



# Creating Games with cocos2d for iPhone 2

Master cocos2d through building nine complete games for  
the iPhone

Paul Nygard

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# Creating Games With Cocos2d For Iphone 2 Nygard Paul

**Steffen Itterheim, Andreas Lw**



## **Creating Games With Cocos2d For Iphone 2 Nygard Paul:**

*Creating Games with Cocos2d for iPhone 2* Paul Nygard, 2012-01-01 There are nine complete games with increasing complexity built in this book The process of game building is well illustrated with screenshots and explained code This book is aimed at readers with an understanding of Objective C and some familiarity with the cocos2d for iPhone 2.0 framework

Cocos2d-x Game Development Blueprints Karan Sequeira, 2015-07-27 Packed with comprehensive projects this book takes a detailed look at a few of the industry's most popular games This book will show you how to use Cocos2d x to build games using its core components You will learn how to incorporate game physics and import custom models and animations Next you will see how to include effects such as particles and sounds With a brief introduction to the upcoming HTML5 platform using Cocos2d html5 the book goes on to tackle the many different concepts that comprise game development today You will learn how to build worlds with meshes a terrain user interaction physics and more You will start by developing a puzzle game and then progress on to games that are increasingly complex Along the way you will learn how to build gaming favorites similar to games such as Flappy Bird Tilt to Live Jumpy Clown Angry Birds and Tower Defense

**Learning iPhone Game Development with Cocos2D 3.0** Kirill Muzykov, 2014-06-25 This book is an easy to follow step by step beginner's guide covering the full process of creating a game It is packed with examples and illustrations with comprehensive coverage of each topic If you want to learn how to make games using the Cocos2D framework this book is for you If you would like to build a good foundation for a career in game development as an independent game developer or at a game studio or if you just want to make games as a hobby then you will love this book You should have some basic programming experience with Objective C and Xcode To run the code in this book you will also need an Intel based Macintosh running OS X Mountain Lion or later

*Learn cocos2d 2* Steffen Itterheim, Andreas Lw, 2012-10-10 Create compelling 2D games with Learn cocos2d 2 Game Development with iOS This book shows you how to use the powerful new cocos2d version 2 game engine to develop games for iPhone and iPad with tilemaps virtual joypads Game Center and more It teaches you The process and best practices of mobile game development including sprite batching texture atlases parallax scrolling touch and accelerometer input How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d related tools and libraries How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps The ins and outs of the Kobold2D development environment for cocos2d and its pre configured libraries including cocos3d and Lua Best of all this book will have you making games right from the very start It guides you step by step through the creation of sample games These fun examples are modeled after popular App Store games and teach you key concepts of the new cocos2d 2 game engine and relevant tools like TexturePacker texture atlas PhysicsEditor physics collision shapes Particle Designer particle effects Glyph Designer bitmap fonts and others This book offers a rock solid introduction to creating games made entirely with cocos2d and little or no iOS SDK and OpenGL code It also details alternative implementations identifies

the best free and commercial tools for cocos2d game development features coverage of the author s improved cocos2d game engine Kobold2D and even helps you enhance your game s marketability on the App Store     **Learn cocos2d 2** Steffen Itterheim, Andreas Lw, 2012-09-21 Create compelling 2D games with Learn cocos2d 2 Game Development with iOS This book shows you how to use the powerful new cocos2d version 2 game engine to develop games for iPhone and iPad with tilemaps virtual joypads Game Center and more It teaches you The process and best practices of mobile game development including sprite batching texture atlases parallax scrolling touch and accelerometer input How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d related tools and libraries How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps The ins and outs of the Kobold2D development environment for cocos2d and its pre configured libraries including cocos3d and Lua Best of all this book will have you making games right from the very start It guides you step by step through the creation of sample games These fun examples are modeled after popular App Store games and teach you key concepts of the new cocos2d 2 game engine and relevant tools like TexturePacker texture atlas PhysicsEditor physics collision shapes Particle Designer particle effects Glyph Designer bitmap fonts and others This book offers a rock solid introduction to creating games made entirely with cocos2d and little or no iOS SDK and OpenGL code It also details alternative implementations identifies the best free and commercial tools for cocos2d game development features coverage of the author s improved cocos2d game engine Kobold2D and even helps you enhance your game s marketability on the App Store     **Learning Cocos2D** Rod Strougo, Ray Wenderlich, 2011-07-07 Build the Next Great iOS Game with Cocos2D Cocos2D is the powerhouse framework behind some of the most popular games in the App Store If you ve played Tiny Wings Angry Birds Mega Jump Trainyard or even Super Turbo Action Pig then you ve played a game that uses Cocos2D or Box2D physics The beauty of Cocos2D is its simplicity It s easy to become overwhelmed when you start developing an iOS game especially if you look at things like OpenGL ES OpenAL and other lower level APIs Writing a game for the iPhone and iPad does not have to be that difficult and Cocos2D makes game development fun and easy Learning Cocos2D walks you through the process of building Space Viking which is free on the App Store a 2D scrolling game that leverages Cocos2D Box2D and Chipmunk As you build Space Viking you ll learn everything you need to know about Cocos2D so you can create the next killer iOS game Download the free version of Space Viking from the App Store today Help Ole find his way home while learning how to build the game As you build Space Viking you ll learn how to Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Add animations and movement to your games Build your game s main menu screen for accessing levels Use Cocos2D s Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion Cocos2D s sound engine Add gravity realistic collisions and even ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader

boards Squeeze the most performance from your games along with tips and tricks

**Learn cocos2d Game Development with iOS 5** Steffen Itterheim, Andreas Lw, 2011-12-14 Create compelling 2D games with Learn cocos2d Game Development with iOS 5 This book shows you how to use the powerful cocos2d game engine to develop games for iPhone and iPad with tilemaps virtual joypads Game Center and more It teaches you The process and best practices of mobile game development including sprite batching texture atlases parallax scrolling touch and accelerometer input How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d related tools and libraries How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps The ins and outs of the Kobold2D development environment for cocos2d and its preconfigured libraries including cocos3d and Lua Best of all Learn cocos2d Game Development with iOS 5 will have you making games right from the very start It guides you step by step through the creation of sample games These fun examples are modeled after popular App Store games and teach you key concepts of the cocos2d game engine and relevant tools like TexturePacker texture atlas PhysicsEditor physics collision shapes Particle Designer particle effects Glyph Designer bitmap fonts and others This book offers a rock solid introduction to creating games made entirely with cocos2d and little or no iOS 5 SDK and OpenGL code It also details alternative implementations identifies the best free and commercial tools for cocos2d game development features coverage of the author's improved cocos2d game engine Kobold2D and even helps you enhance your game's marketability on the App Store

**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

*Learn iPhone and iPad cocos2d Game Development* Steffen Itterheim, 2011-07-30 Learn iPhone and iPad cocos2D Game Development provides a rock solid introduction to the cocos2d iPhone game engine and related tools It focuses on the process of creating several games made entirely with cocos2d and little to no iPhone SDK and OpenGL code By creating 2-3 sample games over the course of the book you'll learn key concepts of the cocos2d game engine and relevant tools like Zwoptex TextureAtlas ParticleDesigner Particle Effects and others The example games are modeled after popular App Store games so that they are relevant recognizable and immediately fun and inspiring The games increase in complexity and highlight common recurring cocos2d beginner questions As you move along you'll learn about possible stumbling blocks and how to navigate them successfully As you move from beginning to advanced you'll encounter general game programming wisdom tips for performance improvement as well as pointers to alternative implementations and further reading It is assumed that the reader has previous programming knowledge but not necessarily with Objective C Related topics such as Xcode Objective C the iPhone SDK and OpenGL are only discussed where absolutely necessary

**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

**Mastering Cocos2d Game Development** Alex Ogorek,2015-04-24 If you are a developer who is experienced with Cocos2d and Objective C and want to take your game development skills to the next level this book is going to help you achieve your goal

**Learn iPhone and iPad Cocos2d Game Development** Steffen Itterheim,2010-12-30

**Coco2d-x Cookbook** Akihiro Matsuura,2015-10-31 Over 50 hands on recipes to help you efficiently administer and maintain your games with Cocos2d x

About 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 work

Who This Book Is For If 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 x

In Detail Cocos2d 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

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