

Cocos2d Cross-Platform Game Development Cookbook (Paperback)



Filesize: 6.25 MB

Reviews

It becomes an remarkable publication that we have possibly go through. It is among the most remarkable book i actually have read through. Your lifestyle period will likely be transform when you total reading this publication.

(Dominique Bergstrom)

COCOS2D CROSS-PLATFORM GAME DEVELOPMENT COOKBOOK (PAPERBACK)

[DOWNLOAD](#)

To get **Cocos2d Cross-Platform Game Development Cookbook (Paperback)** PDF, make sure you click the hyperlink beneath and save the document or get access to other information which are highly relevant to COCOS2D CROSS-PLATFORM GAME DEVELOPMENT COOKBOOK (PAPERBACK) ebook.

Packt Publishing Limited, United Kingdom, 2016. Paperback. Book Condition: New. 2nd Revised edition. 235 x 190 mm. Language: English . Brand New Book ***** Print on Demand *****.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...

[Read Cocos2d Cross-Platform Game Development Cookbook \(Paperback\) Online](#)[Download PDF Cocos2d Cross-Platform Game Development Cookbook \(Paperback\)](#)[Download ePub Cocos2d Cross-Platform Game Development Cookbook \(Paperback\)](#)

Related PDFs



[PDF] The Well-Trained Mind: A Guide to Classical Education at Home (Hardback)

Follow the link under to download "The Well-Trained Mind: A Guide to Classical Education at Home (Hardback)" PDF document.

[Read Document »](#)



[PDF] Who am I in the Lives of Children? An Introduction to Early Childhood Education (Paperback)

Follow the link under to download "Who am I in the Lives of Children? An Introduction to Early Childhood Education (Paperback)" PDF document.

[Read Document »](#)



[PDF] Any Child Can Write (Paperback)

Follow the link under to download "Any Child Can Write (Paperback)" PDF document.

[Read Document »](#)



[PDF] The Birds Christmas Carol (Paperback)

Follow the link under to download "The Birds Christmas Carol (Paperback)" PDF document.

[Read Document »](#)



[PDF] Homespun Tales (Paperback)

Follow the link under to download "Homespun Tales (Paperback)" PDF document.

[Read Document »](#)



[PDF] The Flag-Raising (Paperback)

Follow the link under to download "The Flag-Raising (Paperback)" PDF document.

[Read Document »](#)

**[PDF] Happy Monsters: Stories, Jokes, Games, and More! (Paperback)**

Click the hyperlink below to get "Happy Monsters: Stories, Jokes, Games, and More! (Paperback)" file.

[Read eBook »](#)

**[PDF] Never Invite an Alligator to Lunch! (Paperback)**

Click the hyperlink below to get "Never Invite an Alligator to Lunch! (Paperback)" file.

[Read eBook »](#)

**[PDF] I Am Reading: Nurturing Young Children s Meaning Making and Joyful Engagement with Any Book (Paperback)**

Click the hyperlink below to get "I Am Reading: Nurturing Young Children s Meaning Making and Joyful Engagement with Any Book (Paperback)" file.

[Read eBook »](#)

**[PDF] Kindergarten Culture in the Family and Kindergarten; A Complete Sketch of Froebel s System of Early Education, Adapted to American Institutions. for the Use of Mothers and Teachers (Paperback)**

Click the hyperlink below to get "Kindergarten Culture in the Family and Kindergarten; A Complete Sketch of Froebel s System of Early Education, Adapted to American Institutions. for the Use of Mothers and Teachers (Paperback)" file.

[Read eBook »](#)

**[PDF] Two Treatises: The Pearle of the Gospell, and the Pilgrims Profession to Which Is Added a Glasse for Gentlewomen to Dresse Themselves By. by Thomas Taylor Preacher of Gods Word to the Towne of Reding. (1624-1625) (Paperback)**

Click the hyperlink below to get "Two Treatises: The Pearle of the Gospell, and the Pilgrims Profession to Which Is Added a Glasse for Gentlewomen to Dresse Themselves By. by Thomas Taylor Preacher of Gods Word to the Towne of Reding. (1624-1625) (Paperback)" file.

[Read eBook »](#)

**[PDF] Electronic Dreams: How 1980s Britain Learned to Love the Computer**

Click the hyperlink below to get "Electronic Dreams: How 1980s Britain Learned to Love the Computer" file.

[Read eBook »](#)