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Design

① [Your app needs a purpose. Start by crafting an elevator pitch.](#)

② [Optimize the user experience of your app by incorporating these design principles](#)

③ [Use responsive design patterns to handle navigation on small screens](#)

④ [A collection of building blocks for developing HTML5 apps](#)

⑤ [Reference articles about web apps and responsive design, written by some of the best minds in the industry.](#)

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Getting Started

Web app Foundations

Manifests

Manifest FAQ

Firefox OS

Sample Apps

TweetArea

WeatherMe

Serpent Game

Tools &

Downloads

Dev Tools

App Templates

Support

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Getting Started

- ① A recap of how HTML5, CSS3 and JavaScript plays a role in an HTML5 app
- ② Learn about manifests: what makes an Open Web App different from a website
- ③ Documentation and community support for Firefox OS: Mozilla's new mobile operating system

Sample Apps



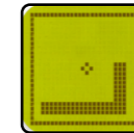
①

TweetArea



②

WeatherMe



③

Serpent Game

Tools and Downloads

- ① Dev Tools: Firefox Dev Tools, Responsive Mode, Style Editor, and Firebug
- ② Start writing web apps quickly by starting from a template project
- ③ Your questions about our development tools: answered

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Publish

- ① [Hosting: various ways to deploy and publish your new app](#)
- ② [Is packaged apps right for you? Purpose, types and differences](#)
- ③ [Submitting your app: what you need, steps, and what happens afterwards](#)
- ④ [Installing apps on your desktop: a useful testing and dev tool](#)