



Learn by doing: less theory, more results



# COCOS2D-X

## *Second Edition*

Unleash your inner creativity and learn how to build great cross-platform 2D games with the popular Cocos2d-x framework

# *Beginner's Guide*

Roger Engelbert

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# Cocos2d X By Example Beginner S Guide Engelbert Roger

**Roger Engelbert**



## **Cocos2d X By Example Beginner S Guide Engelbert Roger:**

*Cocos2d-X by Example* Roger Engelbert,2013 Get to grips with Cocos2D X using step by step examples Roger Engelbert will have you smiling throughout and learning valuable information at every turn If you have brilliant ideas for amazing games and want to bring them to life then this book is what you need Work through easy to follow examples and learn exactly what you need to know to make your games a reality No programming experience necessary *Cocos2d-x by Example: Beginner's Guide - Second Edition* Roger Engelbert,2015-03-26 If you are a game enthusiast who would like to develop and publish your own game ideas onto different app stores this is the book for you Some knowledge of C or Java is helpful but not necessary [Cocos2d Game Development Blueprints](#) Jorge Jordán,2015-01-30 Whether you are a passionate gamer like developing or are just curious about game development this book is for you The book has been written to teach 2D game development to app developers and to teach Objective C to game developers as learning Cocos2d is the perfect step for both roles **Cocos2d Cross-Platform Game Development Cookbook** Siddharth Shekar,2016-02-22 Develop games for iOS and Android using Cocos2d with the aid of over 70 step by step recipes About This Book Learn to efficiently use Cocos2d to develop cross platform games and have them work on iOS as well as Android Get acquainted with industry wide professional tools such as Glyph Designer Texture Packer and Physics Editor as well as using the Swift Sprite builder implementation of Cocos2d Use the easy to follow recipes to develop as well as deploy games to the Playstore and the App Store Who This Book Is For This book is for intermediate game developers and especially the ones who are generally curious to find out what s new in Cocos2d v 3.3 What You Will Learn Build custom sprites with custom animations for the game Build interactivity into your game by adding gestures and touch interactions Understand AI enemy programming and path finding to make games more exciting Add physics to your game to make it more lively and interactive Get familiar with the Swift and Sprite builder implementations along with Objective C programming Perform hassle free deployment of games built in iOS onto Android Add effects and particle systems to make the game more colorful In Detail Cocos2d is the world s leading game development framework for developing iOS games With the introduction of Swift and Spritebuilder it has become easier than ever to develop the games of your dreams without much effort With Cocos2d you can also deploy the game on Android thereby maximizing profit and reducing development and porting costs The book starts off with a detailed look at how to implement sprites and animations into your game to make it livelier You will then learn to add scenes to the game such as the gameplay scene and options scene and create menus and buttons in these scenes as well as creating transitions between them From there on you will get an understanding of how to program user interactions such as tapping holding and swiping You ll then add accelerometer inputs and physics to the scene and make objects respond back to the inputs A game is practically incomplete without audio being added so this will be covered next The next section will include ways to add Artificial Intelligence to enemies in the game allowing them to patrol chase and shoot in a projectile manner You will then learn to use

NSUserDefaults to save and load game progress and create and access files using JSON Plist and XML files for custom storage and retrieval of data Then you will learn to add dynamic lighting to your game and will use industry wide tools such as Texture Packer Glyph Designer Physics Editor Particle Designer and Sprite Illuminator to create more visually appealing and performance optimized games Towards the end of the book we dive into Apple s latest programming language Swift highlighting the major differences between Objective C and Swift The book culminates with taking your existing game developed for iOS and porting it to Android showing you how to install the Android Xcode plugin as well Style and approach The book is written in an extremely lucid and step by step manner it can be understood easily by anyone The topics included are broken down into individual chapters so you can refer to the specific chapter to get answers on the subject you are interested in

**Learning Cocos2d-JS Game Development** Emanuele Feronato,2015-01-12 If you are new to game development or have just gotten your teeth into developing games but desire to learn more then this book is for you An understanding of the essentials of JavaScript is required

Coco2d-x Cookbook Akihiro Matsuura,2015-10-31 Over 50 hands on recipes to help you efficiently administer and maintain your games with Cocos2d xAbout This Book Build exciting games apps and other cross platform GUI based interactive programs with Cocos2d x Explore the nitty gritty of the latest Cocos2d x on the block version 3 6 A step by step guide that shows you the functionalities of Cocos2d x followed by an explanation of how they workWho This Book Is ForIf you are a game developer and want to learn more about cross platform game development in Cocos2d x then this book is for you Knowledge of C Xcode Eclipse and how to use commands in the terminal are prerequisites for this book What You Will Learn Install and set up Cocos2d x for your development environment Build test and release game applications for iOS and Android Develop your games for multiple platforms Customize Cocos2d x for your games Use a physical engine in your games Save and load text JSON XML or other formats Explore the brand new features of Cocos2d xIn DetailCocos2d x is a suite of open source cross platform game development tools used by thousands of developers all over the world Cocos2d x is a game framework written in C with a thin platform dependent layer Completely written in C the core engine has the smallest footprint and the fastest speed of any other game engine and is optimized to be run on all kinds of devices You will begin with the initial setup and installation of Cocos2d before moving on to the fundamentals needed to create a new project You will then explore and create the sprites animations and actions that you will include in the game Next you will look at strings and create labels including a label with True Type Font TTF font support Later you will learn about layer and scene creation and transition Then you will create the GUI parts essential for a game such as buttons and switches After that you will breathe life into the game with background music and sound effects using the all new Cocos2d x audio engine You will then discover how to manage resource files and implement processes that depend on the operating system Finally you will polish your game with physics such as gravity and elevation learn about tools that will help you make games more robust and stable and get to know best practices to improve the game you have

developed Style and approach This book is an easy to follow guide with ample recipes to help you better understand Cocos2d x

**Learning Cocos2d-x Game Development** Siddharth Shekar, 2014-09-23 If you are a hobbyist novice game developer or programmer who wants to learn about developing games apps using Cocos2d x this book is ideal for you

**Cocos2d-X Game Development Blueprints** Karan Sequeira, 2015-07-27 If you are a proficient Cocos2d game developer who wants to enhance his or her game development skill set using Cocos2d x to build different types of games this book is for you

## Unveiling the Energy of Verbal Artistry: An Mental Sojourn through **Cocos2d X By Example Beginner S Guide Engelbert Roger**

In a global inundated with monitors and the cacophony of quick conversation, the profound power and psychological resonance of verbal art often disappear into obscurity, eclipsed by the constant onslaught of sound and distractions. Yet, set within the lyrical pages of **Cocos2d X By Example Beginner S Guide Engelbert Roger**, a charming function of literary beauty that pulses with organic feelings, lies an remarkable trip waiting to be embarked upon. Penned by way of a virtuoso wordsmith, that enchanting opus courses readers on an emotional odyssey, gently exposing the latent possible and profound influence stuck within the complex web of language. Within the heart-wrenching expanse with this evocative analysis, we will embark upon an introspective exploration of the book is central subjects, dissect their interesting publishing fashion, and immerse ourselves in the indelible effect it leaves upon the depths of readers souls.

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