



Learn cocos2D Game Development with iOS 5 (Paperback)

By Steffen Itterheim, Andreas Low

aPress, United States, 2011. Paperback. Book Condition: New. 2011 ed.. 234 x 188 mm. Language: English . Brand New Book ***** Print on Demand *****.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...



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