

Software Studio

軟體設計與實驗

Introduction to Cocos Creator

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Before we start...

- The best way to learn how to use a game engine is by **trying**.
- Therefore, lectures starting from the next week will be in the format of **lab-like tutorials** that you can **follow along**.
- We will release videos before each lecture, which you should **watch first** so you can follow the lectures!



What is Cocos Creator ?

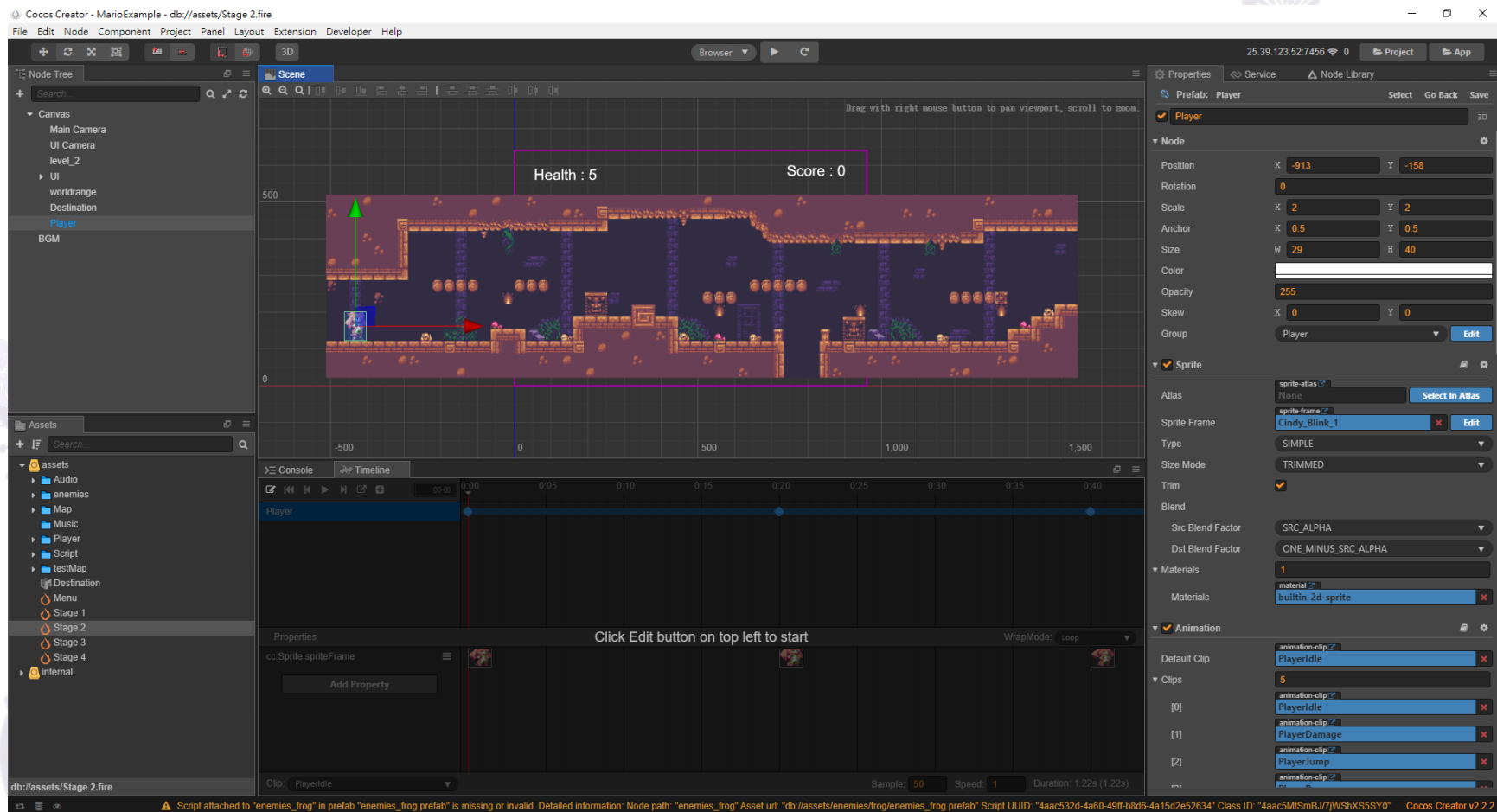
- A game engine with GUI for **2D** web games.
- Easy to control object in scene.
- Help developers make **powerful, cross-browser** HTML5 games quickly.



COCOS CREATOR



GUI



Using Cocos Creator

- First, we need an account for using Cocos Creator.
- Second, we need to download the Cocos Creator.
 - We use version **2.4.8** for this course.



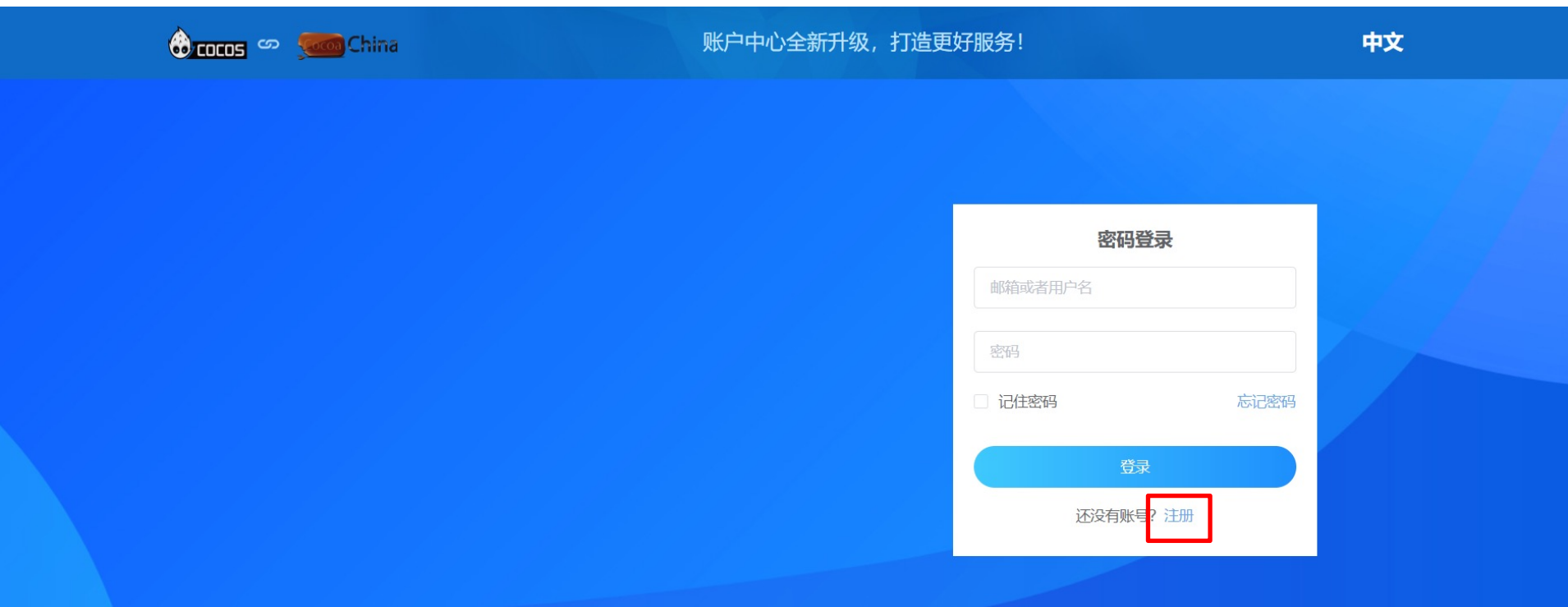
Create an Account for Cocos Creator

- Go to <https://www.cocos.com/creator> and Sign up.



Create an Account for Cocos Creator

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The screenshot shows the Cocos Creator website's account creation interface. The header features the Cocos logo, a link to 'Cocos China', the text '账户中心全新升级, 打造更好服务!', and a '中文' language selector. The main content area is a blue gradient. On the right, a white login box titled '密码登录' contains input fields for '邮箱或者用户名' and '密码', a checkbox for '记住密码', and a '忘记密码' link. A blue '登录' button is below these fields. At the bottom of the box, the text '还没有账号?' is followed by a '注册' link, which is highlighted with a red rectangle.

账户中心全新升级, 打造更好服务!

中文

密码登录

邮箱或者用户名

密码

☐ 记住密码 [忘记密码](#)

登录

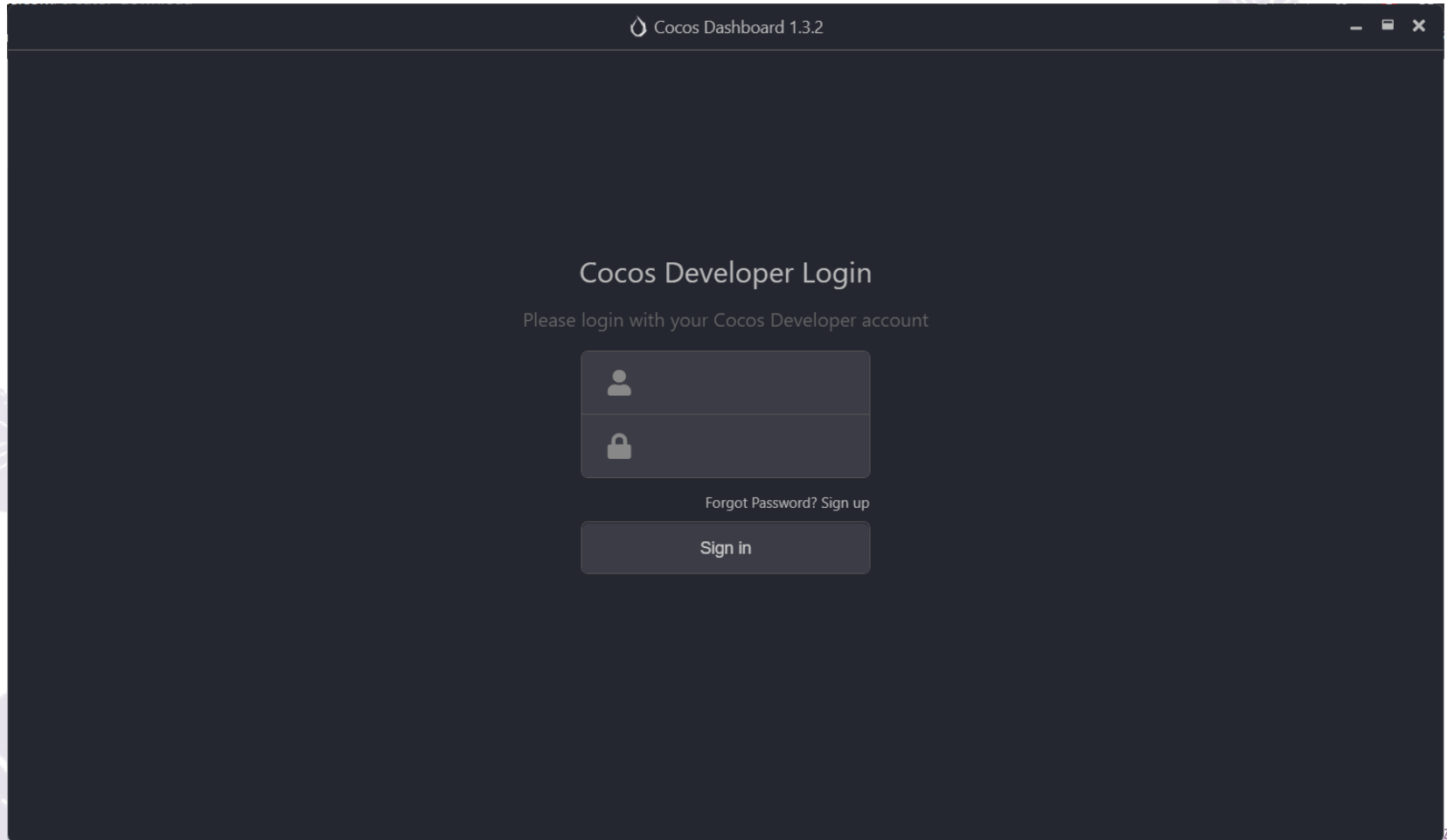
还没有账号? [注册](#)



Download Cocos Dashboard



Sign In



The image shows a screenshot of the Cocos Dashboard 1.3.2 login page. The window title bar at the top reads "Cocos Dashboard 1.3.2" and includes standard window control buttons (minimize, maximize, close). The main content area has a dark background. In the center, the text "Cocos Developer Login" is displayed in a light gray font. Below this, a subtitle reads "Please login with your Cocos Developer account". There are two input fields: the top one contains a user icon and the bottom one contains a lock icon. Below the password field, there is a link that says "Forgot Password? Sign up". At the bottom of the login area is a "Sign in" button.

Cocos Dashboard 1.3.2

Cocos Developer Login

Please login with your Cocos Developer account

[Forgot Password? Sign up](#)



Download Cocos Creator

- Note that we use **v2.4.8** for this course

2.4.8

21 Jan 2022

从 Dashboard 安装

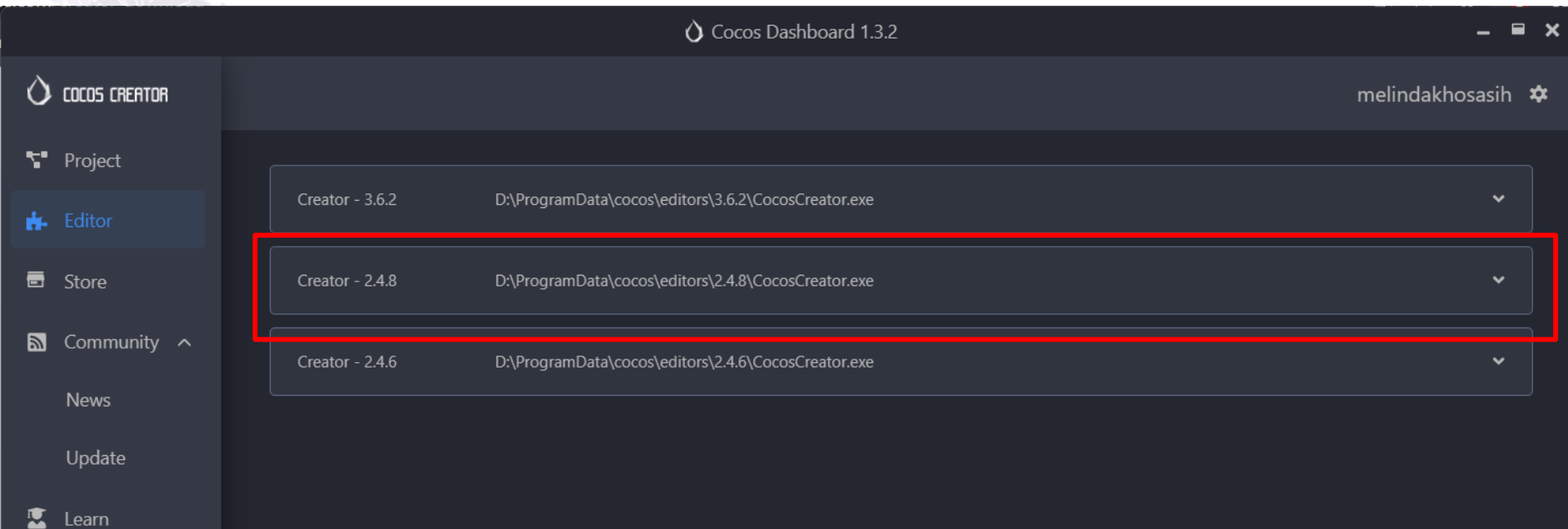


2.4.8 对近期发现的一些 2.x 相关问题集中进行了修复，重点提升了编辑器的使用体验及引擎的稳定性，建议所有 2.x 用户升级。此版本未对项目 and 插件的兼容性造成破坏，大家可参照 2.4.7 的升级说明进行更新。根据 3.0 版本正式发布时的计划，我们仍会在 2022 年继续提供关键缺陷修复。这些修复将只围绕稳定性和

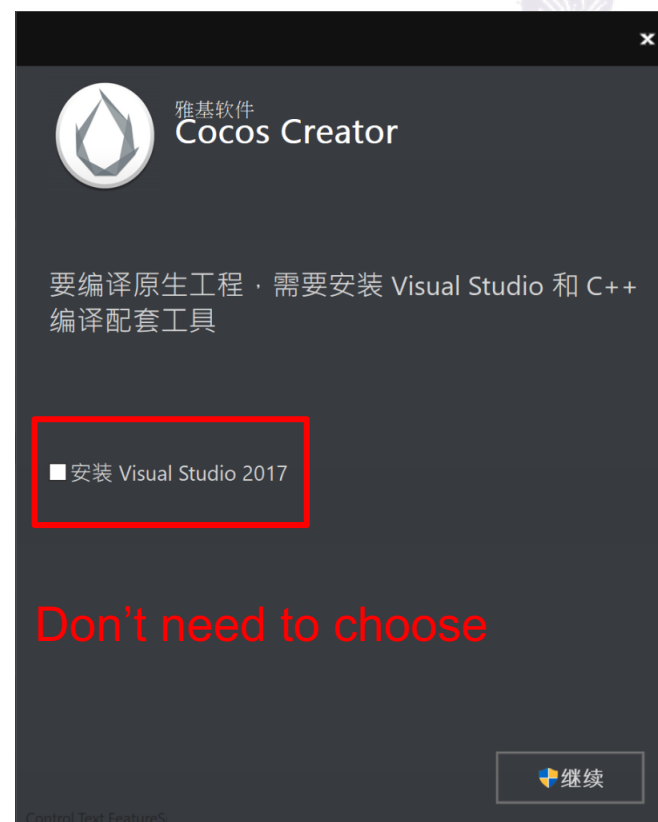
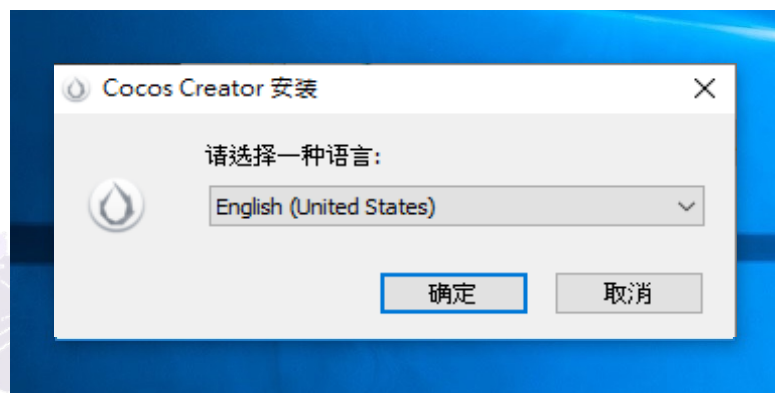


Download Cocos Creator

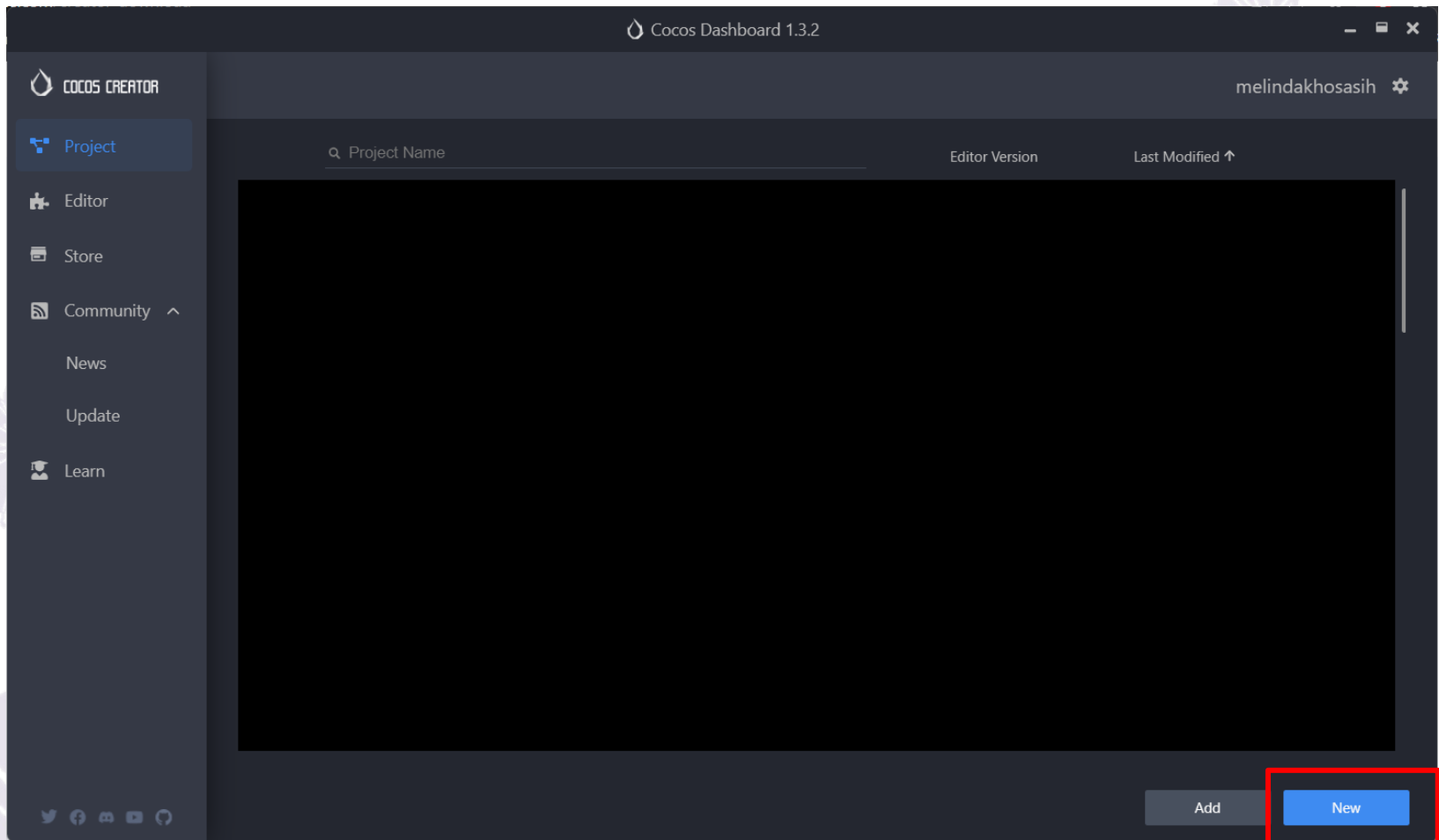
- Wait until Cocos Creator downloads and unzips.
- It should look something like this when it's done:



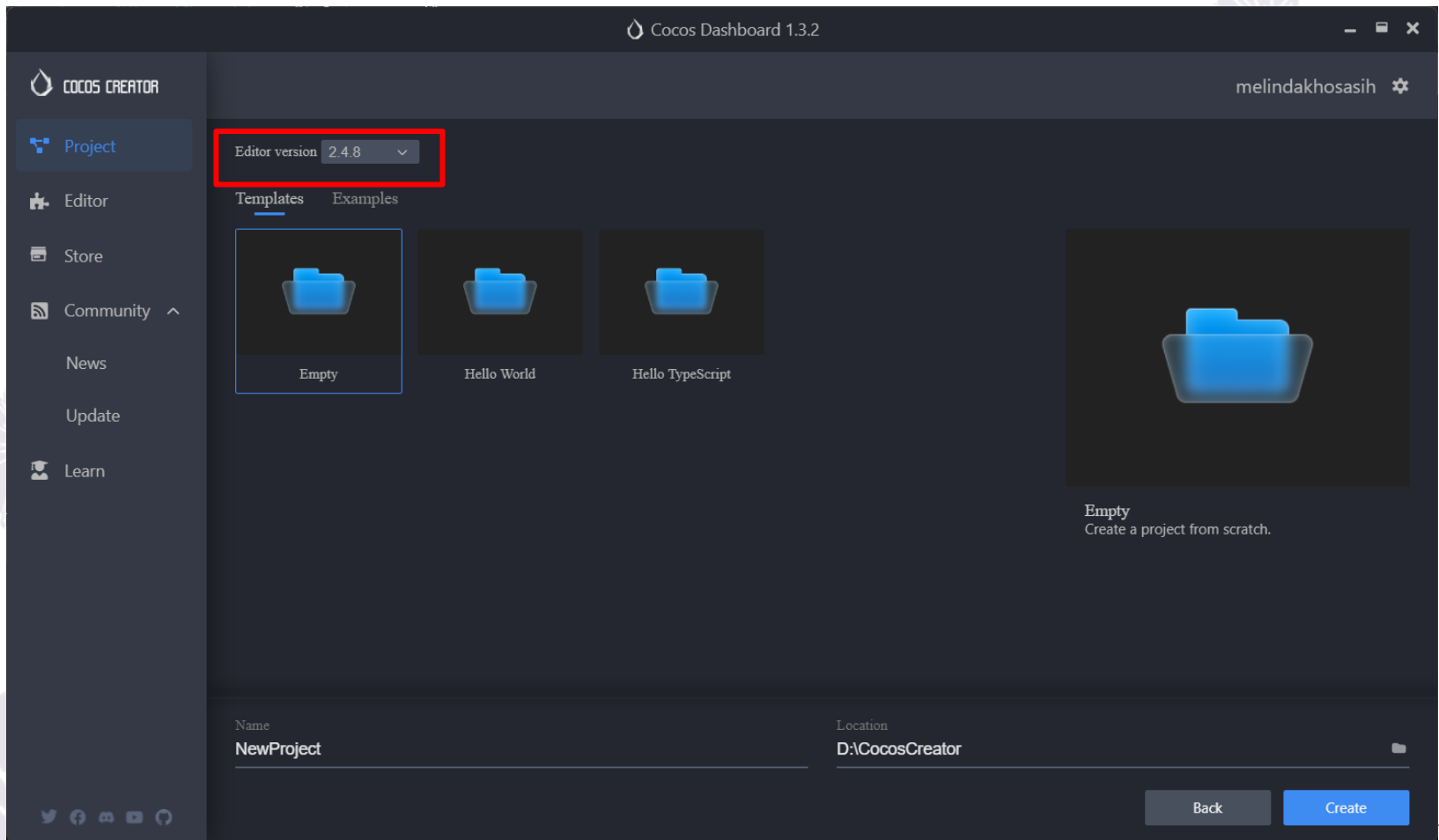
Install Cocos Creator



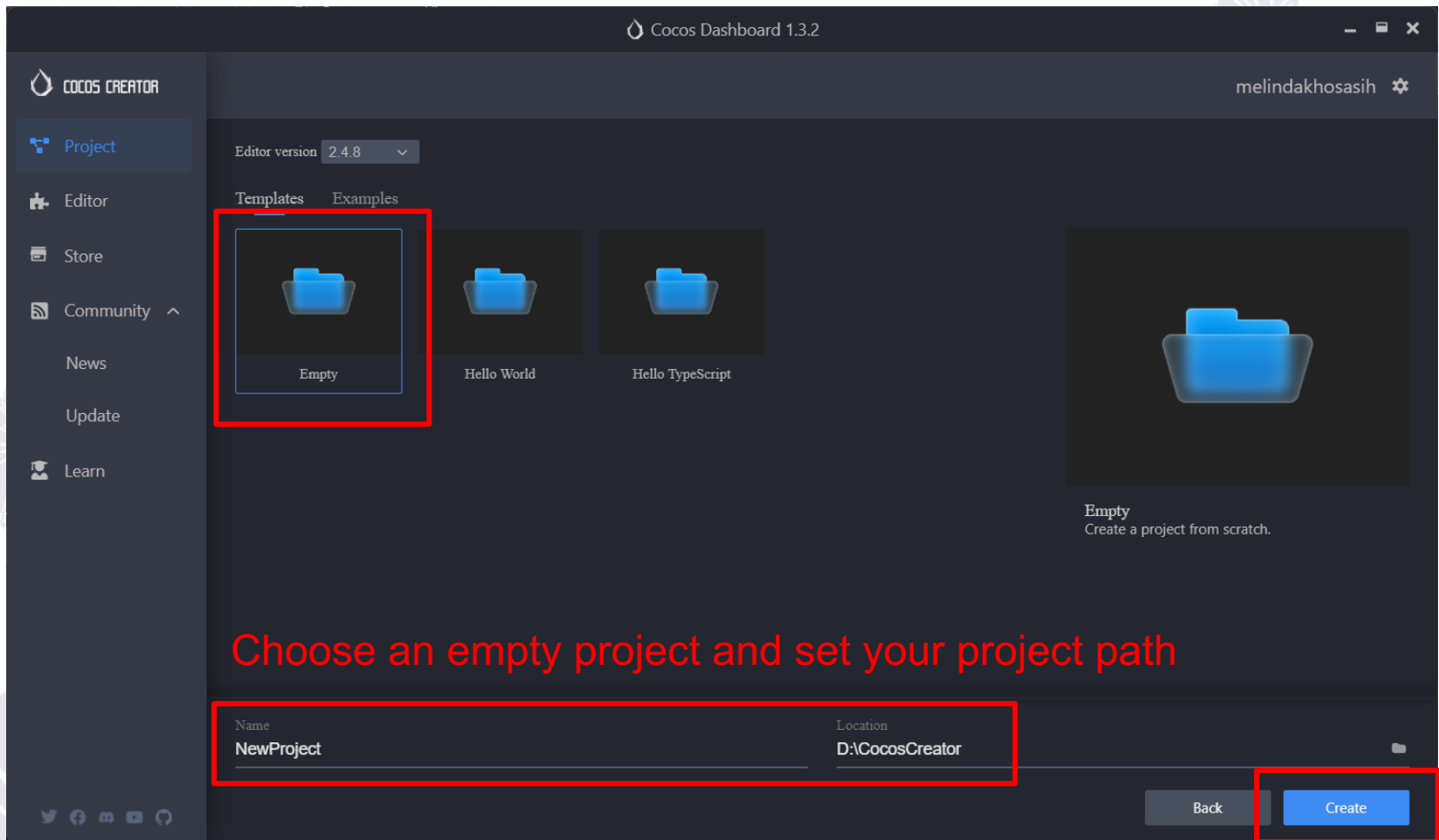
Start a New Project



Start a New Project



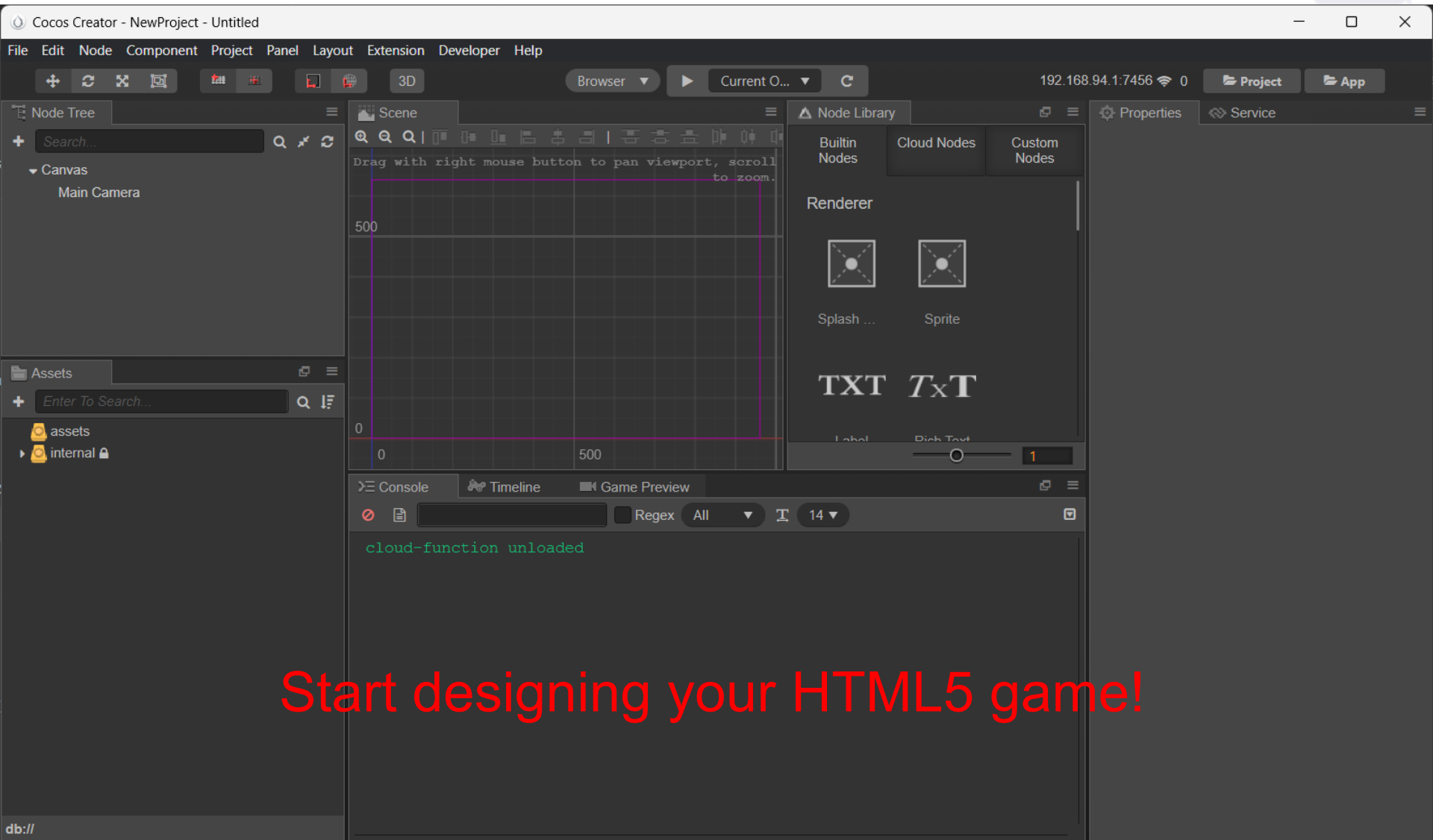
Start a New Project



Choose an empty project and set your project path



Start a New Project



Start designing your HTML5 game!

Open an Existing Project

The screenshot shows the Cocos Dashboard 1.3.2 interface. The top bar displays the Cocos logo and version. The left sidebar contains navigation links: Project, Editor, Store, Community, News, Update, and Learn. The main area shows a table of projects with columns for Project Name, Editor Version, and Last Modified. A red box highlights the first project, 'NewProject', which is located at 'D:\CocosCreator' and was created '3 minutes ago' using 'Creator 2.4.8'. Another red box highlights the 'Add' button at the bottom right of the interface.

Cocos Dashboard 1.3.2

melindakhosasih

You should see the project you just created here

Project Name	Editor Version	Last Modified ↑
NewProject D:\CocosCreator	Creator 2.4.8 ▼	3 minutes ago

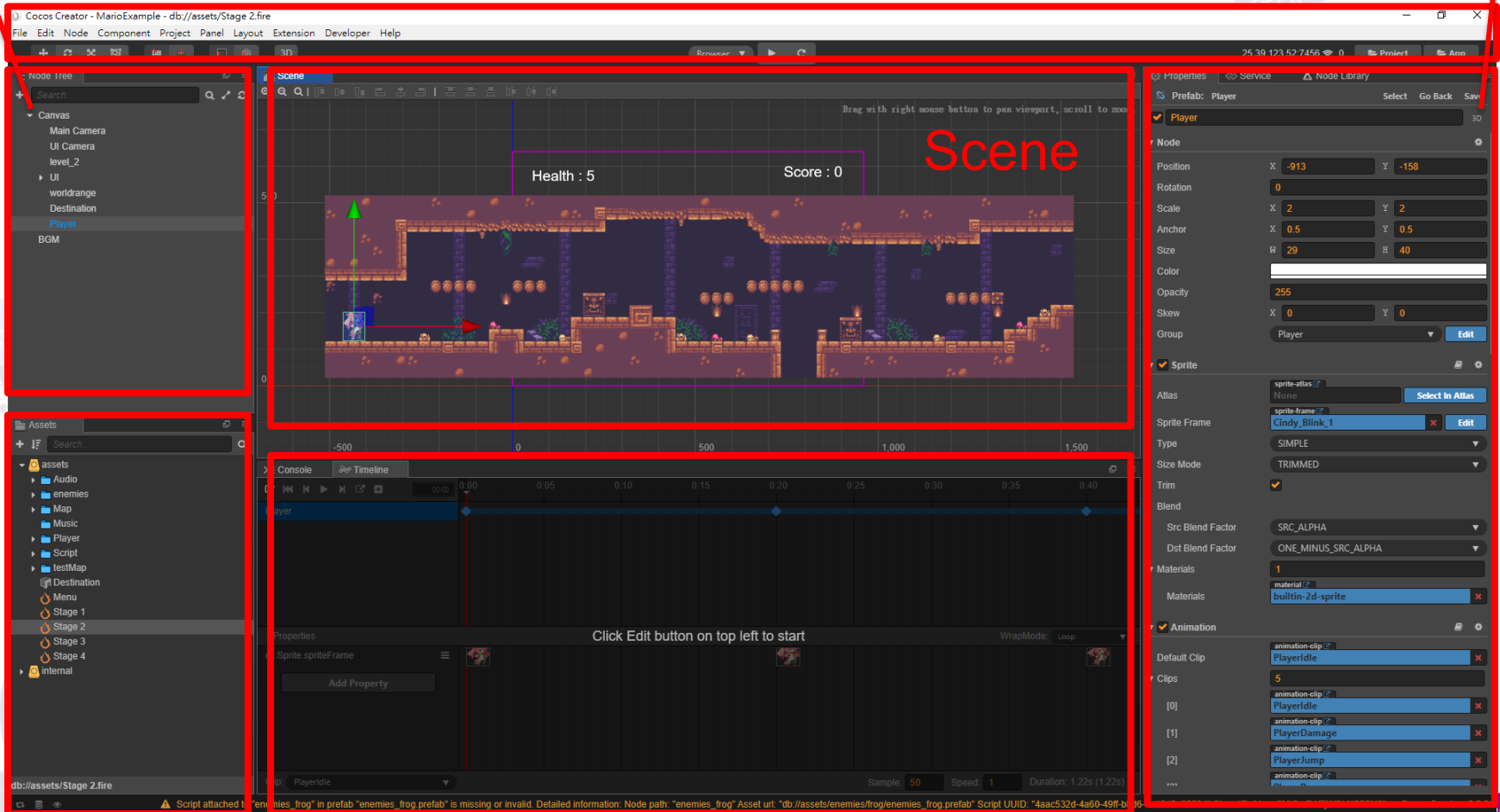
Find your project's path here if it's not listed

Add New

Layout

Tool bar

Property



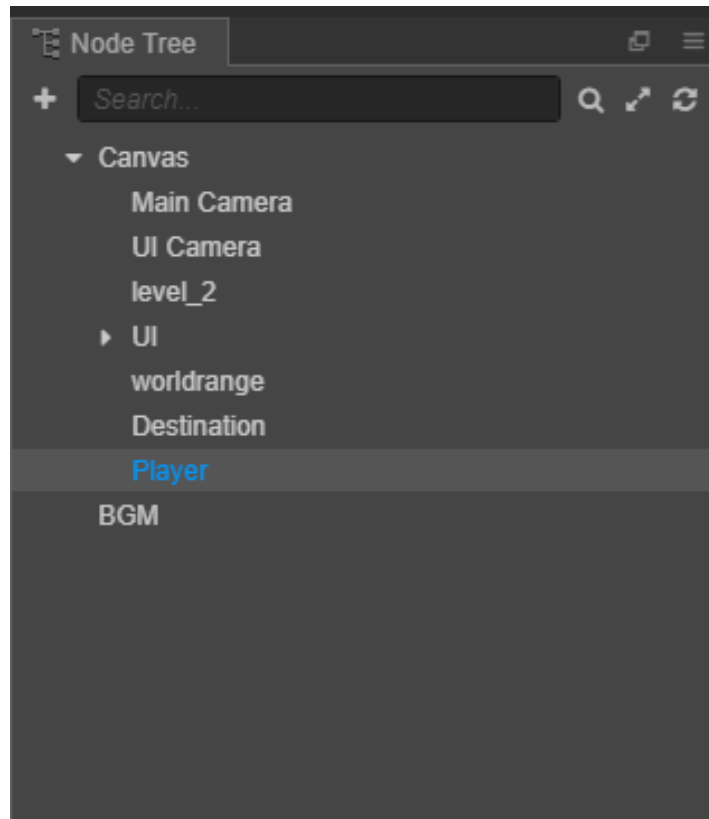
Assets

Timeline / Console



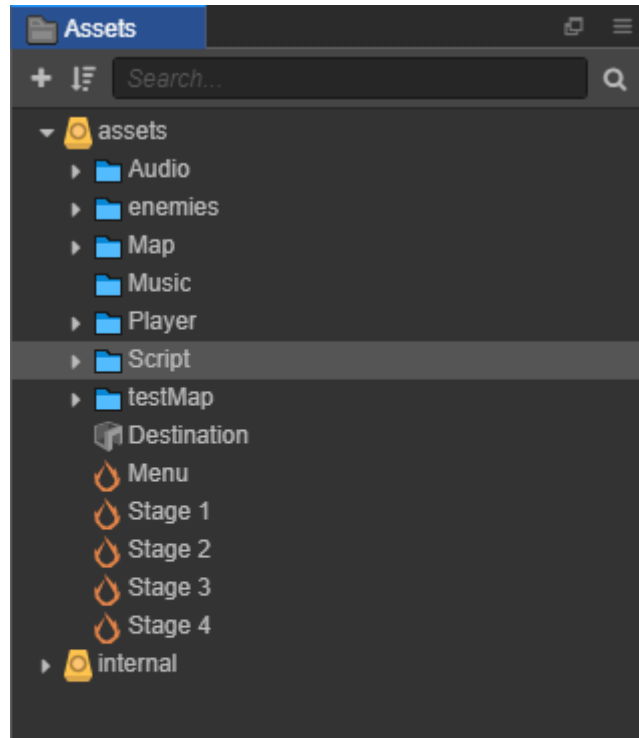
Node Tree

- Use tree diagram to show the relationship of all nodes in the current scene.



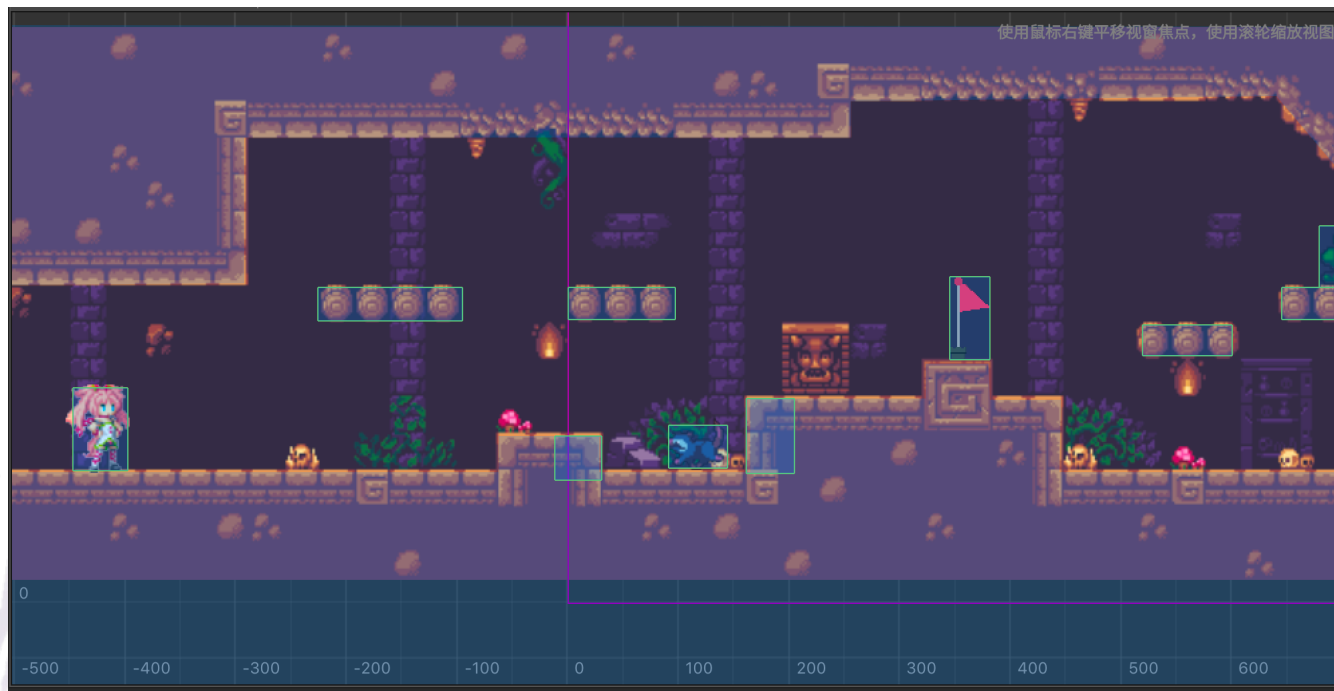
Assets

- Stores your project materials, included Prefabs, Scripts, Sprites, Animations, Scenes ...
- You can also add and edit items in folder.



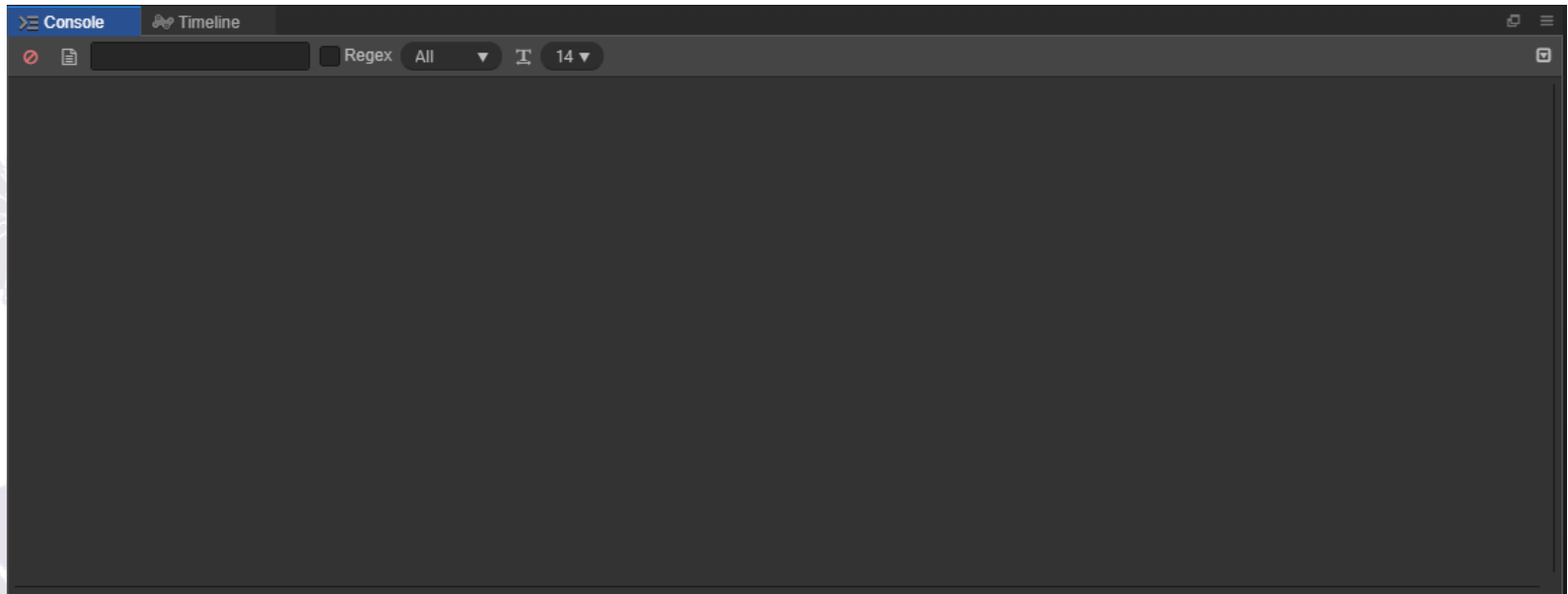
Scene

- The view of your game, used to check UI composing of your game.



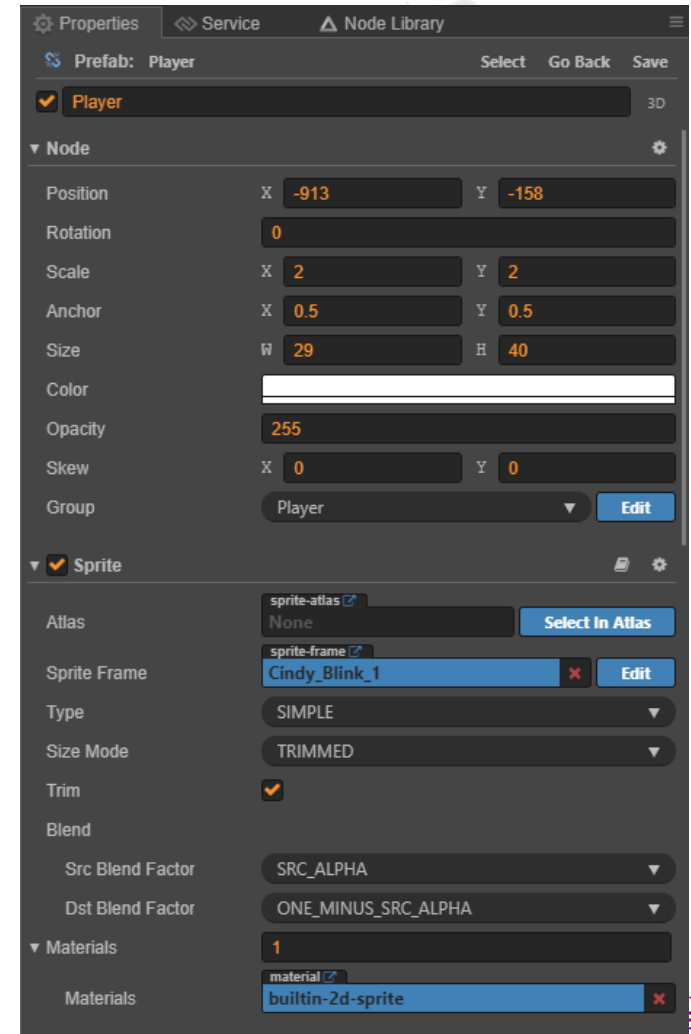
Console

- Any error or warning message of your project will show here.



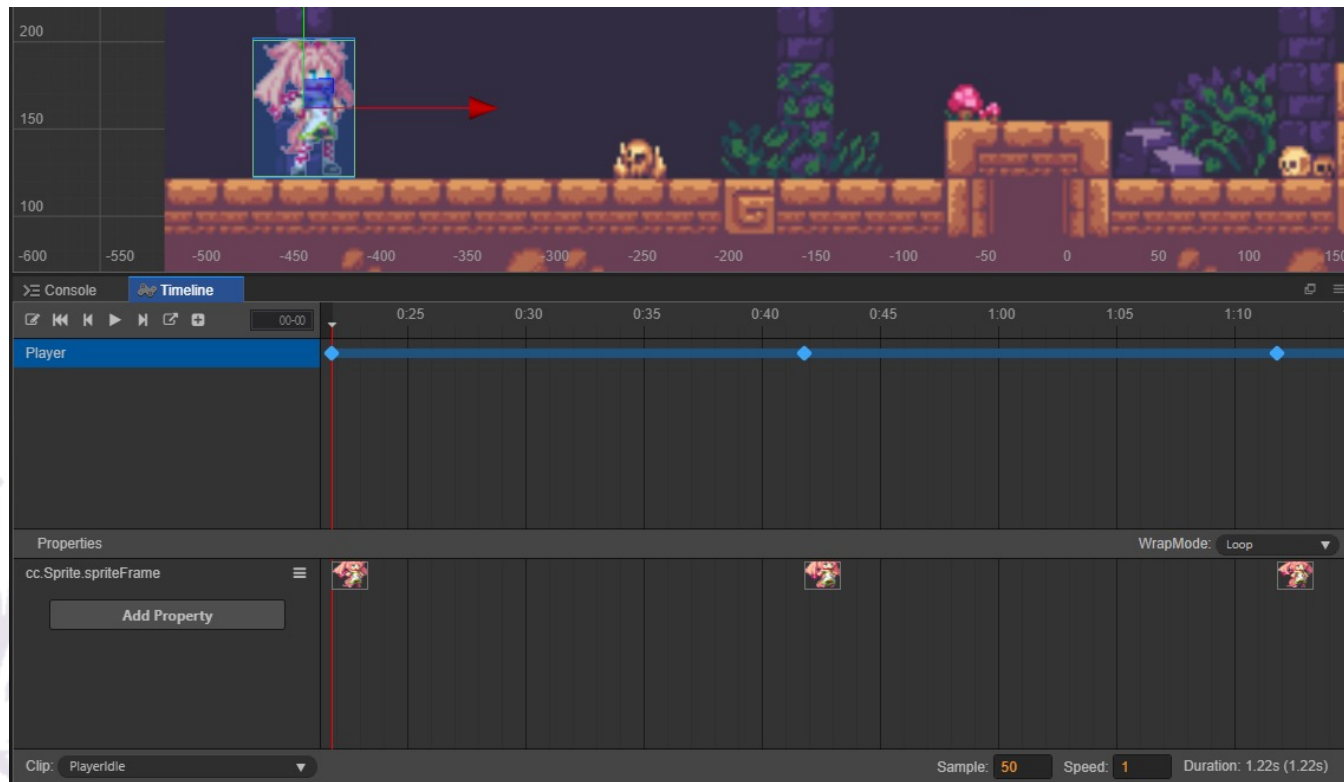
Properties

- We can edit properties of node and properties of node's components in this view.



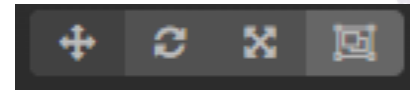
Timeline

- We can create animation clips in this block and use them with sprites.



Tool Bar

- Transform Tools



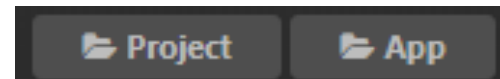
- Gizmo Display Mode



- Preview Game

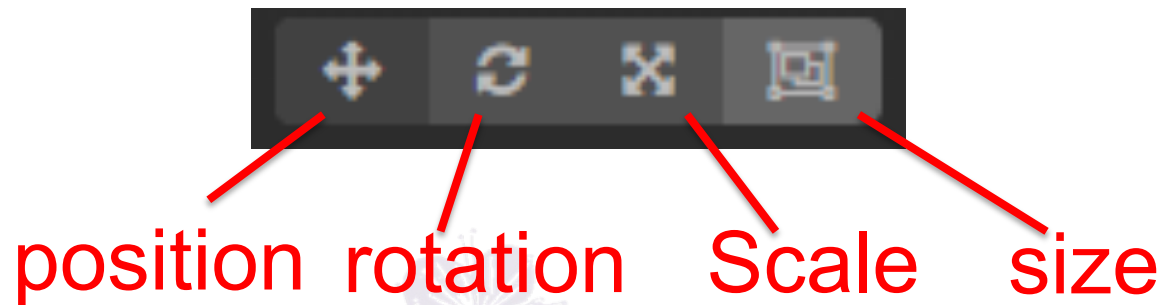


- Open Project Folder



Tool Bar

- Provide the editing node transform attribute function for the **scene editor**



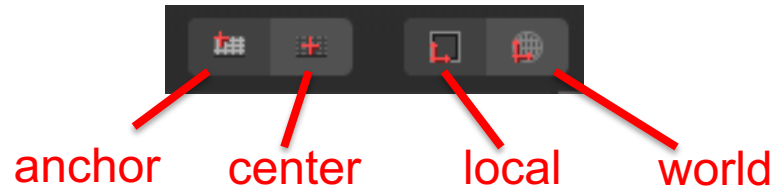
Some Useful Hotkey

- W key for position
- E key for rotation
- R key for Scale
- T key for Size



Gizmo Display Mode

- This control is for setting display mode of the **Transform Tool** in **scene editor**.

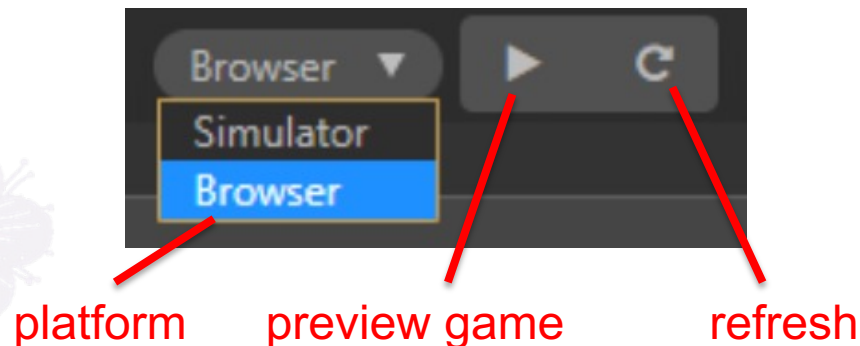


- Position mode :
 - Anchor** : Transform tool will be displayed at the position where the node Anchor is.
 - Central Point** : Transform tool will be displayed at the position where the central point of the node is.
- Rotation mode :
 - Local** : Transform tool's rotation will stay the same as the Rotation attribute of the node.
 - World** : Transform tool's rotation stays the same and the handles of the x and y axes stay the same as the direction of the world coordinate.



Preview Game

- Platform: select the preview platform as the simulator or the browser.
- Preview game: run the scene being currently edited in the browser.
- Refresh: reload the current scene on all the devices.



Open Project Folder

- Open Project: Open the project folder.
- Open App: Open the installation path of the program.

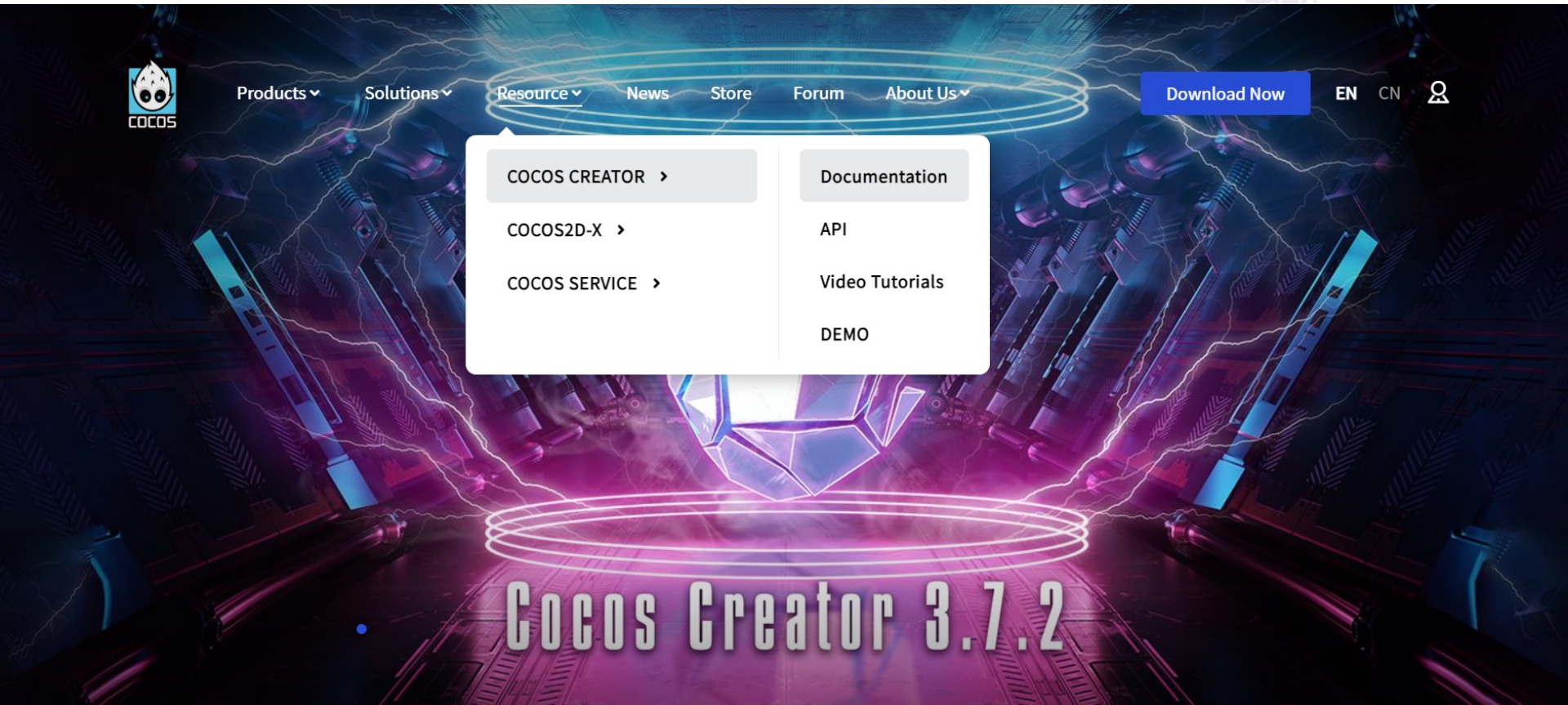


open project

open app



Document



thank
you!

Question

