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Learning Cocos2d-x Game Development

Learn cross-platform game development with Cocos2d-x

Siddharth Shekar

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Learning Cocos2d X Game Development

Steffen Itterheim,Andreas Lw

Learning Cocos2d X Game Development:

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 **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 **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 ll learn how to build gaming favorites similar to games such as Flappy Bird Tilt to Live Jumpy Clown Angry Birds and Tower Defense **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 **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 NSUserDefault 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 **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-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 **Learning LibGDX Game Development - Second Edition** Suryakumar Balakrishnan Nair,Andreas Oehlke,2015-01-28 This book is aimed at indie and existing game developers as well as those who want to get started with game development using LibGDX Basic knowledge of Java programming and game development is required **Building Android Games with Cocos2d-x** Raydelto Hernandez,2015-03-30 If you have a basic understanding of the C programming language and want to create videogames for the Android platform then this technology and book is ideal for you *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

Mastering Android Game Development with Unity Siddharth Shekar,Wajahat Karim,2017-05-25 Create enthralling Android games with Unity Faster Than Ever Before About This Book Develop complex Android games with the help of Unity s advanced features such as artificial intelligence high end physics and GUI transformations Create amazing Graphical User Interfaces GUIs with Unity s new uGUI system Unravel and deploy exciting games across Android devices Who This Book Is For If you are a Unity 5 developer and want to expand your knowledge of Unity 5 to create high end complex Android games then this book is for you Readers are expected to have a basic understanding of Unity 5 working with its environment and its basic concepts What You Will Learn Develop your own Jetpack Joyride clone game Explore the advanced features of Unity 5 by building your own Action Fighting game Develop remarkable Graphical User Interfaces GUIs with Unity s new uGUI system Enhance your game by adding stunning particle systems and complex animations Build pleasing virtual worlds with special effects lights sky cube maps and cameras Make your game more realistic by providing music and sound effects Debug and deploy your games on different Android devices In Detail Game engines such as Unity are the power tools behind the games we know and love Unity is one of the most widely used and best loved packages for game development and is used by everyone from hobbyists to large studios to create games and interactive experiences for the Web desktop mobile and console With Unity s intuitive easy to learn toolset and this book it s never been easier to become a game developer You will begin with the basic concepts of Android game development a brief history of Android games the building blocks of Android games in Unity 5 and the basic flow of games You will configure an empty project for the Jetpack Joyride Clone Game add an environment and characters and control them Next you will walk through topics such as particle systems camera management prefabs animations triggers colliders and basic GUI systems You will then cover the basic setup for 3D action fighting games importing models textures and controlling them with a virtual on screen joystick Later you will set up Scene for 3D Configuration create basic gameplays and manage input controls Next you will learn to create the interface for the main menu gameplay game over achievements and high score screens Finally you will polish your game with stats sounds and Social Networking followed by testing the game on Android devices and then publishing it on Google Play Amazon and OUYA Stores Style and approach A step by step and detailed guide to developing high end complex Android games utilizing

the advanced concepts of Unity   *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   **Cocos2d-x for Beginners** Kameron Hussain,Frahaan Hussain,2023-11-30 Cocos2d x for Beginners Building Simple Games from Scratch is an essential guide for aspiring game developers and enthusiasts looking to embark on an exciting journey into the world of game programming This comprehensive book serves as a practical introduction to the Cocos2d x game engine renowned for its simplicity and efficiency in mobile game development The book begins with an overview of the game development landscape highlighting the significance of Cocos2d x in the current market It then delves into the fundamental concepts of game design and programming offering a step by step approach to mastering the basics Each chapter is meticulously crafted to introduce key elements of game development from setting up the development environment to understanding the core mechanics of game engines As readers progress they will discover practical strategies for building their first game from scratch The book offers detailed tutorials on creating engaging game environments designing characters and implementing interactive features These tutorials are complemented by real world examples and source codes allowing readers to apply their learning in a hands on manner Cocos2d x for Beginners also covers essential topics such as animation physics and user interface design ensuring a well rounded education in game development The book s easy to follow structure is ideal for beginners yet offers enough depth to challenge intermediate learners Additionally this guide explores advanced topics such as cross platform development and optimization techniques Readers will learn how to deploy their games on multiple platforms reaching a broader audience and maximizing the potential of their creations With its clear explanations practical tutorials and expert insights Cocos2d x for Beginners Building Simple Games from Scratch is more than just a book it s a passport to the thrilling

world of game development Whether you are a complete novice or looking to enhance your programming skills this book is the perfect companion on your journey to becoming a proficient game developer with Cocos2d x   *Learning Xamarin Studio* William Smith,2014-08-20 This book is intended for NET developers with any level of experience and who are interested in building native applications without the hassle of becoming Objective C or Java experts Although it will be beneficial to have some development experience particularly in NET Learning Xamarin help even a novice developer get past the headaches of setting up and customizing their new development environment so they can move on to producing high quality native applications quickly   **iOS Programming Cookbook** Hossam Ghareeb,2017-03-31 Over 50 exciting and powerful recipes to help you unearth the promise of iOS programming About This Book Create high performance iOS apps with a focus on application development APIs and techniques Enrich your UI skills with UIStoryboard Autolayout Size classes and Container view Produce enhanced results with iOS 10 as a result of learning and implementing pro level practices techniques and solutions Who This Book Is For If you are an iOS developer on a quest to develop your perfect iOS app then this book is for you It would also prove to be a valuable resource for those who want to get up and running with iOS development through a clear practical approach In order to unleash the full potential of this book basic Swift programming knowledge is necessary What You Will Learn Build your own custom UIViews through code or the interface builder Implement a dynamic and interactive interface in an iOS app Work on various graphics related elements and the process of using them together to make meaningful shapes Use the side over and split view to interact with multiple apps concurrently Encrypt JSON calls to make the app more secure Work on web markup feature to enhance search optimization In Detail Do you want to understand all the facets of iOS programming and build complex iOS apps Then you have come to the right place This problem solution guide will help you to eliminate expensive learning curves and focus on specific issues to make you proficient at tasks and the speed up time involved Beginning with some advanced UI components such as Stack Views and UICollectionView you will gradually move on to building an interface efficiently You will work through adding gesture recognizer and touch elements on table cells for custom actions You will work with the Photos framework to access and manipulate photos You will then prepare your app for multitasking and write responsive and highly efficient apps Next you will integrate maps and core location services while making your app more secure through various encryption methods Finally you will dive deep into the advanced techniques of implementing notifications while working with memory management and optimizing the performance of your apps By the end of the book you will master most of the latest iOS 10 frameworks Style and approach This is the best practical resource on iOS 10 development This book with its no nonsense approach and a clear practical focus will be your best friend on your quest to develop your perfect iOS app The best thing about this book is that in addition to recipes on iOS programming techniques and app development essentials it will take you on a complete guided tour of all the new app development APIs that are shipped with iOS 10   **Cocos2d-x Game Development Essentials** Frahaan Hussain,Arutosh

Gurung,2014-08-18 This book is designed to help existing developers who are looking to learn this amazing framework which provides cross platform development It is also perfect for developers who already have an existing C foundation and would like to learn game development using Cocos2d x or those who are coming from another framework *Cocos2d-x Cookbook* Akihiro Matsuura,2015-11-03 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 **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 approachThis book is an easy to follow guide with ample recipes to help you better understand Cocos2d x   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   **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 ll 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

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