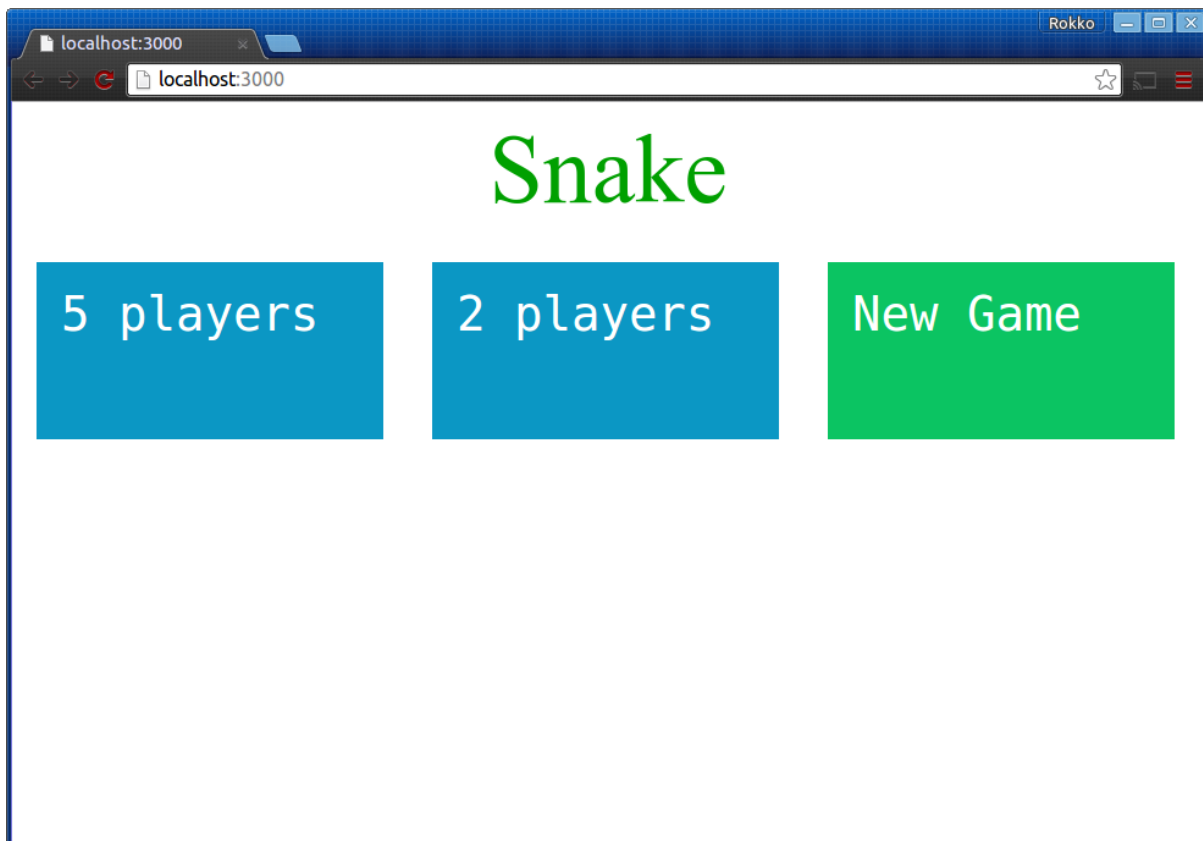


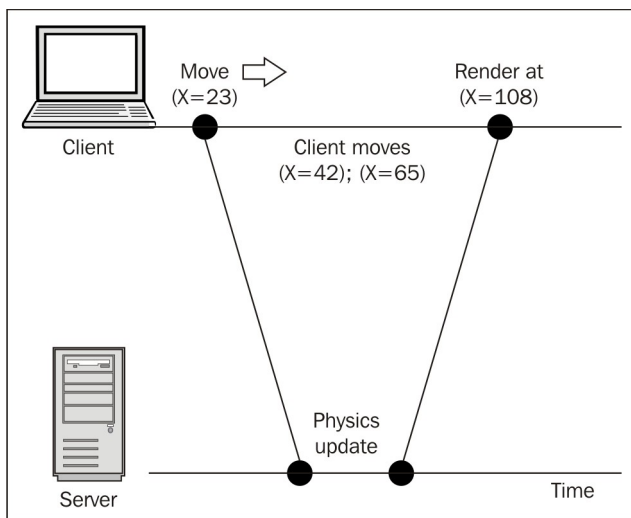
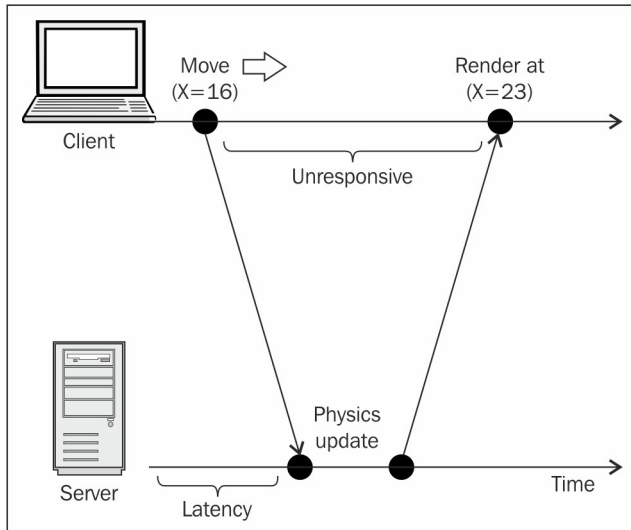
$(x += 4 * 0.5)$     $(x += 4 * 0.5)$     $(x += 4 * 0.5)$     $(x += 4 * 0.5)$



1 sec

$(x += 4 * 0.25)$     $(x += 4 * 0.25)$     $(x += 4 * 0.25)$     $(x += 4 * 0.25)$   
 $(x += 4 * 0.25)$     $(x += 4 * 0.25)$     $(x += 4 * 0.25)$     $(x += 4 * 0.25)$





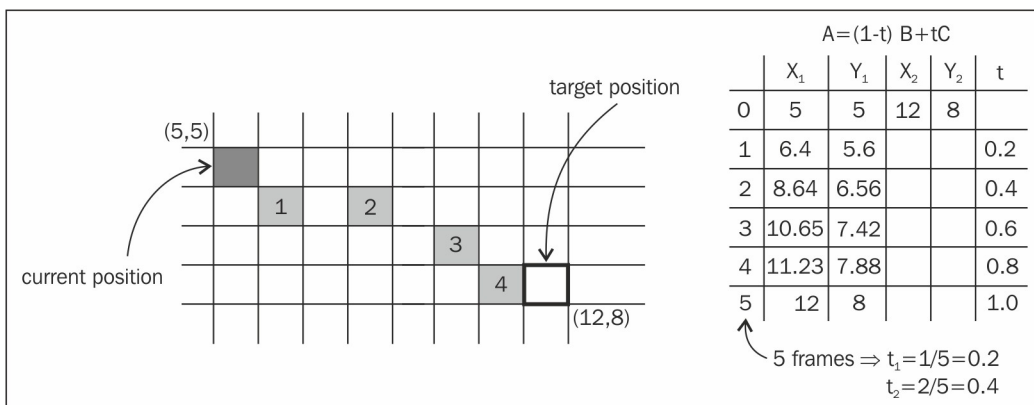
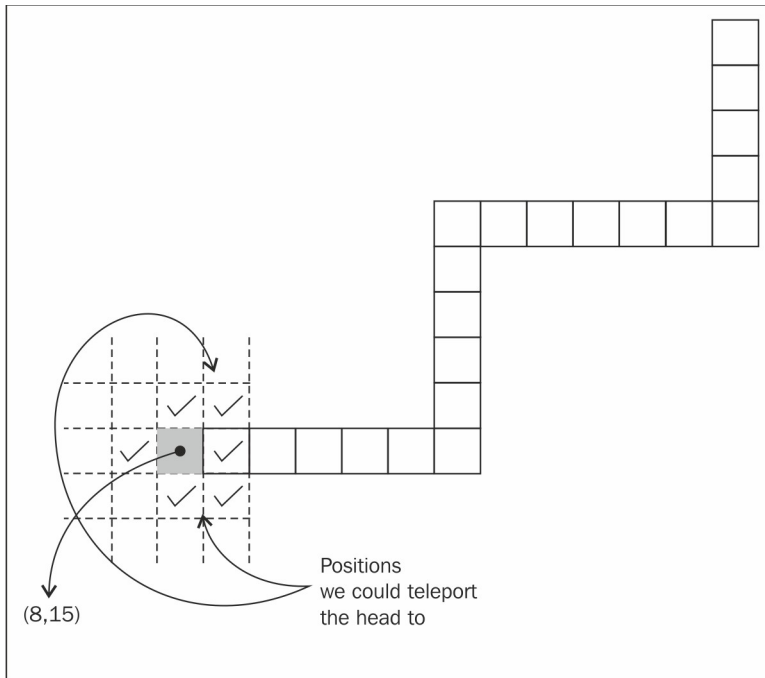
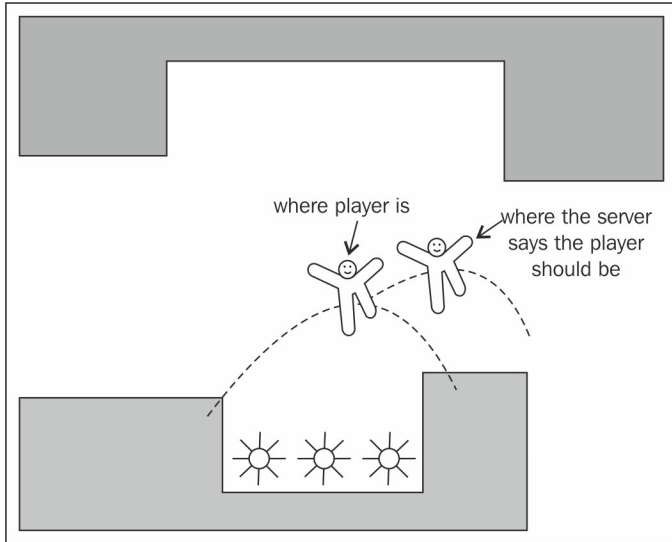
60 fps → speed=0.31px  
(every 16.66ms)

0	5px	10px	15px	...	300px
0	1	2	3		60

10 fps  
(every 100ms)

0	30px	...	300px
0	1		10





## Chapter 5

