COCOS2dX by Example Beginners Guide

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Packt Publishing Limited. Paperback. Book Condition: New. Paperback. 246 pages. Dimensions: 9.1in. x 7.4in. x 0.7in.Make fun games for any platform using C, combined with one of the most popular open source frameworks in the world Overview Learn to build multi-device games in simple, easy steps, letting the framework do all the heavy lifting Spice things up in your games with easy to apply animations, particle effects, and physics simulation Quickly implement and test your own gameplay ideas, with an eye for optimization and portability Enjoy building the games as much as you will enjoy playing them In Detail Cocos2d-x is the C port of arguably the most popular open source 2D framework in the world. Its predecessor was limited to the Apple family but with Cocos2d-x you can take your applications to all major app stores, with minimum extra work. Give your games a larger target audience with almost no extra hassle. Cocos2d-X by Example Beginners Guide allows you to build your own cross platform games using all the benefits of a time tested framework, plus the elegance and simplicity of C. Each of the six games developed in this book will take you further on the road to becoming an expert game developer with no fuss and plenty of fun. Follow six tutorials for six very different games that leverage the ease of Cocos2D-X and its quick implementation, moving from simple ideas to more advanced topics in game development. In easy-to-follow steps, the book teaches you how to take full advantage of the framework by adding animations and special effects, implementing a physics engine, and optimizing your games. Prepare your project for multiple platforms and learn how to take your game concepts to completion. Cocos2d-X by Example Beginners Guide will present to you, in six different games, the...

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