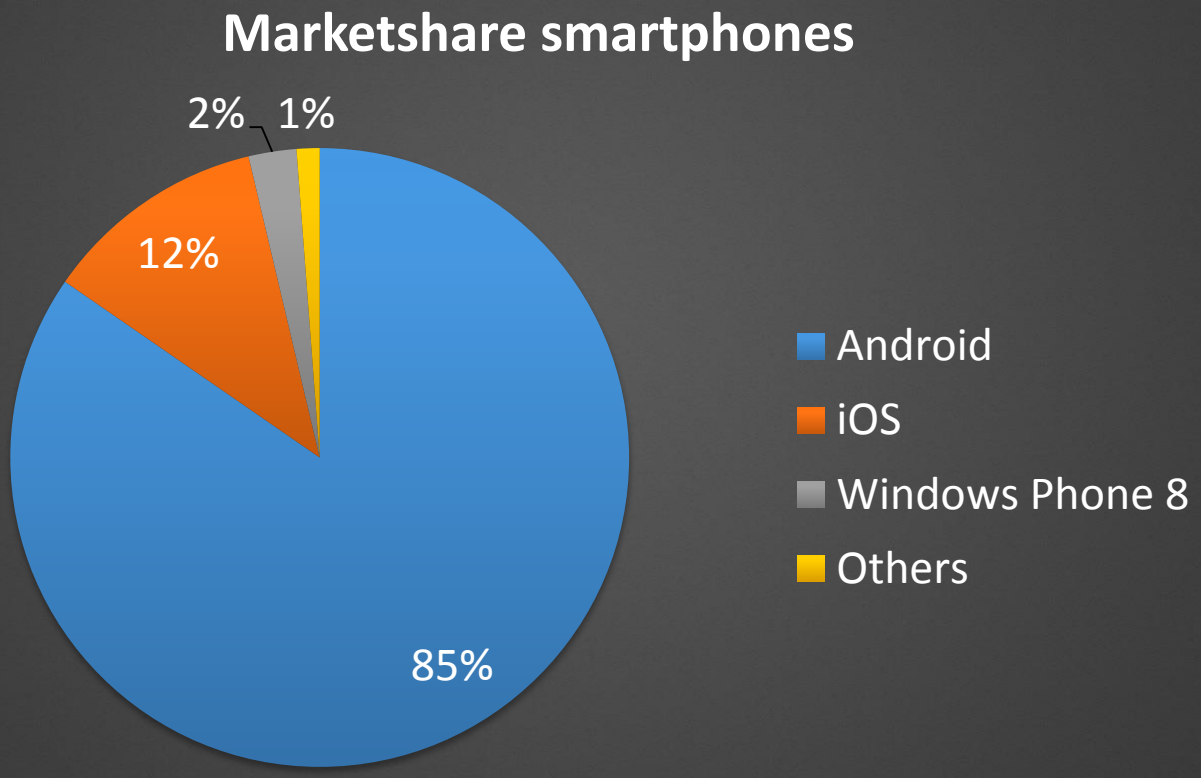
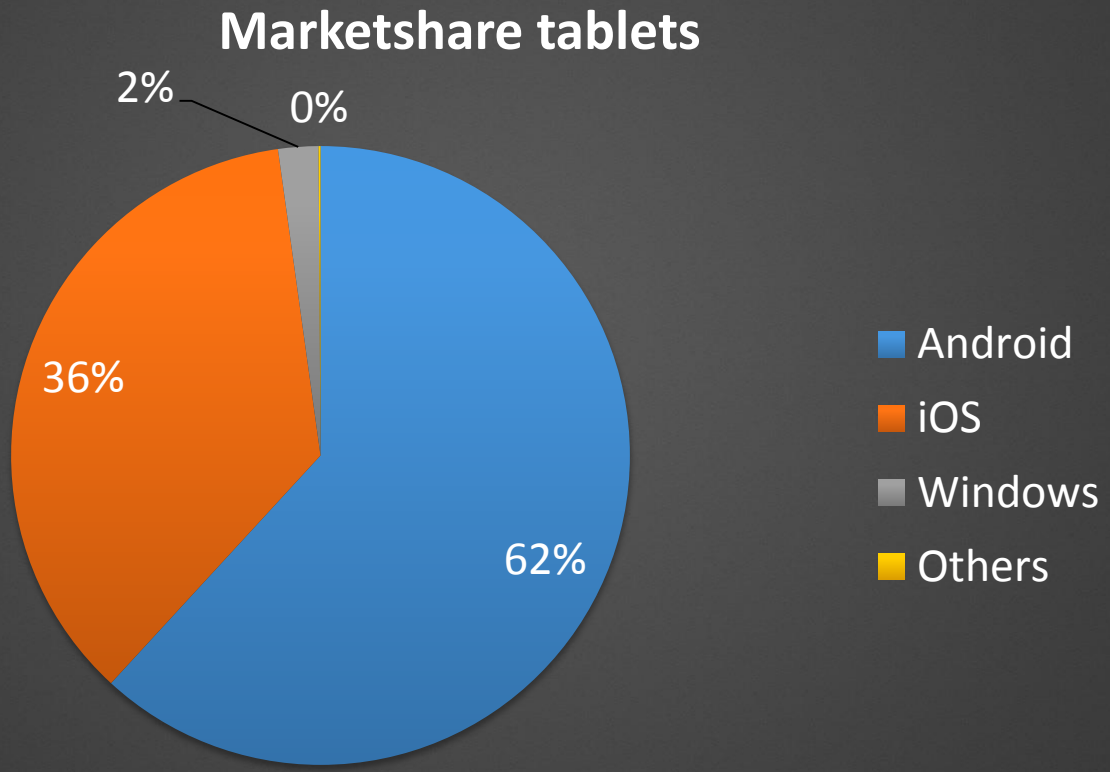
Developing native cross-platform games

Target?



Source: *IDC, 2014 Q2*

Target?



Source: *Gartner February 2014*

Target?

+ many users

iOS

+ good payment moral, strong on tablets

+niche market

About

Going multiplatform: Which way?

+ Fast
+ Direct access to hardware
+ Using native graphic interface
- ~~Platform setup~~
- ~~Compiler flags might be needed~~

+ Available on every platform
+ "Hot new thing"
- Slow
- ~~Every browser uses the W3C standards....~~ *NOT*

Frameworks & Engines

Frameworks

- cocos2dx

- Marmalade

- Corona
- LibGDX

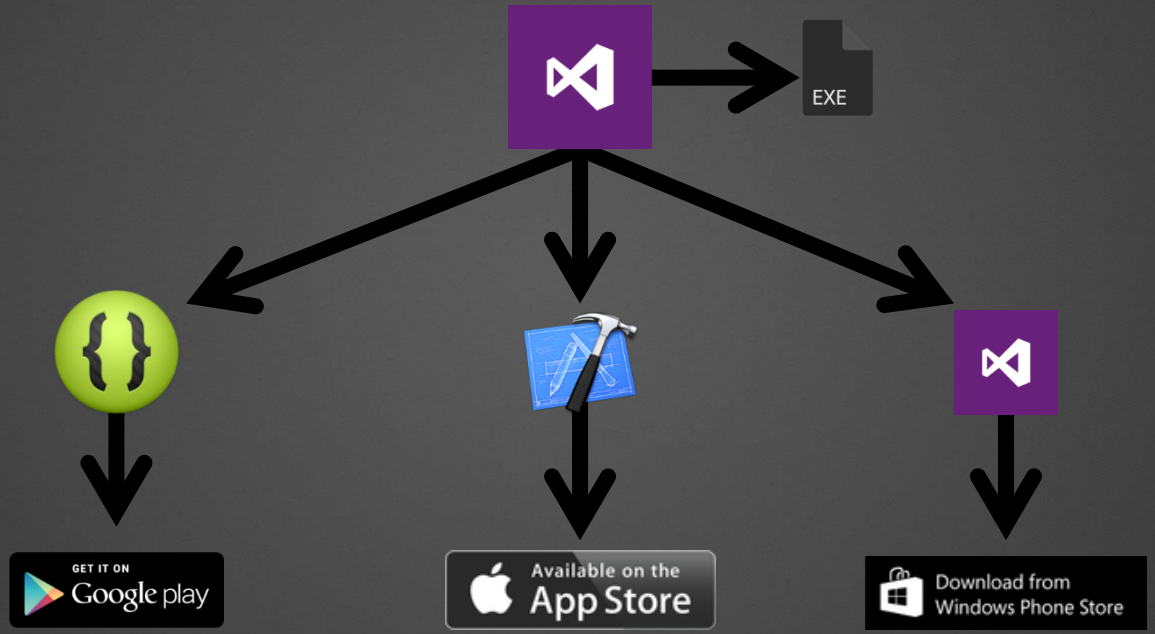
Engines

- Unity

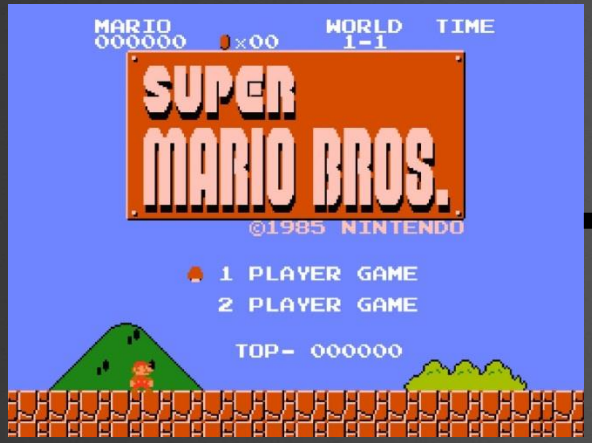
- Unreal Engine 4

- Project Anarchy

Cocos2d-x workflow



Overview: CCScenes

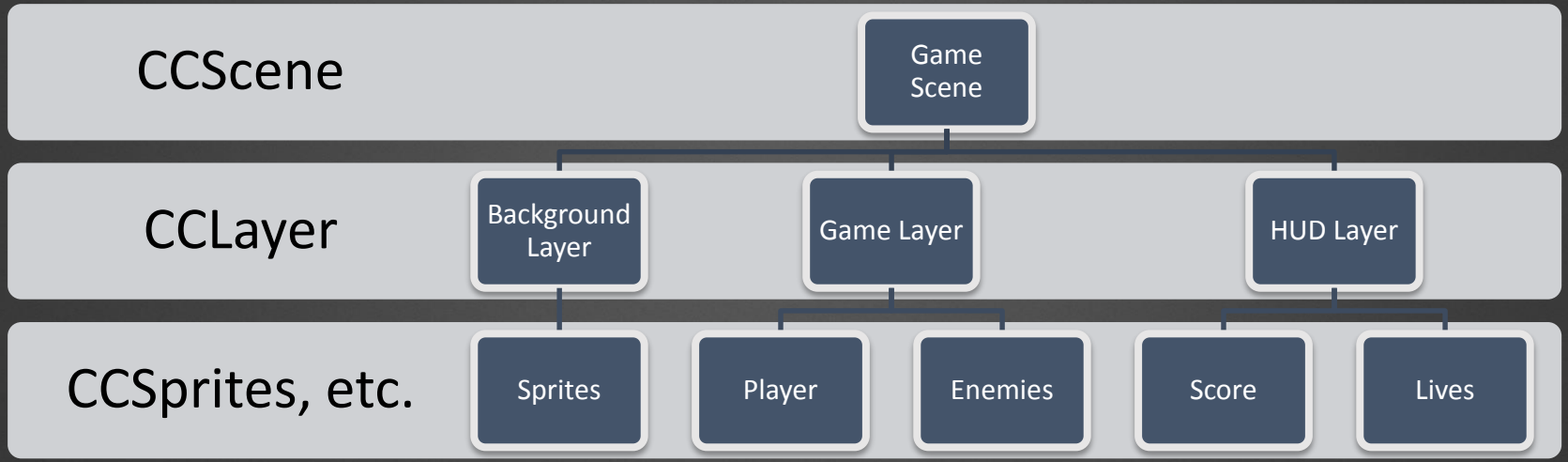


Menu Scene

CCTransition

Game Scene

Overview: CCNode hierarchy



Live Examples

http://breab.org/~tim/GDG/