





COCOS2D-X

Open Source Project
Bringing Your Native Game to
iOS, Android and More platforms

ZHE WANG @ Mar 8, GDC

► Agenda

- Overview
- Mechanics and Demo
- Roadmap

Part 1

Overview

► COCOS2D COMMUNITY



► ACTIVE BRANCHES



COCOS2D-IPHONE

Objective C version, for iOS & Mac only.
Native, elegant, high performance, can be
integrated seamlessly with iOS SDK



COCOS3D

Objective C version, create a 3D world based
on cocos2d layers



COCOS2D-X

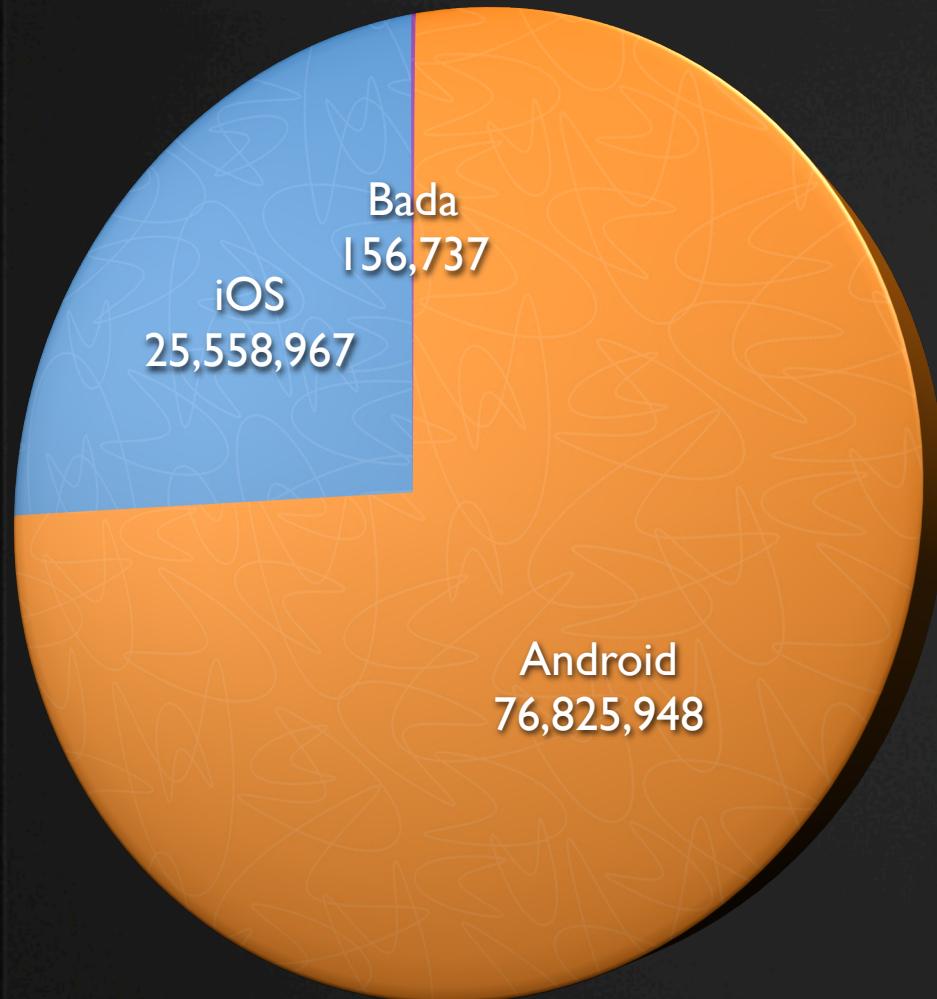
C++ version, is ported to Multi-platforms, can
reuse your 90% source code on different
platforms

► +200 GAMES IN THE LAST YEAR



2 3 4 5 6 7 8 9 10 11 12

► DOWNLOADS



| 02,54 | ,652

by Mar. 1 2012

► TOP GAMES



► TOP GAMES



Small Street

Small Street is the newest adventure & simulation game from Glu Game Inc. The game has been featured on iTunes home page 3 times and ranked in the top 10 free games in 13 countries, top grossing games in 4 countries worldwide



BattleLand: Warrior vs Monster

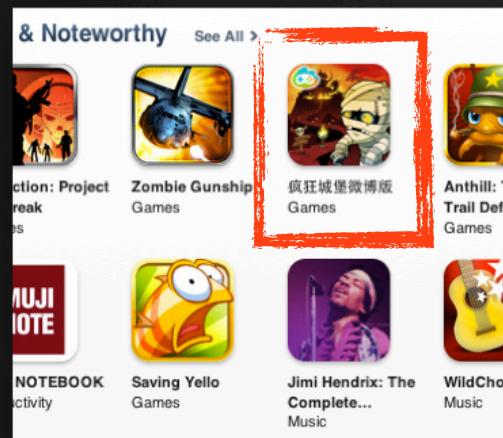
It's a highly addictive and fun auto-battle MMORPG game from Kongzhong Corporation. Ranking as No.1 RPG game in Thailand and many other countries, No.5 Top Grossing in China.

Top Grossing iPad Apps

Sort By: Bestsellers ▾

- | | | |
|--|---|---|
| 1. 胡莱三国 for iPad
Games
Updated 26 January 2012
FREE ▾ | 2. 二战风云 HD
Games
Updated 13 January 2012
FREE ▾ | 3. Mole's World
Games
Updated 21 February 2012
+ FREE ▾ |
| 4. Small Street
Games
Updated 23 February 2012
Game Center
+ FREE ▾ | 5. 口袋战争: 魔界勇士HD中文版
Games
Released 22 February 2012
FREE ▾ | 6. 王者帝国 中文版
Games
Released 23 February 2012
+ FREE ▾ |

TOP GAMES



Castle Empire

A social game integrated with popular Sina Microblog. Published by Sina.

Bird Hunting & Crowd Subway

Two cocos2d-s games are ranked in Top 1 and Top 2 concurrently on Oct.3 2011

Wonder of City

The mobile port of Playdom's successful game on facebook, published by Disney Mobile.

TOP GAMES



► ACTIVE COMMUNITY



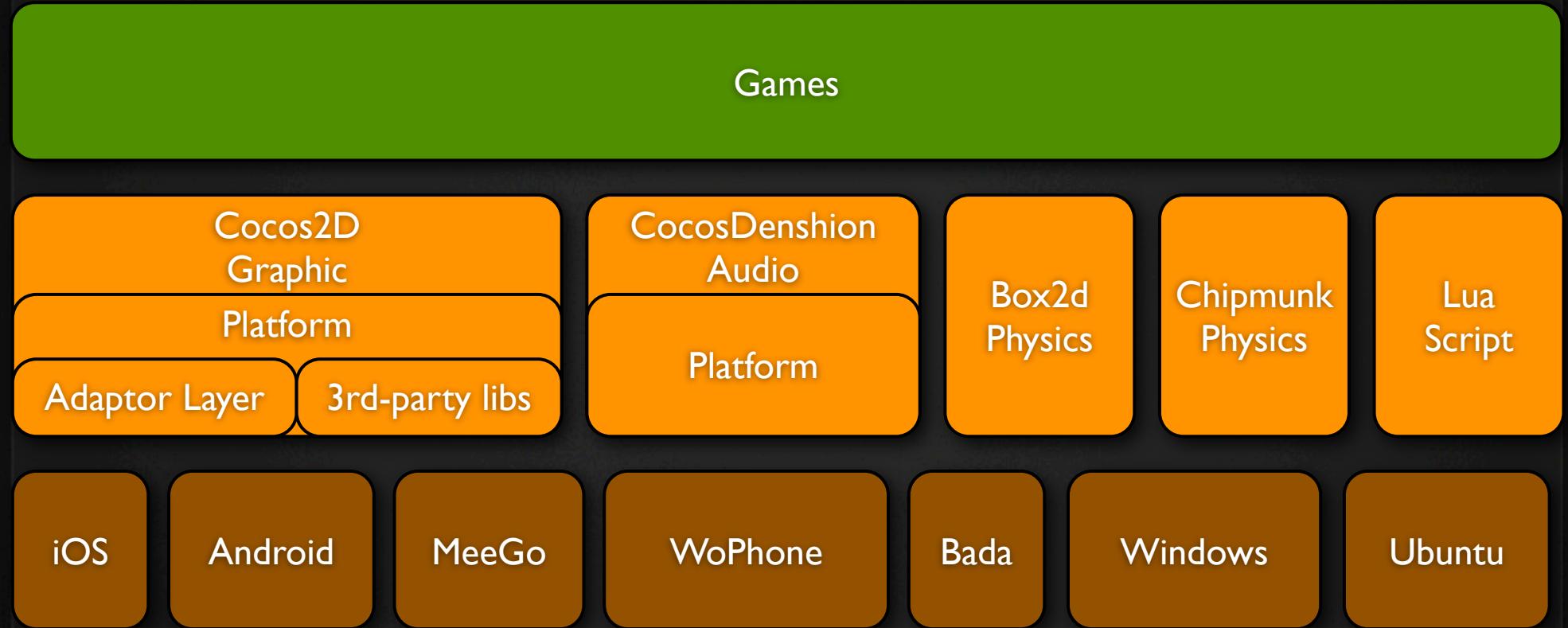
Part 2

Mechanics and Demo

► NATIVE GAP



FLEXIBLE ARCHITECTURE



DEMO

TweetJump

tweejump port - cocos2d-x

www.cocos2d-x.org/boards/6/topics/1652?r=6576#message-6576

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COCOS2D-X

News Roadmap Issues New issue Wiki Download Forums Repository Reference Games Settings Search:

Forums > cocos2d-x >

tweejump port

Added by Francis Styck 10 months ago

I ported tweejump located here: <https://github.com/dvydra/tweejump> to cocos2d-x.

Well, mostly. I am pretty sure I have a problem in how I setup the classes. Everything works except the clouds moving in the vertical direction. The code that doesn't work is #if 0 out to let the game run. I also removed most of the resolution dependencies, have it working on my iPhone and iPad (no updated art though for iPad). I also added touch capability to make it easier to debug in windows.

It only took 4 hours to do the port as it is now but has taken 3 times that much time for me to try and hunt why it isn't working with the clouds moving vertically.

A cocos2d-x guru should be able to find my error much quicker than I can, although I'm still looking. Please share the fix if you do find it and I will update the repository.

Also included in this project is the TweeJump.mkb file for AirplaySDK, which is what I use to deploy to the iPhone and iPad, do most development with the Win32 version.

The code is at: <https://code.google.com/p/tweejump-cocos2dx/>, I use SVN everyday so it was easier then using github.

Regards

Francis

< / >

MULTI-PLATFORM ABILITIES

iOS

Android

WP

Windows

OS X

Ubuntu

Browser

cocos2d-iphone

cocos2d-android

cocos2d-xna

cocos2d-x

2dx lua binding

cocos2d-html5

DEMO

Tetris in JS

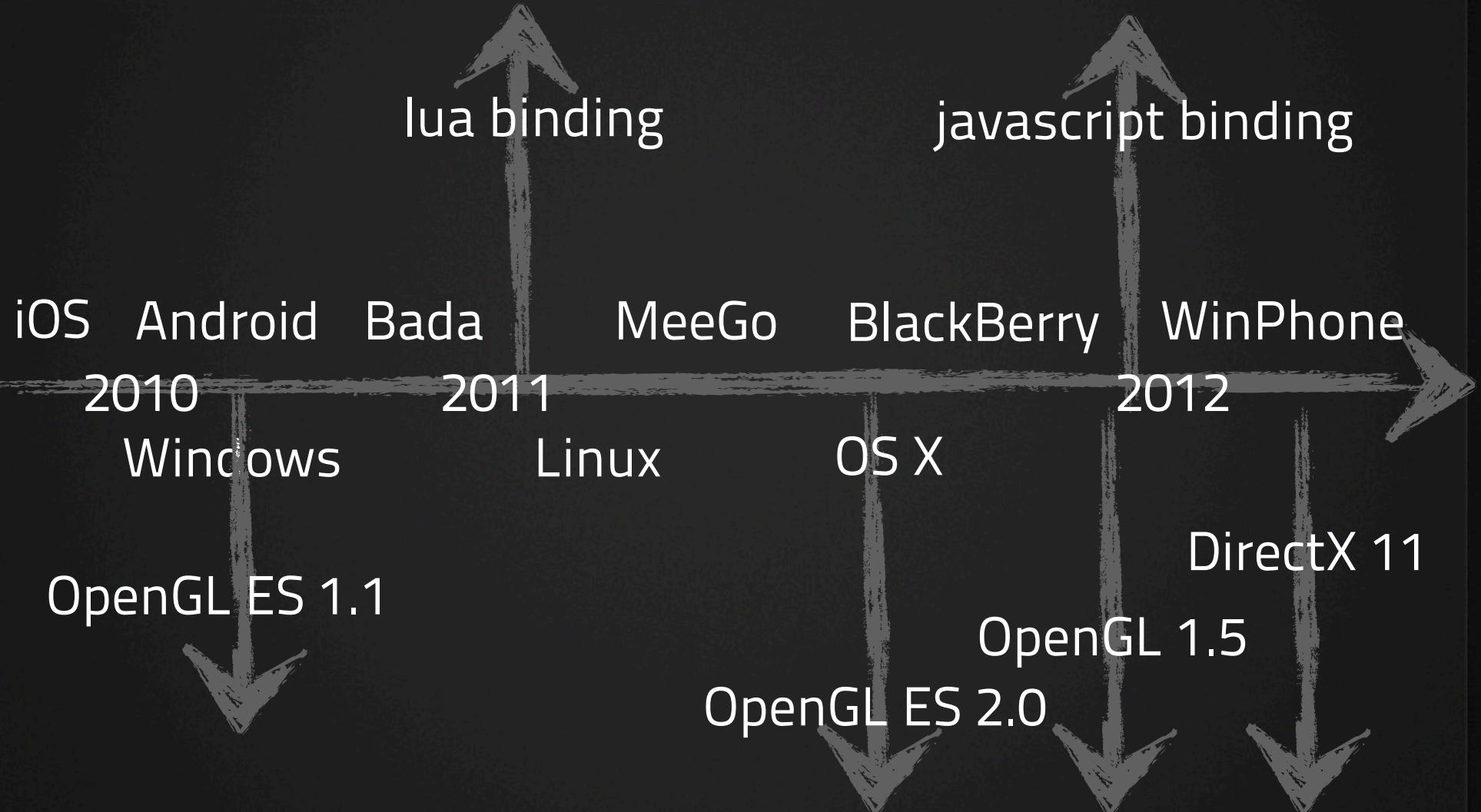
► STABILITY

	Platform	Status	Remarks
1	iOS	stable	well tested on iOS v4.0~5.0
2	Android	stable	tested on v2.0~4.0
3	Windows Phone	Beta	Rewritten in C# based on XNA
4	Bada	stable	10+ games
5	MeeGo	deprecated	ported by Intel but deprecated by them
6	Marmalade	stable	Several games
8	Windows	Stable	Stable on WinXP, Vista, Win7, Porting to Windows8 Metro
9	Ubuntu	Usable	For development only
10	OSX	Coming Soon	

Part 3

Roadmap and Vision

► TIMELINE



► FEATURES IN DEV

FORWARD 2012

Games Written in JS

SAME JS API

JS API

JS Binding



cocos2d-?



cocos2d-html5

Lua binding

Lua binding is already used in many games

◀ JavaScript Binding

Will firstly alpha release in next week

► FEATURES IN DEV

FORWARD 2012

C# port



For Windows Phone 7
Pre-Alpha version is already Released
BETA RELEASED



► FEATURES IN DEV

FORWARD 2012



Roadmap

Editor: CocosBuilder

JavaScript Binding

cocos2d-iphone

iOS

Mac

cocos2d-x

iOS

Android

...

cocos2d-html5

chrome

firefox

IE

cocos2d-xna

WP

Win8

XBox

MonoT

PLATFORM ?
NO THANKS

COCOS2D = FRAMEWORK + COMMUNITY

► CONTACT US

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WEBSITE

- www.cocos2d-x.org

SOCIAL NETWORKS

- twitter: @cocos2dx
- facebook <http://www.facebook.com/cocos2dx>

Q & A



We aspire to create a world-class
open source project.