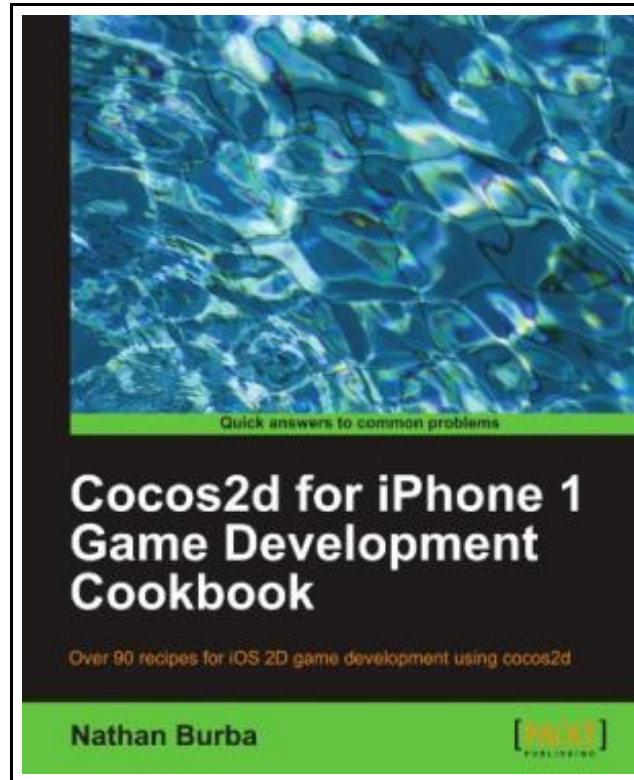# Cocos2d for iPhone 1 Game Development Cookbook

Filesize: 5.65 MB

Reviews

Extensive manual! Its such a great read. It really is loaded with knowledge and wisdom You wont really feel monotony at at any time of your time (that's what catalogs are for regarding if you ask me).
(Myrl Hintz)

COCOS2D FOR IPHONE 1 GAME DEVELOPMENT COOKBOOK

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Packt Publishing. Paperback. Book Condition: New. Paperback. 446 pages. Dimensions: 9.2in. x 7.5in. x 1.1in.Over 100 recipes for iOS 2D game development using Cocos2d for iPhone. Discover advanced Cocos2d, OpenGL ES, and iOS techniques spanning all areas of the game development processLearn how to create top-down isometric games, side-scrolling platformers, and games with realistic lightingFull of fun and engaging recipes with modular libraries that can be plugged into your projectIn DetailCocos2d for iPhone is a robust but simple-to-use 2D game framework for iPhone. It is easy to use, fast, flexible, free, and App Store approved. More than 2500 App Store games already use it, including many best-seller games. Do you want to take your cocos2d game development skills to the next level and become more professional in cocos2d game designCocos2d for iPhone 1 Game Development Cookbook will help you reach that next level. You will find over 100 recipes here that explain everything from the drawing of a single sprite to AI pathfinding and advanced networking. Full working examples are emphasized. Starting with the first chapter, Graphics, you will be taken through every major topic of game development. You will find both simple and complex recipes in the book. Each recipe is either a solution to a common problem (playing video files, accelerometer steering) or a cool advanced technique (3D rendering, textured polygons). This cookbook will have you creating professional quality iOS games quickly with its breadth of working example code. What you will learn from this bookRender, manipulate, animate, and optimize Cocos2d sprites, primitives and particlesLearn advanced graphical techniques including 2D lighting, rendering textured polygons, and drawing 3D primitive shapesUse third party libraries for data, networking, and moreGain a deep understanding of the Box2D physics engineCreate multiplayer networked games and games with intelligent AI actorsLearn tips, tricks, and best...

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