友盟:

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解析奔溃日志:UCrashtool+Numbers(使用Excel表格显示可能会出现乱码).

AppKey: 5834f070310c934340001895

模拟器下出现的Bug:

1. 购买金币处多点几下
2. 游戏开始后点击截图
3. 游戏开始后点击暂停,进入帮助页面,乱点(可能出错),返回(出错).
4. 游戏开始后点击暂停,进入设置页面,设置后或者不设置点击返回
5. 三四点都是进入暂停然后,点击返回就会出错
6. 有次返回的错误的问题是cocos2dv2.0运行在了ios4.0 or later
7. 点击暂停,进入任何一个设置,返回到菜单,屏幕不是暂停的/.

iOS版本下的Bug:

1. iOS8之后定位需要授权
2. 如果出现 Deployment info 🡪requires full screen 需要勾选
3. 拍照有问题,需要授权(NSPhotoLibraryUsageDescription,在info.plist中配置)
4. 分享还没有做
5. 多人游戏可能存在问题,进入多人游戏后(游戏中心),返回后不能点击了(在ios6.0,ipod测试机上)

遇到的问题:①iPhone与ipad的屏幕大小有没有更好的适配办法.

②[self unschedule:@selector(createFishControl)];与[self schedule:@selector(createFishControl) interval:0.5];的区别?

③是获取手机的什么作为手机的唯一标识

④版本过渡是以什么模式作为数据迁移的载体

⑤模拟器上为什么一直显示ios 10.1

报错1: **\*\*\* Assertion failure in -[CCTouchDispatcher forceAddHandler:array:], /Users/cihuiyu/Desktop/捕鱼/deeperseahunt/DeepSeaHunt/libs/cocos2d/Platforms/iOS/CCTouchDispatcher.m:88**

**2016-11-25 16:38:55.028 DeepSeaHunt[8841:189416] \*\*\* Terminating app due to uncaught exception 'NSInternalInconsistencyException', reason: 'Delegate already added to touch dispatcher.'**

**报错2:**

**Assertion failure in -[CCScheduler scheduleSelector:forTarget:interval:paused:repeat:delay:]**

需要在CCDirector类的.m文件中添加[[CCTouchDispatcher sharedDispatcher] removeAllDelegates];就可以了,要根据具体情况具体分析.

报错3: **Assertion failure in -[CCScheduler scheduleSelector:forTarget:interval:paused:repeat:delay:], /Users/cihuiyu/Desktop/deeperSeaHunt/DeepSeaHunt/libs/cocos2d/CCScheduler.m:278**

**2016-11-29 18:12:54.895 DeepSeaHunt[17421:248439] invalid mode 'kCFRunLoopCommonModes' provided to CFRunLoopRunSpecific - break on \_CFRunLoopError\_RunCalledWithInvalidMode to debug. This message will only appear once per execution.**

**根据友盟返回的奔溃日志,并且根据UCrashtools返回错误的原因是广告的问题.(未完,待以后再集成).**

**报错4:** **CocosDenshion中的cdAudiomanage.h中的**[audioSourcePlayer prepareToPlay];报错,(是在全局断点时)

DeepSeaHunt代码结构:

cn.m3tech.game.InApp :商品支付内购

cn.m3tech.game.scenes:场景

cn.m3tech.game.elements:个体实例

cn.m3tech.game.gamecenter:游戏中心

cn.akn.game.tools:游戏工具类,(G:鱼群的位置USave:游戏数据存储记录:判断碰撞检测,是否越狱,是否同一日期)

cn.akn.game: CCDirector\_:对系统CCDirector的扩展

图片结构大小:

welcome\_background480x320

welcome\_background-iphone5 1136x640

welcome\_background-ipad 1024x768

welcome\_background-hd 960x640

添加的模块:喂食物(物理引擎Box2d或者chipmunk),射击的主体改变,

kazmath(数学函数引擎):实现坐标变换,由C语言实现的,没有类.

mat4.h:4X4矩阵

mat3.h - kmMat3(3X3矩阵)与其对应的操作函数

vec2.h - kmVec2 (二维向量)与其对应的操作函数

vec3.h - kmVec3(三维向量)与其对应的操作函数

vec4.h - kmVec4(四维向量)与其对应的操作函数

quaternion.h - kmQuaternion(四元数)与其对应的操作函数

kmPlane - kmPlane(平面)与其对应的操作函数

ray2.h - kmRay2(线)与其对应的操作函数

aabb.h - kmAABB(AABB盒子)与其对应的操作函数

游戏引擎列表:

开源的

　　Aleph One · [Away3D](https://www.baidu.com/s?wd=Away3D&tn=44039180_cpr&fenlei=mv6quAkxTZn0IZRqIHckPjm4nH00T1Y4njw9Pj0knh7hPyc3uyn0IAYqnWm3PW64rj0d0AP8IA3qPjfsn1bkrjKxmLKz0ZNzUjdCIZwsrBtEXh9GuA7EQhF9pywdQhPEUiqkIyN1IA-EUBtzP1TYrH61nHf) · Allegro library · Arianne · Axiom Engine · Build engine · [Box2D](https://www.baidu.com/s?wd=Box2D&tn=44039180_cpr&fenlei=mv6quAkxTZn0IZRqIHckPjm4nH00T1Y4njw9Pj0knh7hPyc3uyn0IAYqnWm3PW64rj0d0AP8IA3qPjfsn1bkrjKxmLKz0ZNzUjdCIZwsrBtEXh9GuA7EQhF9pywdQhPEUiqkIyN1IA-EUBtzP1TYrH61nHf) · Cafu Engine · Crystal Space · Cube · Cube 2: Sauerbraten · [Delta3D](https://www.baidu.com/s?wd=Delta3D&tn=44039180_cpr&fenlei=mv6quAkxTZn0IZRqIHckPjm4nH00T1Y4njw9Pj0knh7hPyc3uyn0IAYqnWm3PW64rj0d0AP8IA3qPjfsn1bkrjKxmLKz0ZNzUjdCIZwsrBtEXh9GuA7EQhF9pywdQhPEUiqkIyN1IA-EUBtzP1TYrH61nHf) · Digital Novel Markup Language · Dim3 · Exult · Flixel · FTE QuakeWorld · Game Blender · Genesis Device · Genesis3D · GLScene · HPL Engine 1 · Wolfenstein 3D engine · Id Tech 1 · Id Tech 2 · Id Tech 3 · Ioquake3 · Irrlicht · JMonkey Engine · Jogre · KiriKiri · Lightweight Java Game Library · Luxinia · Nebula Device · OGRE · Ogre4j · ORX · Panda3D · PixelLight · PLIB · Open Wonderland · Python-Ogre · Pygame · Quake engine · RealmForge · Ren'Py · Retribution Engine · Spring · StepMania · Stratagus · Thousand Parsec · Ultimate 3D · VASSAL Engine · Visualization Library · Xconq

　　不开源的

Advance Guard Game Engine · Anvil · Bork3D · C4 Engine · CPAGE · Chrome Engine · Coldstone · CRX · Creation Engine · [CryEngine](https://www.baidu.com/s?wd=CryEngine&tn=44039180_cpr&fenlei=mv6quAkxTZn0IZRqIHckPjm4nH00T1Y4njw9Pj0knh7hPyc3uyn0IAYqnWm3PW64rj0d0AP8IA3qPjfsn1bkrjKxmLKz0ZNzUjdCIZwsrBtEXh9GuA7EQhF9pywdQhPEUiqkIyN1IA-EUBtzP1TYrH61nHf) · [CryEngine](https://www.baidu.com/s?wd=CryEngine&tn=44039180_cpr&fenlei=mv6quAkxTZn0IZRqIHckPjm4nH00T1Y4njw9Pj0knh7hPyc3uyn0IAYqnWm3PW64rj0d0AP8IA3qPjfsn1bkrjKxmLKz0ZNzUjdCIZwsrBtEXh9GuA7EQhF9pywdQhPEUiqkIyN1IA-EUBtzP1TYrH61nHf) 2 · [CryEngine](https://www.baidu.com/s?wd=CryEngine&tn=44039180_cpr&fenlei=mv6quAkxTZn0IZRqIHckPjm4nH00T1Y4njw9Pj0knh7hPyc3uyn0IAYqnWm3PW64rj0d0AP8IA3qPjfsn1bkrjKxmLKz0ZNzUjdCIZwsrBtEXh9GuA7EQhF9pywdQhPEUiqkIyN1IA-EUBtzP1TYrH61nHf) 3 · Crystal Tools · DXFramework · Dark Engine · Diesel · Digital Molecular Matter · EGO · Electron · Elflight · Enigma · Essence · Euphoria · Filmation · Freescape · Frostbite · Game Maker · Gamebryo · Generic Tile Engine · Genie · Geo-Mod · Gold Box · GoldSrc · Havok · HeroEngine · Hybrid Graphics · HydroEngine · HPL Engine 2 · IMUSE · INSANE · Id Tech 4 · Id Tech 5 · id Tech 6 · Infinity Engine · Iron Engine · Jade engine · Jedi · Kaneva Game Platform · Kinetica · Kynapse · LS3D engine · Leadwerks Engine · Lithtech · LyN engine · 4A Engine · M.U.G.E.N · MT Framework · Metismo · Mscape · MADE · NanoFX GE · NScripter · NxMakaqu · Odyssey Engine · PathEngine · Phoenix Engine (Relic) · Phoenix Engine (Wolfire) · PhyreEngine · Python-Ogre · Pie in the Sky · Q · Quazal · Real Virtuality · Refractor Engine · RelentENGINE · RenderWare · Revolution3D · Riot Engine · RAGE · SAGE · Scaleform · Serious Engine · Shark 3D · Shoot the Bullet · Silent Storm engine · Sith · Source · Southpaw · SpeedTree · SunBurn (game engine) · Titan · Torque (game engine) · TOSHI · Trinigy · Truevision3D · Unigine · Unity · Unreal Engine · Vengeance Engine · Vicious Engine · Virtual Theatre · Visual3D Game Engine · WGAF · XnGine · YETI engine · Z-machine · ZZT-oop · Zero · Zillions of Games