



## Learn Cocos2d 2: Game Development for iOS

By Steffen Itterheim, Andreas Low

aPress, United States, 2012. Paperback. Book Condition: New. 2012 ed.. 230 x 188 mm. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*.Create compelling 2D games with Learn cocos2d 2: Game Development with iOS. This book shows you how to use the powerful new cocos2d, version 2 game engine to develop games for iPhone and iPad with tilemaps, virtual joypads, Game Center, and more. It teaches you: \* The process and best practices of mobile game development, including sprite batching, texture atlases, parallax scrolling, touch and accelerometer input. \* How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d-related tools and libraries. \* How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps. \* The ins and outs of the Kobold2D development environment for cocos2d and its pre-configured libraries, including cocos3d and Lua. Best of all, this book will have you making games right from the very start. It guides you step-by-step through the creation of sample games. These fun examples are modeled after popular App Store games and teach you key concepts of the new cocos2d 2 game engine and relevant tools like TexturePacker (texture atlas), PhysicsEditor...



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