Cocos2d-x by Example: Beginner's Guide - Second Edition

By Roger Engelbert

Cocos2d-x by Example: Beginner's Guide - Second Edition By Roger Engelbert

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

About This Book

- Build multi-device games, letting the framework do all the heavy lifting!
- Spruce up your games with easy-to-apply animations, particle effects, and physics simulation
- Quickly implement and test your own game play ideas, with an eye for optimization and portability

Who This Book Is For

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.

What You Will Learn

- Add time-saving and fun-looking animations to your projects
- Make your games look cooler with particle effects
- Draw lines, circles, and other primitives on the screen
- Create place holder sprites to quickly test your game ideas
- Load external data into your games
- Create projects and deploy them to iOS and Android
- Prepare your game for a variety of screen sizes and resolutions
- Use the CocosIDE and the Lua bindings to develop a game

In Detail

Upgraded and updated, the powerful and popular open source framework Cocos2d-x is better than ever. Through step-by-step tutorials, you'll learn how to

take complete advantage of the framework. You'll learn how to add animations and special effects, implement a physics engine, optimize your games, prepare a project for multiple devices, and develop game ideas from the test version to a finished project.

Most importantly, this book provides you with the accumulated knowledge of thousands of game developers, all packed into one easy-to-use and proven framework that will save time and strenuous thinking!

⬇ **Download** Cocos2d-x by Example: Beginner's Guide - Seco ...pdf

📄 **Read Online** Cocos2d-x by Example: Beginner's Guide - Se ...pdf

Cocos2d-x by Example: Beginner's Guide - Second Edition

By Roger Engelbert

Cocos2d-x by Example: Beginner's Guide - Second Edition By Roger Engelbert

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

About This Book

- Build multi-device games, letting the framework do all the heavy lifting!
- Spruce up your games with easy-to-apply animations, particle effects, and physics simulation
- Quickly implement and test your own game play ideas, with an eye for optimization and portability

Who This Book Is For

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.

What You Will Learn

- Add time-saving and fun-looking animations to your projects
- Make your games look cooler with particle effects
- Draw lines, circles, and other primitives on the screen
- Create place holder sprites to quickly test your game ideas
- Load external data into your games
- Create projects and deploy them to iOS and Android
- Prepare your game for a variety of screen sizes and resolutions
- Use the CocosIDE and the Lua bindings to develop a game

In Detail

Upgraded and updated, the powerful and popular open source framework Cocos2d-x is better than ever. Through step-by-step tutorials, you'll learn how to take complete advantage of the framework. You'll learn how to add animations and special effects, implement a physics engine, optimize your games, prepare a project for multiple devices, and develop game ideas from the test version to a finished project.

Most importantly, this book provides you with the accumulated knowledge of thousands of game developers, all packed into one easy-to-use and proven framework that will save time and strenuous thinking!

Cocos2d-x by Example: Beginner's Guide - Second Edition By Roger Engelbert Bibliography

- Sales Rank: #1760782 in Books

- Published on: 2015-04-30
- Released on: 2015-03-26
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .61" w x 7.50" l, 1.03 pounds
- Binding: Paperback
- 250 pages

Download and Read Free Online Cocos2d-x by Example: Beginner's Guide - Second Edition By Roger Engelbert

---

Editorial Review

About the Author

Roger Engelbert

Roger Engelbert is a game developer, with over 10 years of experience developing online games. He grew up surrounded by video games and thinks of classic, 8-bit, arcade titles as a form of art. He is the author behind the blog Done With Computers, which is chock-full of tutorials on game development and design. Roger sincerely hopes to soon live in a world where people of all ages will be given the knowledge and opportunity to experience the joy of building their own games.

Users Review

From reader reviews:

William Fugate:

Within other case, little persons like to read book Cocos2d-x by Example: Beginner's Guide - Second Edition. You can choose the best book if you like reading a book. So long as we know about how is important a book Cocos2d-x by Example: Beginner's Guide - Second Edition. You can add expertise and of course you can around the world by a book. Absolutely right, since from book you can know everything! From your country right up until foreign or abroad you may be known. About simple issue until wonderful thing you could know that. In this era, we could open a book or perhaps searching by internet device. It is called e-book. You need to use it when you feel bored stiff to go to the library. Let's learn.

Ellen Weiss:

The ability that you get from Cocos2d-x by Example: Beginner's Guide - Second Edition will be the more deep you digging the information that hide into the words the more you get interested in reading it. It does not mean that this book is hard to comprehend but Cocos2d-x by Example: Beginner's Guide - Second Edition giving you enjoyment feeling of reading. The writer conveys their point in certain way that can be understood through anyone who read it because the author of this publication is well-known enough. This specific book also makes your personal vocabulary increase well. Therefore it is easy to understand then can go together with you, both in printed or e-book style are available. We propose you for having this Cocos2d-x by Example: Beginner's Guide - Second Edition instantly.

Alfonso Miller:

Reading can called mind hangout, why? Because if you are reading a book mainly book entitled Cocos2d-x by Example: Beginner's Guide - Second Edition your mind will drift away trough every dimension, wandering in every aspect that maybe mysterious for but surely might be your mind friends. Imaging every single word written in a book then become one application form conclusion and explanation that maybe you

never get just before. The Cocos2d-x by Example: Beginner's Guide - Second Edition giving you a different experience more than blown away the mind but also giving you useful data for your better life with this era. So now let us demonstrate the relaxing pattern at this point is your body and mind will probably be pleased when you are finished reading through it, like winning a. Do you want to try this extraordinary investing spare time activity?

Rayford Alexander:

Is it you actually who having spare time after that spend it whole day by watching television programs or just telling lies on the bed? Do you need something new? This Cocos2d-x by Example: Beginner's Guide - Second Edition can be the respond to, oh how comes? A book you know. You are so out of date, spending your time by reading in this brand-new era is common not a geek activity. So what these publications have than the others?

Download and Read Online Cocos2d-x by Example: Beginner's Guide - Second Edition By Roger Engelbert #AGQIPE4FUW8

Read Cocos2d-x by Example: Beginner's Guide - Second Edition By Roger Engelbert for online ebook

Cocos2d-x by Example: Beginner's Guide - Second Edition By Roger Engelbert Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Cocos2d-x by Example: Beginner's Guide - Second Edition By Roger Engelbert books to read online.

Online Cocos2d-x by Example: Beginner's Guide - Second Edition By Roger Engelbert ebook PDF download

Cocos2d-x by Example: Beginner's Guide - Second Edition By Roger Engelbert Doc

Cocos2d-x by Example: Beginner's Guide - Second Edition By Roger Engelbert Mobipocket

Cocos2d-x by Example: Beginner's Guide - Second Edition By Roger Engelbert EPub

AGQIPE4FUW8: Cocos2d-x by Example: Beginner's Guide - Second Edition By Roger Engelbert