

reference(s) – game design / development(s) [literature]

- Douglas Crockford – JavaScript: The Good Parts
- Mark Myers – A Smarter Way to Learn JavaScript: The new approach that uses technology to cut your effort in half
- Andy Oram, Greg Wilson – Beautiful Code: Leading Programmers Explain How They Think (Theory in Practice (O'Reilly))
- Kyle Simpson – You Don't Know JS: Scope & Closures
- Nicholas C. Zakas – The Principles of Object-Oriented JavaScript