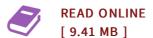




Cocos2d for iPhone 1 Game Development Cookbook

By Nathan Burba

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 topdown 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...



Reviews

Extremely helpful to any or all category of individuals. It really is rally fascinating through studying time period. I am just quickly could possibly get a pleasure of reading a composed ebook.

-- Lawrence Keeling

This publication may be worthy of a read through, and a lot better than other. It is among the most incredible book we have read through. Your daily life period will be change when you total reading this article publication.

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