

Comparison to the Most Popular Phaser Template on Github.com

Item #	My AMP Mobile Recommendations	Belohlavek phaser-es6-boilerplate
1	<!doctype html>	<!DOCTYPE html>
2	<html > (or <html amp> is also accepted)	<html lang="en">
3	<head>	<head>
4	<p><!-- Phaser Full Screen Mobile Example & SEO resources --> <meta charset="utf-8" /> <!-- must be the first meta tage --> <meta name="viewport" content="minimal-ui, user-scalable=0, width=device-width, initial-scale=1, maximum-scale=1, minimum-scale=1, shrink-to-fit=no" /></p> <p><!-- Social Networks & SEO metadata --> <!-- Open Graph data --> <meta property="og:locale" content="en_US" /> <meta property="og:locale:alternate" content="en_UK" /> <meta property="og:type" content="game" /> <meta property="og:title" content="Mozart's Music Match - a music education game" /> <meta property="og:description" content="Do you have music intelligence? Mozart was a profound musical genius in the age of classical music; try your skills in this demo music audio puzzle game for music education and ear training." /> <meta property="og:url" content="http://www.renown-games.com/MozartMusicMatch/" /> <meta property="og:site_name" content="Mozart's Music Match" /> <meta property="og:image" content="http://www.renown-games.com/MozartMusicMatch/images/title.jpg" /> <meta property="fb:app_id" content="xxxxxxxxxx" /></p> <p><!-- Twitter Card data --> <meta name="twitter:card" content="summary" /> <meta name="twitter:description" content="Do you have music intelligence? Mozart was a profound musical genius in the age of classical music; try your skills in this demo music audio puzzle game for music education and ear training." /> <meta name="twitter:title" content="Mozart's Music Match - a music education game" /> <meta name="twitter:site" content="@pbmcube" /> <meta name="twitter:image" content="http://www.renown-games.com/MozartMusicMatch/images/title.jpg" /> <meta name="twitter:creator" content="@pbmcube" /></p>	<meta charset="UTF-8">
5	<title>Mozart's Music Match - a music education game</title>	<title>Phaser with a sprinkle of ES6 Dust!</title>
6	<p>/* "Rel" values registered on microformats.org are allowed. If a rel value is missing from our whitelist, please submit an issue. stylesheet and other values like pre-connect, pre-render and pre-fetch that have side effects in the browser are disallowed. There is a special case for fetching stylesheets from whitelisted font providers. */ <link rel="canonical" href="\$SOME_URL" /> /* Authors may include stylesheets for custom fonts. The 2 supported methods are link tags pointing to whitelisted font providers and @font-face inclusion. */ <link rel="stylesheet" href="https://fonts.googleapis.com/css?family=Tangerine"> /* The following @-rules are allowed in stylesheets: @font-face, @keyframes, @media, @supports. @import will not be allowed. Others may be added in the future. Authors may add custom styles to a document using a single <style amp-custom> tag in the head of the document. */ <style amp-boilerplate>body{-webkit-animation:-amp-start 8s steps(1,end) 0s 1 normal both;-moz-animation:-amp-start 8s steps(1,end) 0s 1 normal both;-ms-animation:-amp-start 8s steps(1,end) 0s 1 normal both;animation:-amp-start 8s steps(1,end) 0s 1 normal both}@-webkit-keyframes -amp-</p>	<link rel="stylesheet" href="styles/main.css">

	<pre> start{from{visibility:hidden}to{visibility:visible}}@-moz-keyframes -amp- start{from{visibility:hidden}to{visibility:visible}}@-ms-keyframes -amp- start{from{visibility:hidden}to{visibility:visible}}@-o-keyframes -amp- start{from{visibility:hidden}to{visibility:visible}}@keyframes -amp- start{from{visibility:hidden}to{visibility:visible}}</style> /* One additional style tag is allowed in head tag for the purpose of custom styling. This style tag must have the attribute amp-custom */ <noscript><style amp-boilerplate>body{-webkit-animation:none;-moz-animation:none;- ms-animation:none;animation:none}</style></noscript> </pre>	
7	<pre> /* Scripts are prohibited unless the type is application/ld+json. (Other non-executable values may be added as needed.) Exception is the mandatory script tag to load the AMP runtime and the script tags to load extended components. The <script> tag must have an async attribute and must have a custom-element attribute referencing the name of the element. */ <script async src="https://cdn.ampproject.org/v0.js"></script> </pre>	
8	</head>	</head>
9	<body itemscope itemtype="http://schema.org/CreativeWork/WebApplication">	<body>
10	<p><!-- Predictable performance is a key design goal for AMP HTML. Primarily we are aiming at reducing the time until the content of a page can be consumed / used by the user. In concrete terms this means that:</p> <ul style="list-style-type: none"> • HTTP requests necessary to render and fully layout the document should be minimized. • Resources such as images or ads should only be downloaded if they are likely to be seen by the user. (i.e. Above the fold) • Browsers should be able to calculate the space needed by every resource on the page without fetching that resource. • Anchor href attribute value must not begin with javascript:. If set, the target attribute value must be _blank. <pre> --> <h1>Mozart's Music Match</h1> <p> Are you a musical genius? </p> <amp-ad width=300 height=250 type="a9" data-aax_size="300x250" data-aax_pubname="test123" data-aax_src="302"> </amp-ad> </pre>	<div id="content"></div>
11	<p>Display an iframe in your page using the amp-iframe element.</p> <p>Iframes are especially useful in AMP to display content not supported in the main page context, such as content requiring user-authored Phaser JavaScript Game Framework.</p> <p>amp-iframe requirements:</p> <p>Iframes must be either 600px away from the top or not within the first 75% of the viewport when scrolled to the top – whichever is smaller. This example might not work depending on your screen width. In that case it will only show a loading indicator.</p> <p>Can only request resources via HTTPS, and they must not be in the same origin as the container, unless they do not specify allow-same-origin.</p>	<pre> <script src="scripts/phaser.min.js"></s cript> <script src="scripts/game.js"></script> </pre>
12		
13	</body></html>	</body></html>