

## Cocos2d Cross-Platform Game Development Cookbook (Paperback)



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### ***Reviews***

*A really wonderful book with lucid and perfect reasons. This can be for all who statte there was not a worth reading through. You are going to like how the author write this book.*

*(Dr. Grady Jacobi DDS)*

## COCOS2D CROSS-PLATFORM GAME DEVELOPMENT COOKBOOK (PAPERBACK)



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...



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