

cocos2d-x

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2014. 06 30 ~ 현재,
NIPA 글로벌 오픈 프론티어 2기,
cocos2d-js, cocos2d-html5 컨트리뷰터



cocos2d-x

- 전세계에 폭넓게 보급된 모바일 게임 중심의 오픈 소스 크로스 플랫폼 게임 엔진
- 세계 시장 점유율 26%, 중국 시장 점유율 70%
- Zynga, Glu, Gree, Rekoo, Shanda Game, Konami, TinyCo 등 세계적인 게임 회사 활용
- 국내에서도 쿠키런, 아이러브커피, 다함께퐁퐁퐁, 제노니아5 등 활용





cocos2d-js

오픈 소스 크로스 플랫폼 게임 엔진 Cocos2d-x의 자바스크립트 버전
웹 브라우저, iOS, Mac, Windows, WP, Android 지원
MIT License

주요 기능

- 모든 최신 브라우저와 네이티브 플랫폼 지원
- 씬(Scene) 관리(워크플로우)
- 씬간의 화면 전환(Transitions)
- 스프라이트(Sprites)와 스프라이트 시트(Sprite Sheets)
- 효과: Lens, Ripple, Waves, Liquid 등
- 액션:
 - 변형 액션(Transformation Actions): Move, Rotate, Scale, Fade, Tint 등
 - 구성 액션(Composable actions): Sequence, Spawn, Repeat, Reverse
 - 이즈 액션(Ease Actions): Exp, Sin, Cubic, Elastic, etc.
 - 기타 액션: CallFunc, OrbitCamera, Follow, Tween
- 에셋 매니저
- 기본 메뉴와 버튼
- 통합된 물리 엔진: Chipmunk, Box2d
- 파티클 시스템
- 뼈대 애니메이션(Skeleton Animations): Spine, Armature 지원
- 글꼴:
 - 고정 너비 글꼴과 가변 너비 글꼴을 사용한 빠른 글꼴 렌더링
 - .ttf 글꼴 지원
- 타일맵 지원: 직각(Orthogonal), 마름모(Isometric), 육각형(Hexagonal)
- 시차 스크롤(Parallax scrolling)
- 동작 궤적(Motion Streak)

- 렌더 투 텍스처(Render To Texture)
- 모바일 기기의 터치/가속도계
- 데스크탑의 터치/마우스/키보드
- OpenAL 또는 WebAudio에 기반한 사운드 엔진 지원(CocosDenshion 라이브러리)
- 통합된 슬로우 모션/빨리 감기
- 빠르고 압축된 텍스처: PVR 압축과 압축되지 않은 텍스처, ETC1 압축 텍스처, 기타 등등
- 해상도 독립
- 커스터마이제이션을 위한 모듈화 엔진
- 상용화에 유리한 오픈 소스 : 오픈소스 프로젝트와 클로즈드 소스 프로젝트 모두 호환
- OpenGL ES 2.0 (모바일) / OpenGL 2.1 (데스크탑) 기반
- WebGL 지원과 자동 캔버스 폴백(auto canvas fallback)

cocos2d-js (4/4)

Cocos2d-JS v3.5 @ April 1 2015

- Supported Windows Universal application publish which includes Windows, Windows RT, Windows Phone 8.1 platforms.
- Updated Cocos2d-x v3.5.
- Upgraded Cocos Studio parser to support Cocos Studio v2.2.
- Supported Cocos Studio 3D scene editing.
- Upgraded runtime template to support Cocos Code IDE 1.2.0.
- Upgraded Spine support to v2.1, added spine test case with FFD. FFD is supported in native but not in web, both engine can parse the new version file correctly, but the web engine will ignore FFD informations.
- Replaced '==' with '===' for better performance.
- Added `path` parameter in `ccs.load` to support modifying cocostudio project resource path.
- Added animationList to Cocosstudio ActionTimeline to support playing animation by name.
- Made ParticleSystem support creation from an map object.
- Added missing functions to `cc.Grid3D` and `cc.PageTurn3D`.
- Added tip message functions to `cc.TextFieldTTF` for mobile browser.
- Added a function `cc.sys.openURL`.
- Disabled retina display by default for better performance.
- Added Bower support.
- Updated `cc.sys.OS_XXX` informations for supported systems.



<http://www.cocos2d-x.org/MoonWarriors/index.html>

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Quick Start : Creating your first game

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The document you are reading now includes systematic introductions of the editor panel, functions and workflows of Cocos Creator. However, if you want to quickly learn the general flow and method of developing games by Cocos Creator, this chapter will meet your needs. After finishing the tutorial in this chapter, you might obtain enough information for creating games. But we still recommend you to continue reading this guide to understand the details of each functional block and the complete workflows.

Now, let's begin! Following the tutorial, we will create a deceiving game that is named **Pick Up the Stars**. Players of this game need to manipulate an **obtuse** monster that never stops jumping to touch the continuously appearing stars. The dazzling acceleration will bring great challenges to players. Play with your friends and see who can obtain the most stars!

The completed form of this game can be experienced here:

<http://fbdemos.avosapps.com/star-catcher/>

Prepare project and resources

We have prepared for you all the resources needed for creating this game. Download **Original Project** and decompress it to the location you want. Then we can start:

[Download the original project](#)

You can also download the completed project. If there is any confusion when following the tutorial to create the game, you can open the completed project for reference:

[Download the completed project](#)

Open the original project

If you still don't know how to obtain and start Cocos Creator, please read the [Install](#) section.

1. Firstly, start Cocos Creator, and choose **Open other projects**

Thank You!

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