

Cocos2d-x by Example: Beginners Guide - Second Edition



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 placeholder 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: Beginners Guide - Second Edition (English Edition) Roger Engelbert ISBN: 9781785288852
Kostenloser Versand für alle Bücher GitHub is where people build software. More than 28 million people use GitHub to discover, fork, and contribute to over 85 million projects. Compre o livro Cocos2d-x by Example: Beginners Guide - Second Edition na : confira as ofertas para livros em inglês e importados. Find helpful customer reviews and review ratings for Cocos2d-x by Example: Beginners Guide - Second Edition by Roger Engelbert (30-Mar-2015) Paperback: Cocos2d-x by Example: Beginners Guide - Second Edition (9781785288852) by Roger Engelbert and a great selection of similar New, Used I am a fan of the authors style. This is book definitely for Cocos2d-x beginners. I recommend to anyone new to programming to pay attention to the setup section Unleash your inner creativity and learn how to build great cross-platform 2D games with the popular Cocos2d-x framework - 16 sec - Uploaded by G. Adarma Download Cocos2d x by Example Beginners Guide Second Edition. G. Adarma. Loading Unleash your internal creativity and find out how to construct nice cross-platform second video games with the preferred Cocos2d-x framework Upgraded and updated, the powerful and popular open source cross-platform game development framework Cocos2d-x is better than ever. - 5 sec Watch Read Cocos2d-x by Example: Beginners Guide - Second Edition Ebook Free by Unleash your inner creativity and learn how to build great cross-platform 2D games with the popular Cocos2d-x framework Read Cocos2d-x by Example: Beginners Guide - Second Edition by Roger Engelbert with Rakuten Kobo. If you are a game enthusiast who would like to