**StoryBoard Viewer for 2dGame**

1. Open existing Cocoa2DGame
2. Add Group named “GameViewer”
3. Add new class “CCViewController” UIViewController into new group
4. CCViewController.h

#import "cocos2d.h"

#import <UIKit/UIKit.h>

@interface CocosViewController : UIViewController <CCDirectorDelegate>

@end

1. CCViewController.m

#import "IntroLayer.h" //from delegate

- (void)viewDidLoad

{

[super viewDidLoad];

CCDirector \*director = [CCDirector sharedDirector];

if([director isViewLoaded] == NO)

{

// Create the OpenGL view that Cocos2D will render to.

CCGLView \*glView = [CCGLView viewWithFrame:[[[UIApplication sharedApplication] keyWindow] bounds]

pixelFormat:kEAGLColorFormatRGB565

depthFormat:0

preserveBackbuffer:NO

sharegroup:nil

multiSampling:NO

numberOfSamples:0];

// Assign the view to the director.

director.view = glView;

// Initialize other director settings.

[director setAnimationInterval:1.0f/60.0f];

[director enableRetinaDisplay:YES];

}

// Set the view controller as the director's delegate, so we can respond to certain events.

director.delegate = self;

// Add the director as a child view controller of this view controller.

[self addChildViewController:director];

// Add the director's OpenGL view as a subview so we can see it.

[self.view addSubview:director.view];

[self.view sendSubviewToBack:director.view];

// Finish up our view controller containment responsibilities.

[director didMoveToParentViewController:self];

// Run whatever scene we'd like to run here.

if(director.runningScene)

[director replaceScene:[IntroLayer scene]]; // Scene from the imported .h file

else

[director runWithScene:[IntroLayer scene]]; // Scene from the imported .h file

}

//Add Below Code

- (void)viewDidUnload

{

[super viewDidUnload];

[[CCDirector sharedDirector] setDelegate:nil];

}

1. AppDelegate.m

Replace:

- (BOOL)application:(UIApplication \*)application didFinishLaunchingWithOptions:(NSDictionary \*)launchOptions  
{

…  
  
}

With:  
- (BOOL)application:(UIApplication \*)application didFinishLaunchingWithOptions:(NSDictionary \*)launchOptions

{

return YES;

}

1. Add StoryBoard to new group
2. Change Storyboard to retina 3.5 / Landscape
3. Add Navigation Controller, Delete TableView, Add New View Controller
4. Add Seque Relationship View
5. Add Button to View Controller and label, “Show game”
6. Add Second View Contoller
7. Add “CocosViewController” Class to second view
8. From button and segue Show to secong View Controller
9. Change project to load StoryBoard
   1. Select Project
   2. Select Summary Tab
   3. Main Story > Storyboard
10. Run App. The storyboard should load first.