

Software Studio

軟體設計與實驗

Cocos Creator : Basic

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Scene

- Scenes contain the environments and menus of your game.
- Think of each unique Scene file as a unique level. In each Scene, you place your environments, obstacles, and decorations, essentially designing and building your game in pieces.
- In Cocos Creator, scene will be saved as **.fire** file.



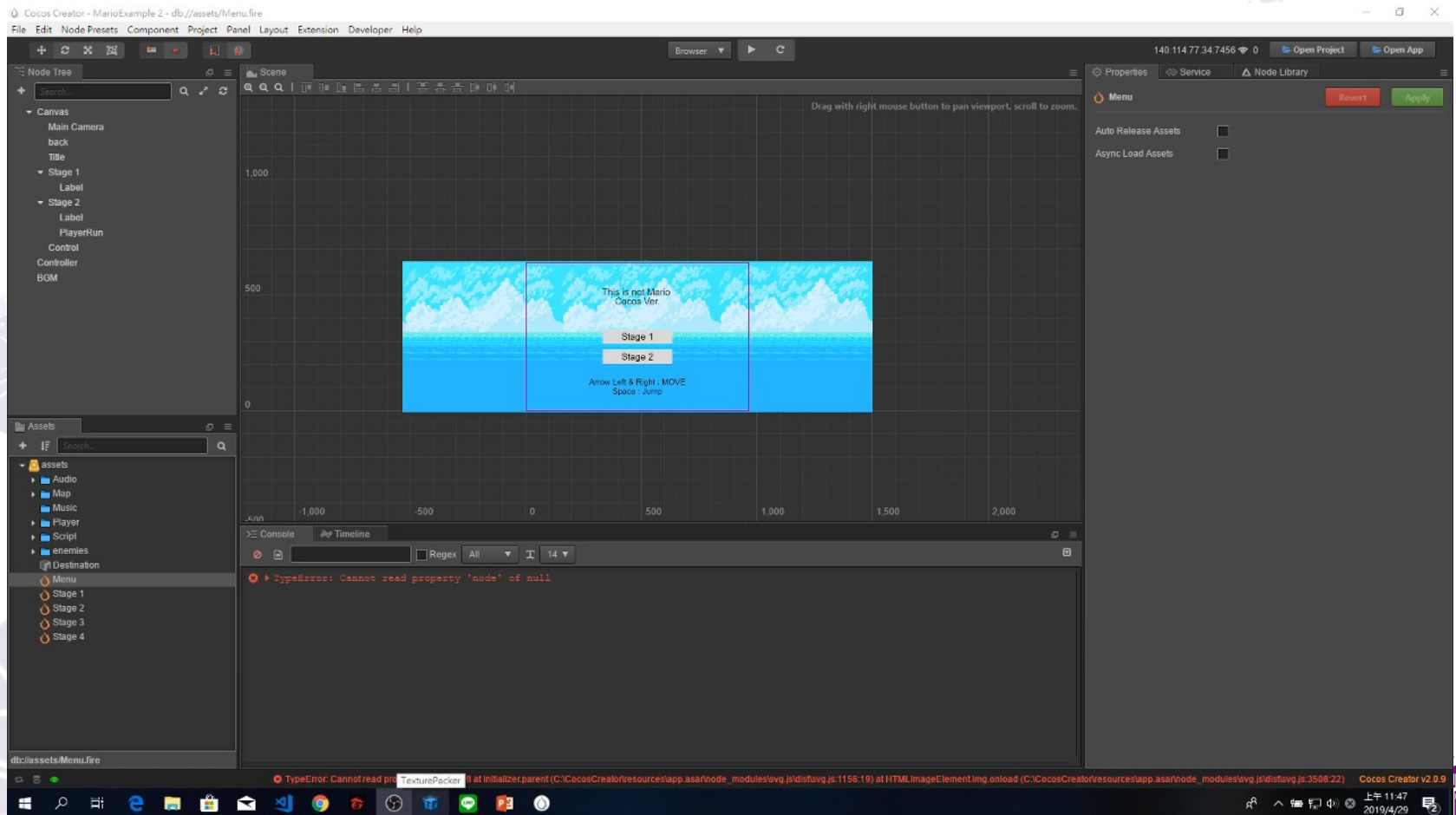
Add Scene

- Every project should start from a scene, so it's important to know how to create a new scene.
- **Do File -> New Scene or Press right click in Assets and choose Create -> Scene**, then Cocos Creator will generate an empty scene.



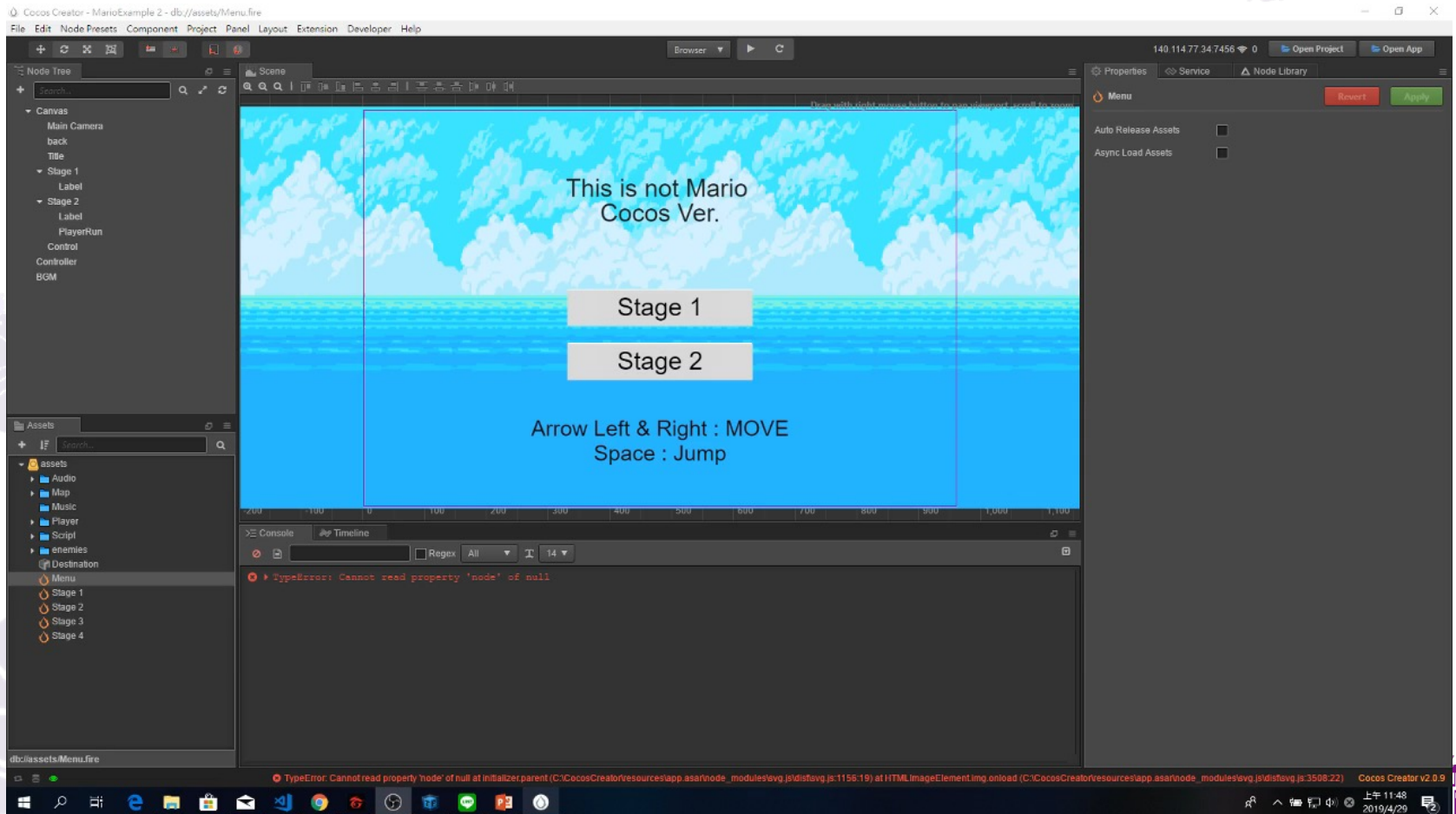
Add Scene

- **File -> New Scene**



Add Scene

- Press right click in Assets



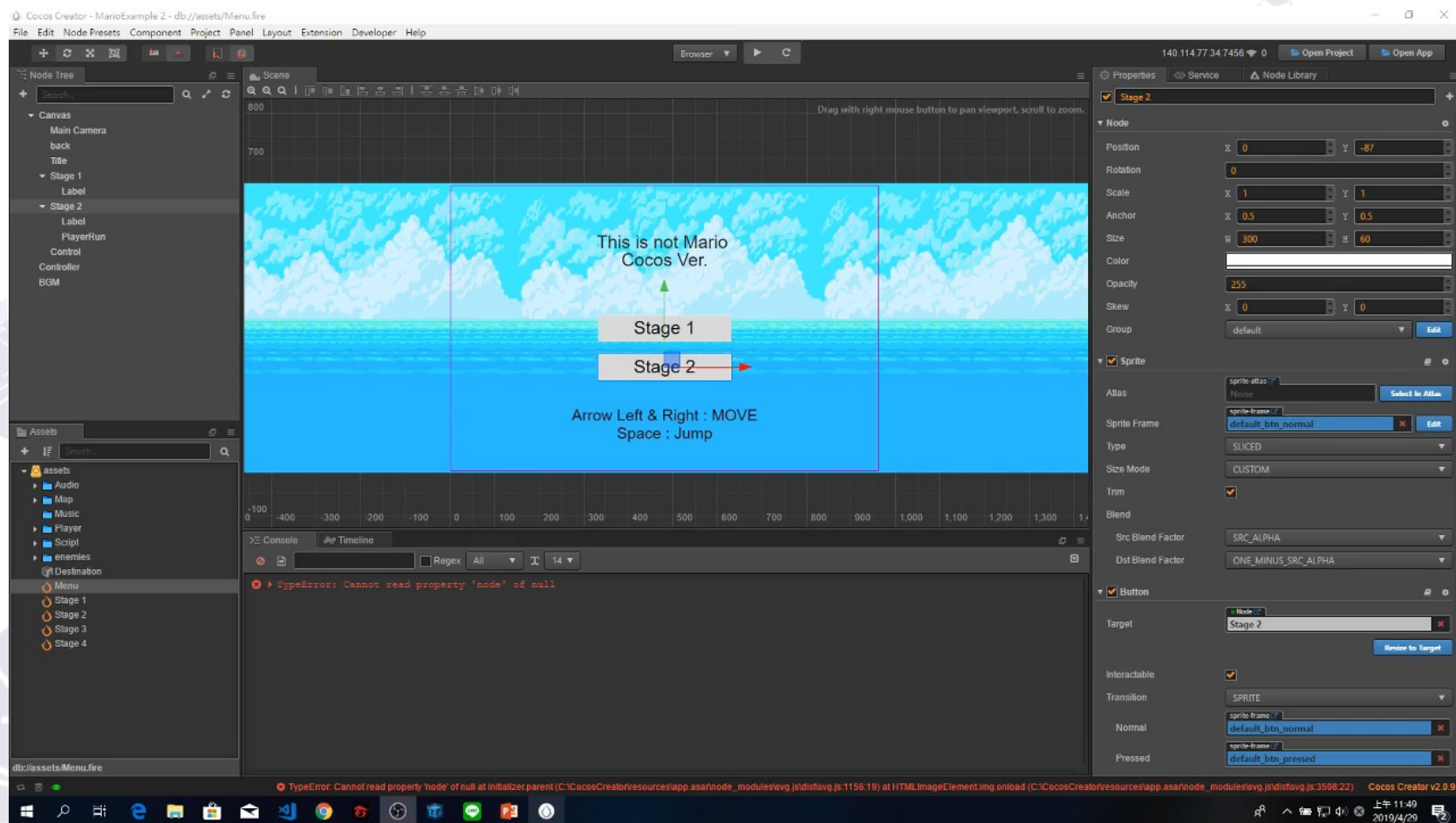
Save Scene

- When you want to go to edit other scenes, you can save the current one before leaving it.
- Press **Ctrl + S** or **File -> Save Scene** to save the current scene into Assets.
- If you are editing a non-stored scene, then you must name your scene when saving it.



Save Scene

- **File -> Save Scene**



Load Scene

- If you want to edit another scene, you must load it first.
- **Double click on the scene in Assets** to load it.
- You can see the title of Cocos Creator to check which scene you are editing now.

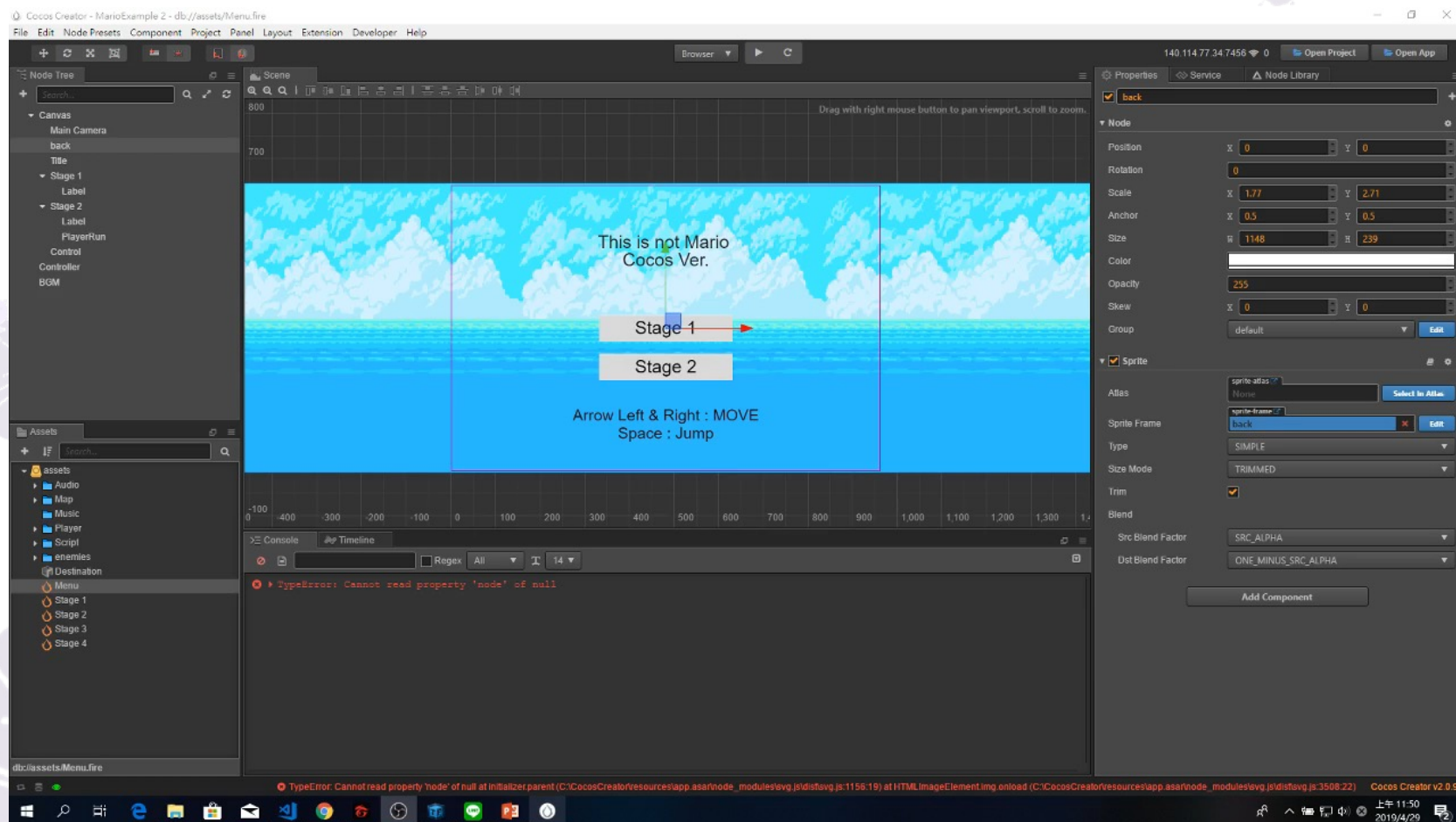


Cocos Creator - NewProject - db://assets/Example_1.fire



Load Scene

- Double click on the scene in Assets



Node

- In Cocos Creator, we can use **node** as item, like **GameObject** in Unity.
- We edit and manage these nodes to make them do what we want them to do.
- Background, Player, NPC, Text, UI...can be considered as kinds of node.



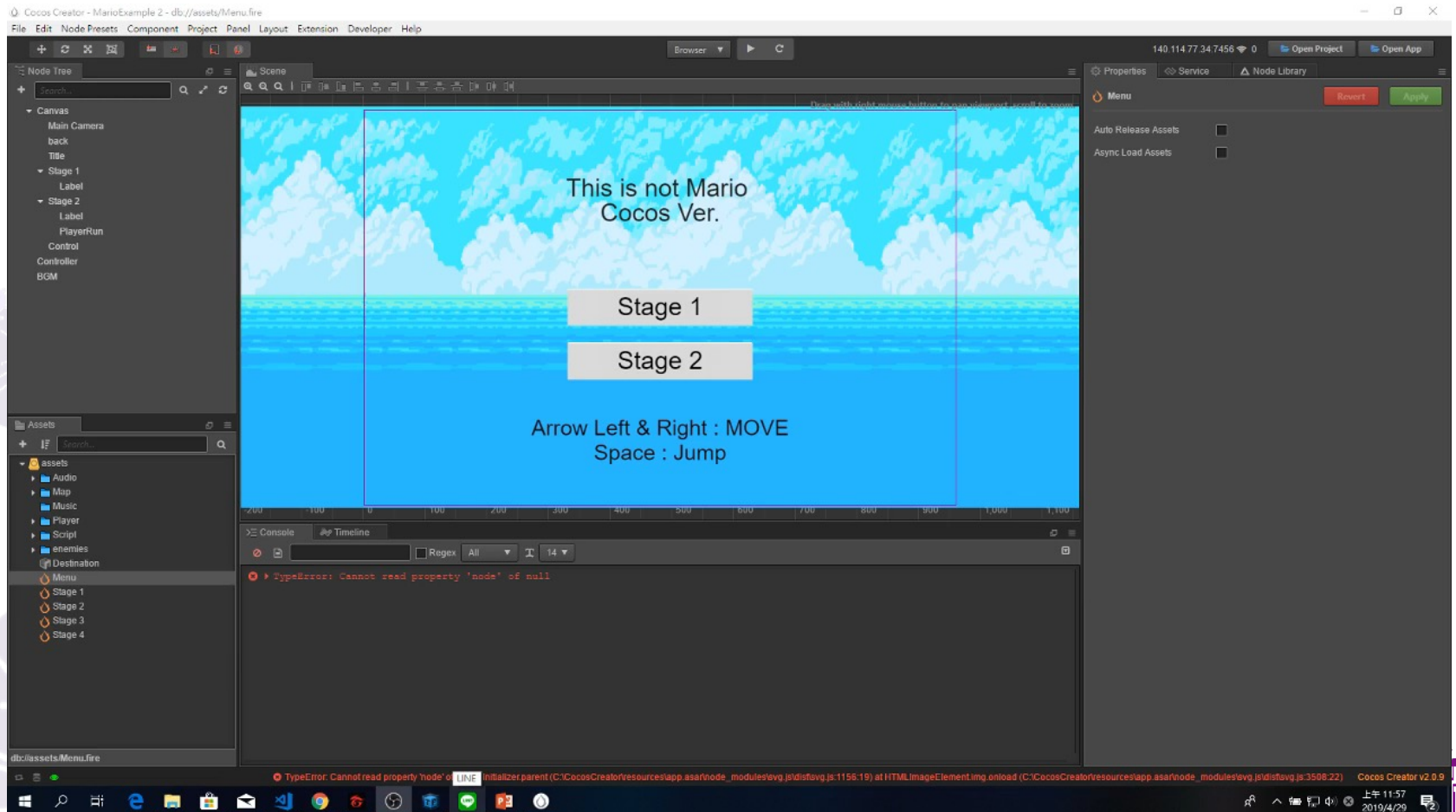
Add Node

- After creating a scene, the first thing to do is to create a node and add it to the scene.
- There are four ways to create a node:
 1. Press right click on Node Tree
 2. Press add button on the left top of Node Tree
 3. Drag prefab from Assets
 4. Drag from Node Library



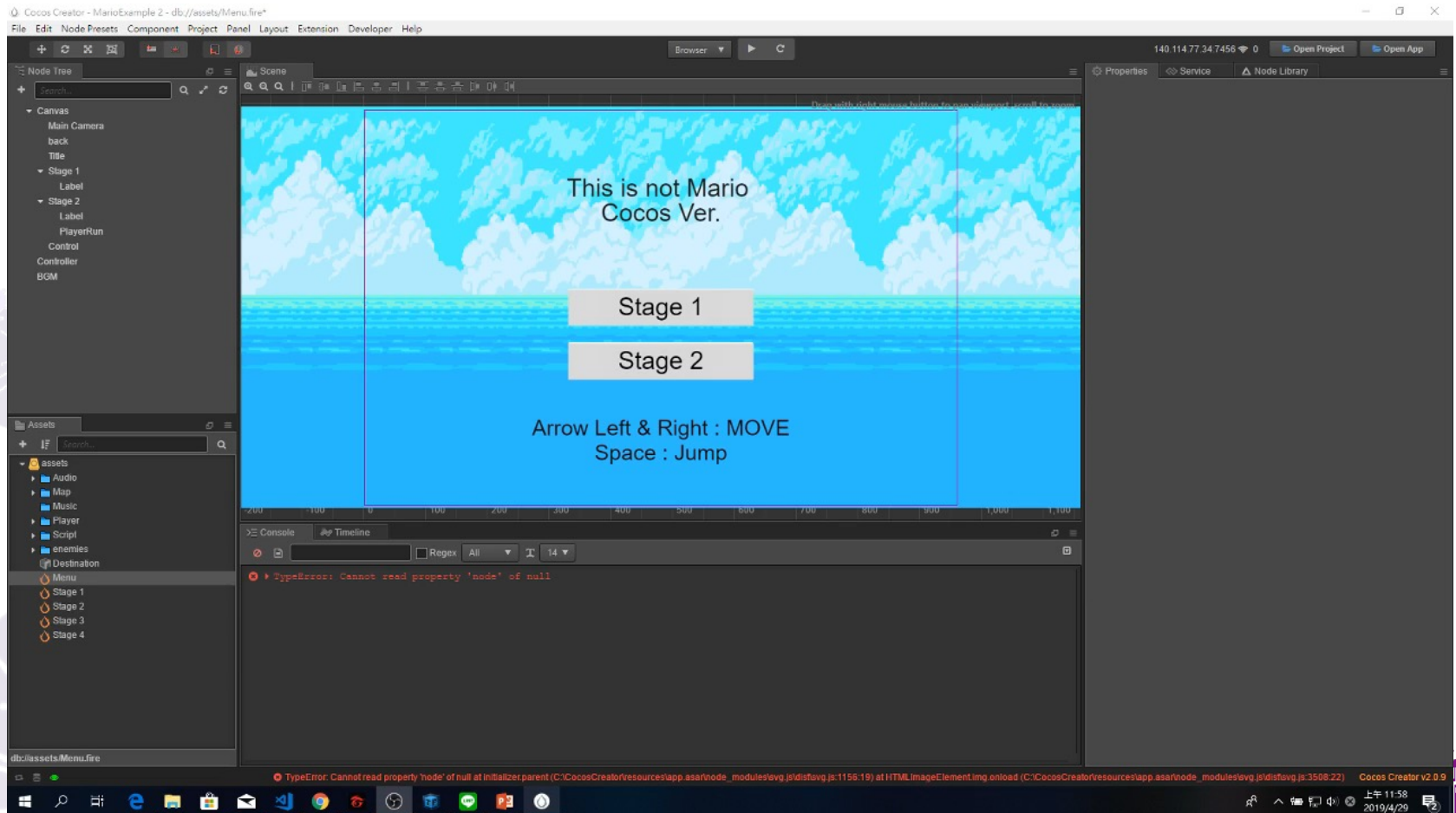
Add Node

- Press right click on Node Tree



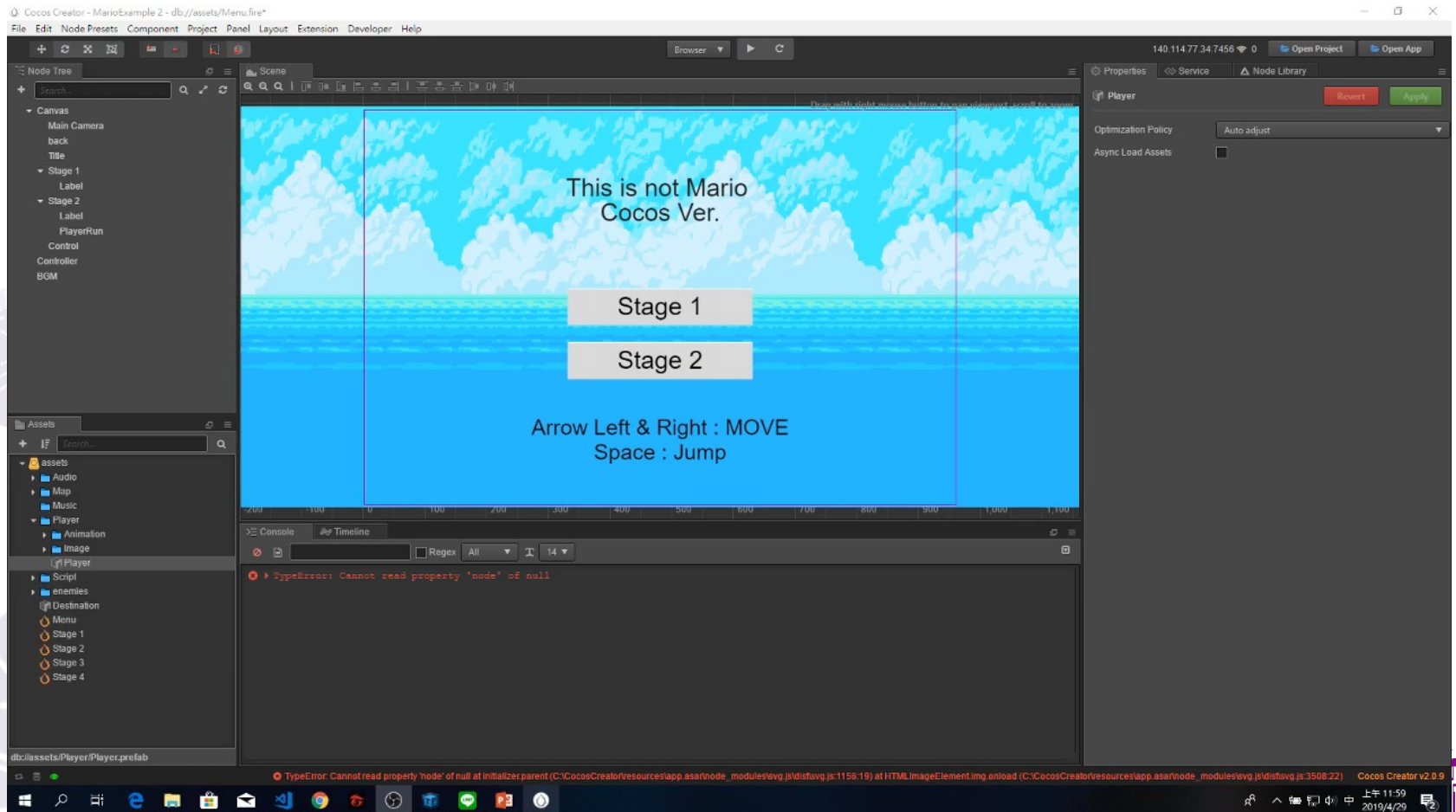
Add Node

- Press add button on the left top of Node



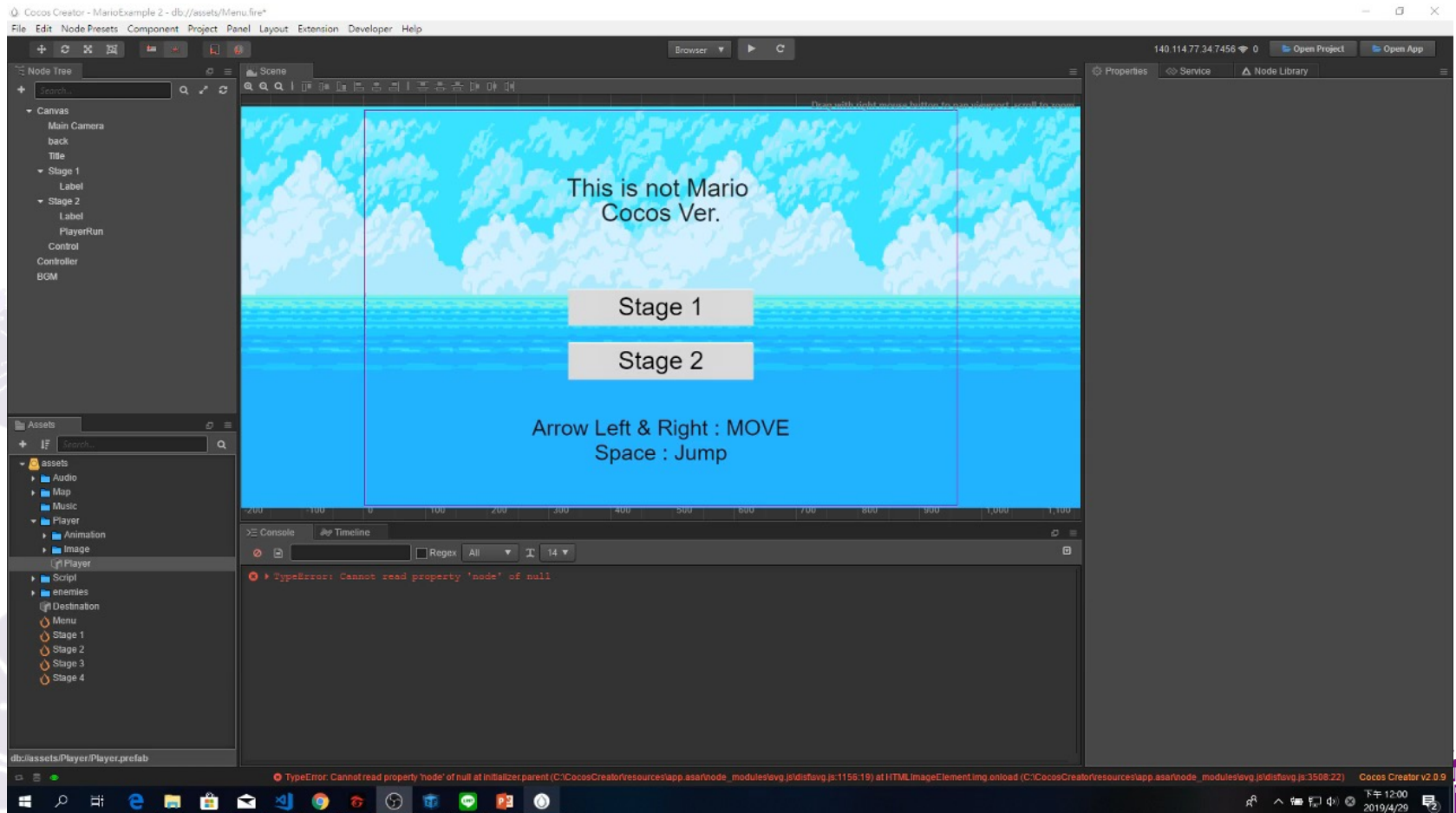
Add Node

- Drag prefab from Assets



Add Node

- Drag from Node Library

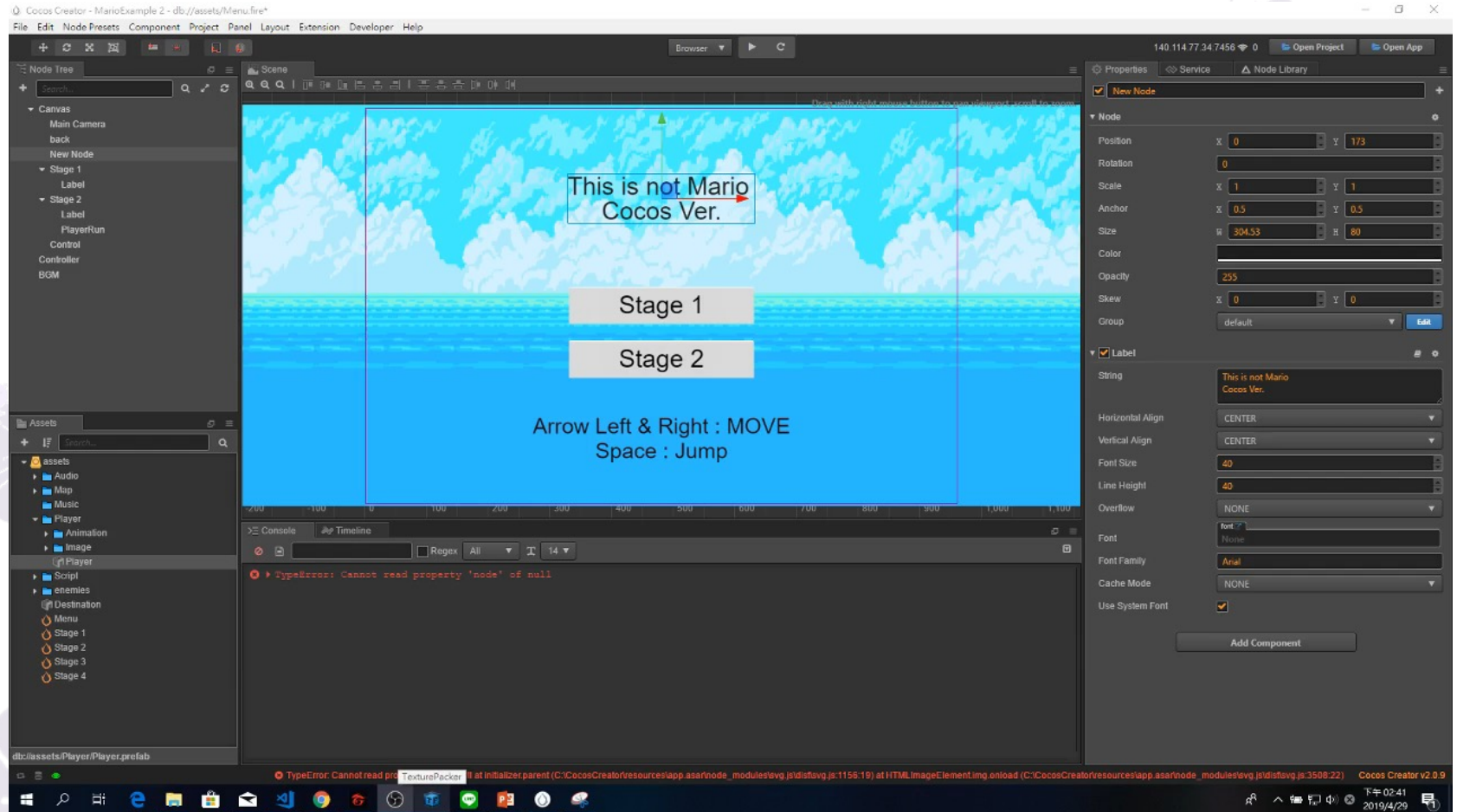


Rename Node

- Good naming to node can help you understand the usage of this node and use it in script.
- Select node, **press right click choose Rename or press F2 or press Enter** can rename the node.



Rename Node

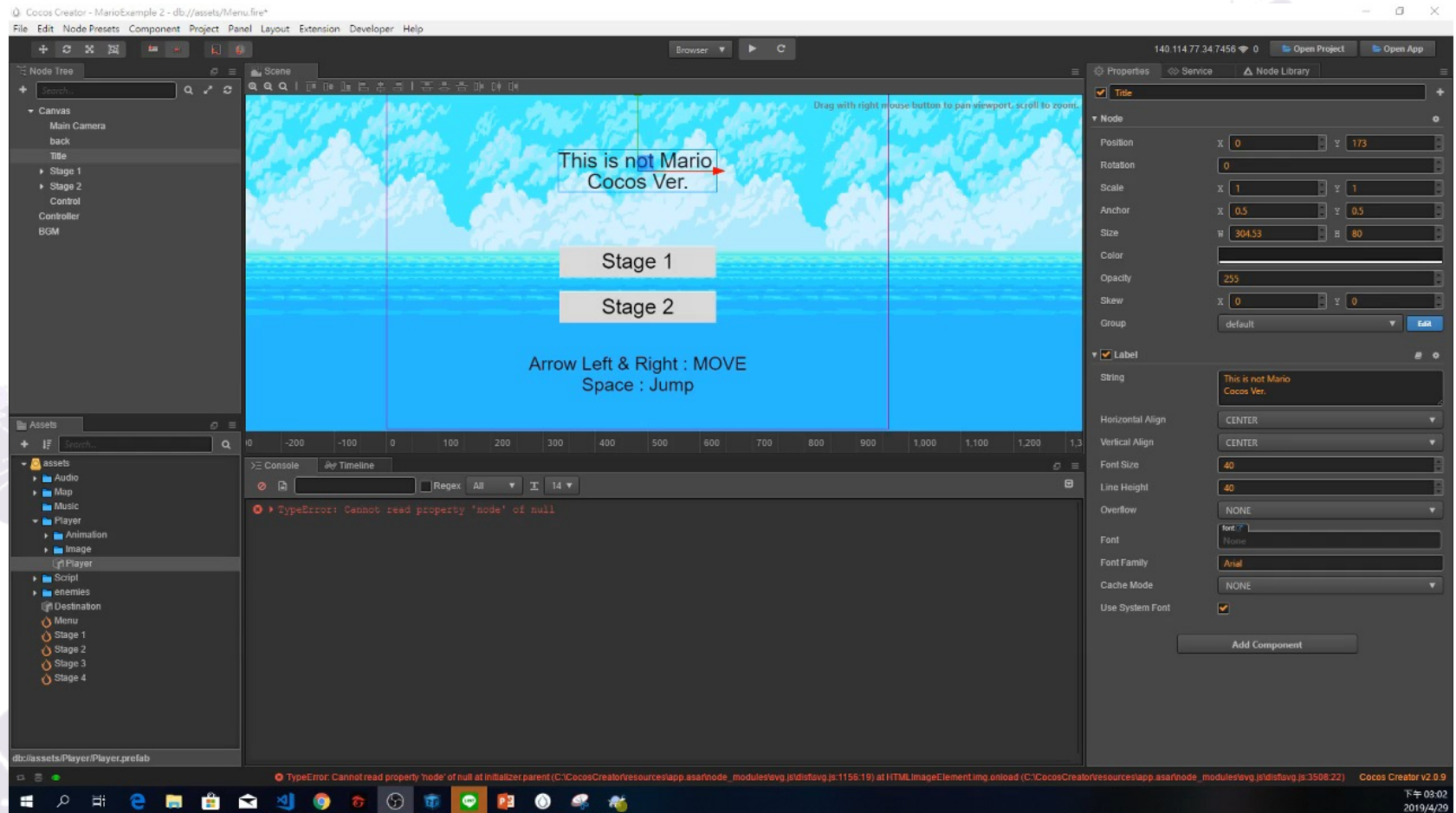


Edit Node's Properties

- Select the node you want to edit in the node tree, and then change properties in Properties panel.
- The component's properties can also be changed here.



Edit Node's Properties



Component ?

- It gives a node additional features. In Cocos Creator, components have many types. For example, script, sprite, label, animation ...
- Some of them can co-exist at one node at the same time, but some can't. Ex : Sprite and Label.



Component

- Sprite
- Label
- Button
- Script
- Animation
- Tile Map
- Particle System
- ...



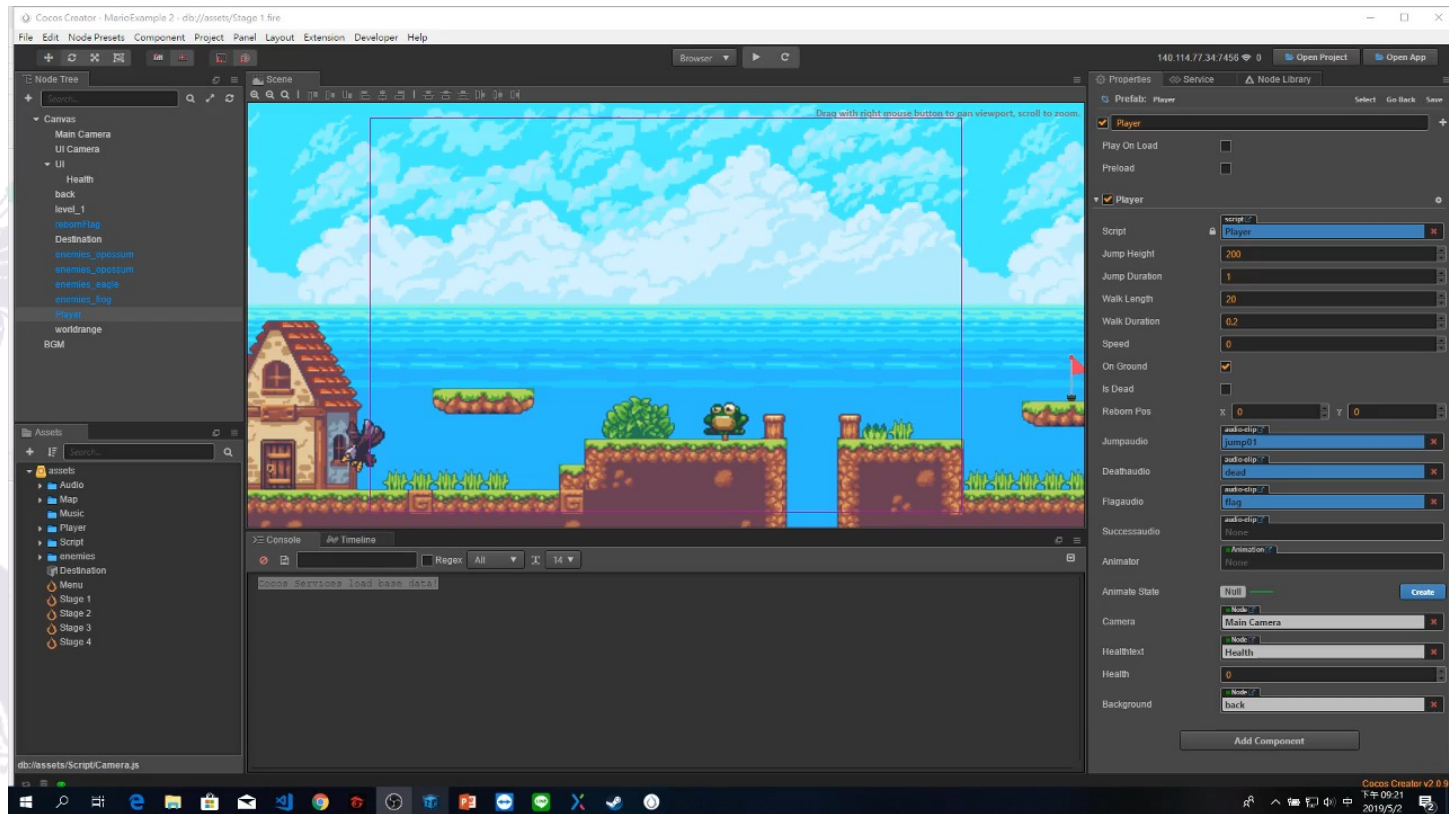
Node and components

- In Cocos Creator, a node is defined by **the components it has**.
 - Example: A node that shows text on the screen is defined by **having a “Label” component**.
 - Like **objects** in JavaScript.
- Game developers take advantage of components to **reuse code between nodes!**



Add component

- You can add component to node in Properties.



Edit component

- Just like the way we edit node properties; we can change each component of node in Properties.



Prefab

- **Prefab** means **Prefabricated**. Like the principle of “Shadow clone jutsu”, by turning a node into a prefab, we won’t have to build it from scratch in a different scene.

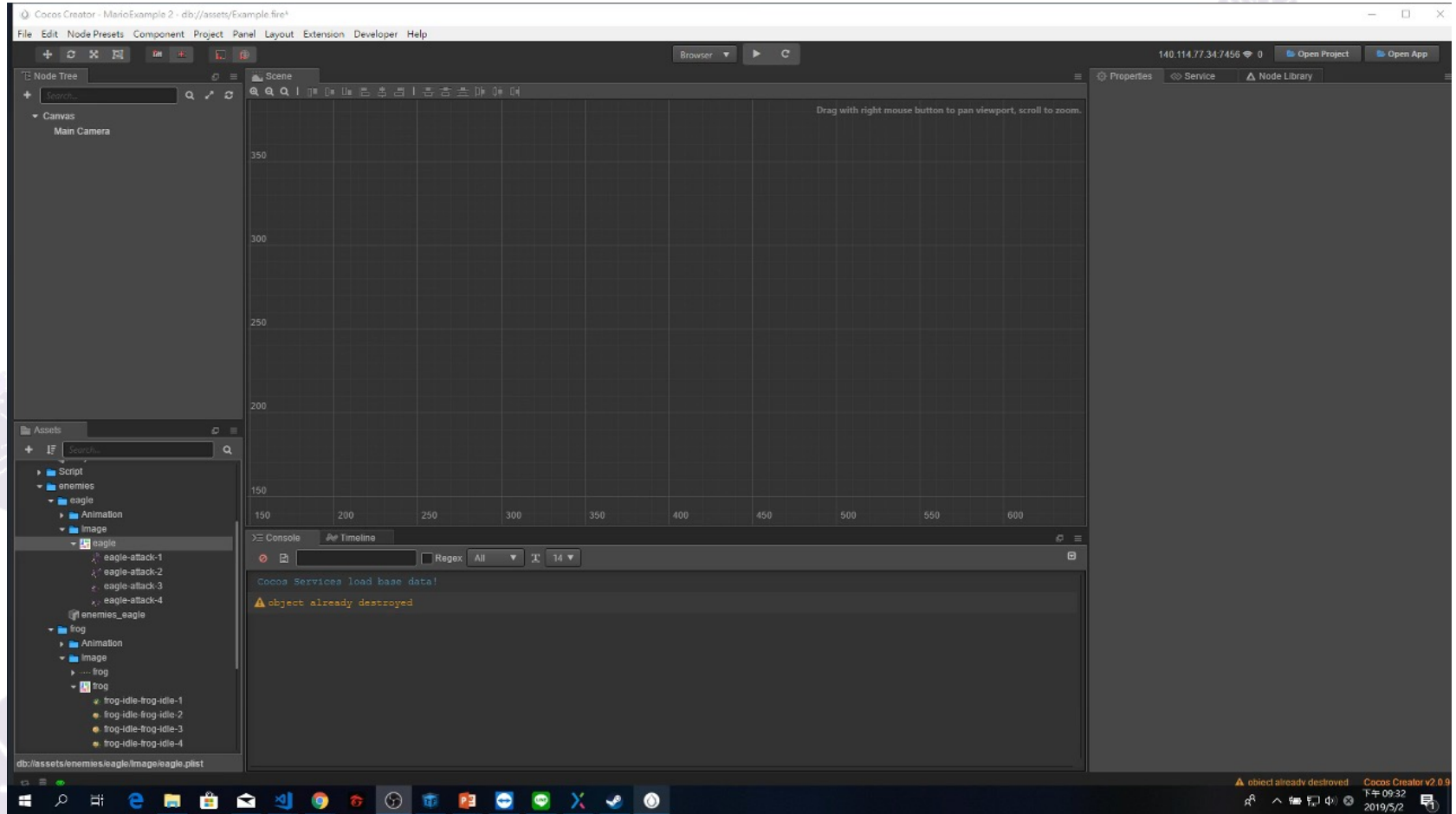


Create Prefab

- You can choose the folder where you want to store the prefab. Cocos Creator can help us visualize the result.
- Drag your node from **Node Tree** to **Assets**.



Create Prefab

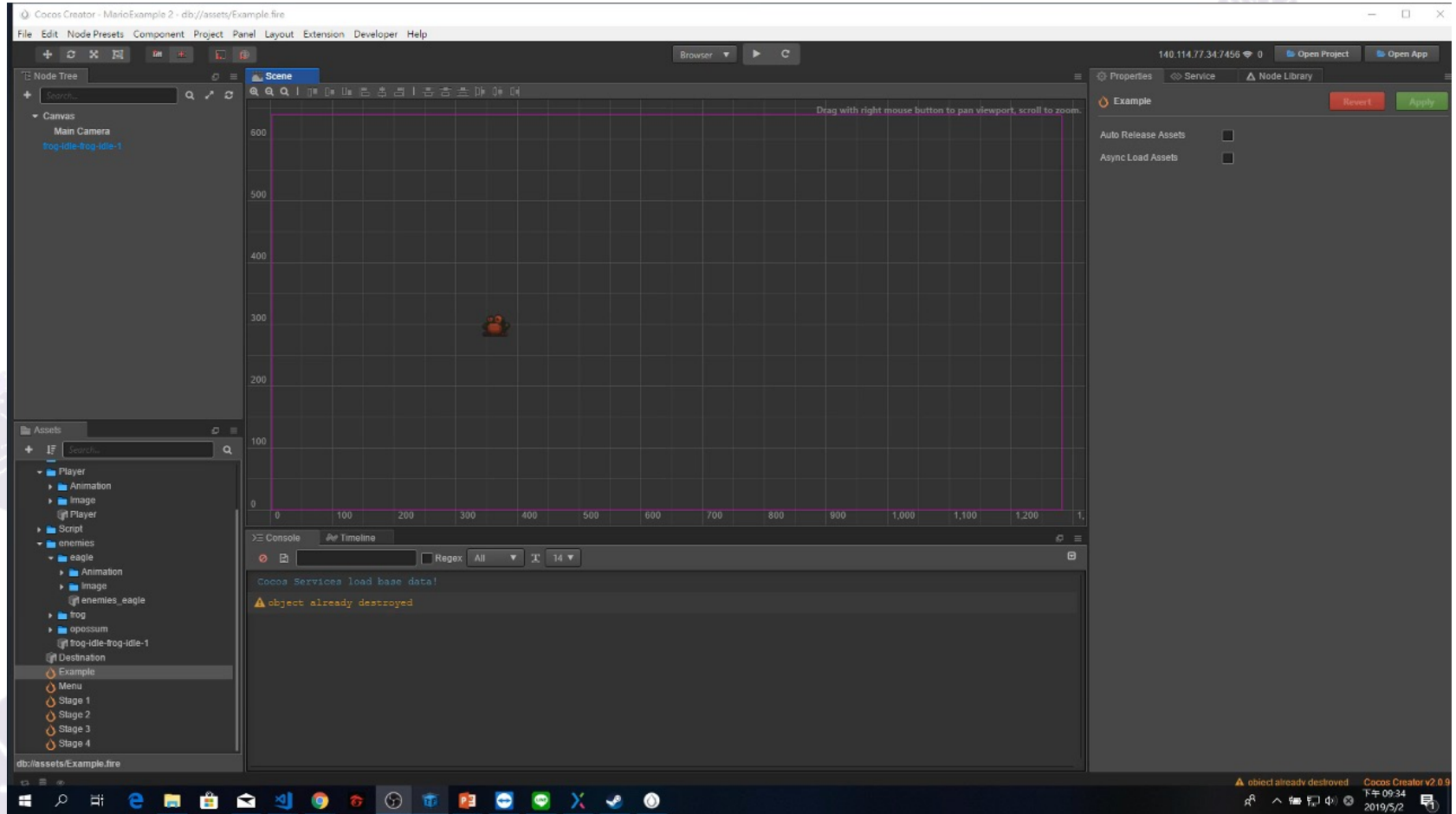


Load Prefab

- You can choose the position or hierarchy in Node Tree when you import prefab.
- Drag your prefab from **Assets** to **Node Tree** or **Scene**.



Load Prefab

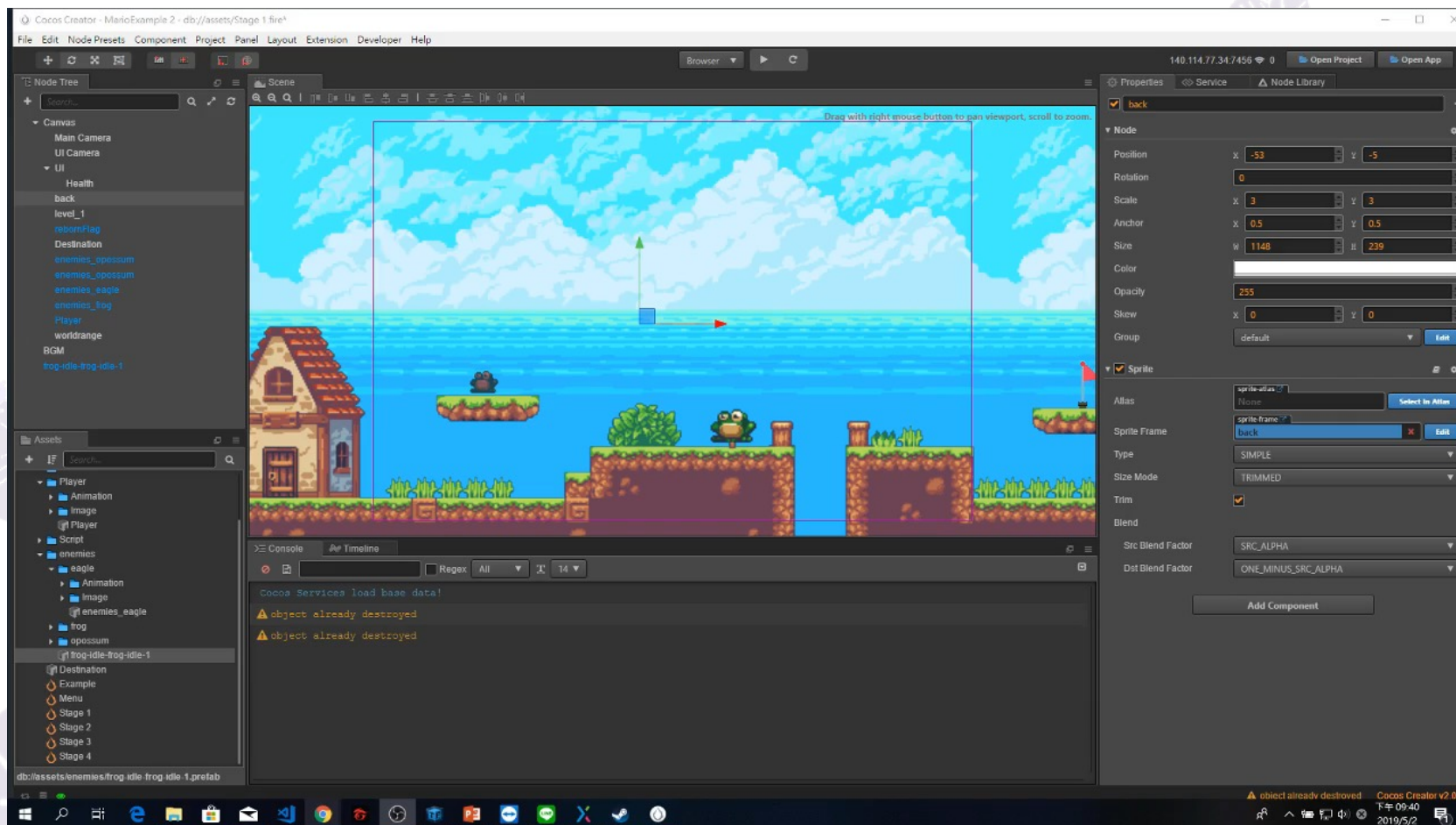


Edit Prefab

- The benefit of using prefabs is that not only can we create a clone node quickly but also keep the particularity of every clone prefab in each scene.
- Besides, Cocos Creator provides a special view let us edit prefab in it.
- Notice that you must reload prefab in scene if you edit your prefab.



Edit Prefab



thank
you!

Question

