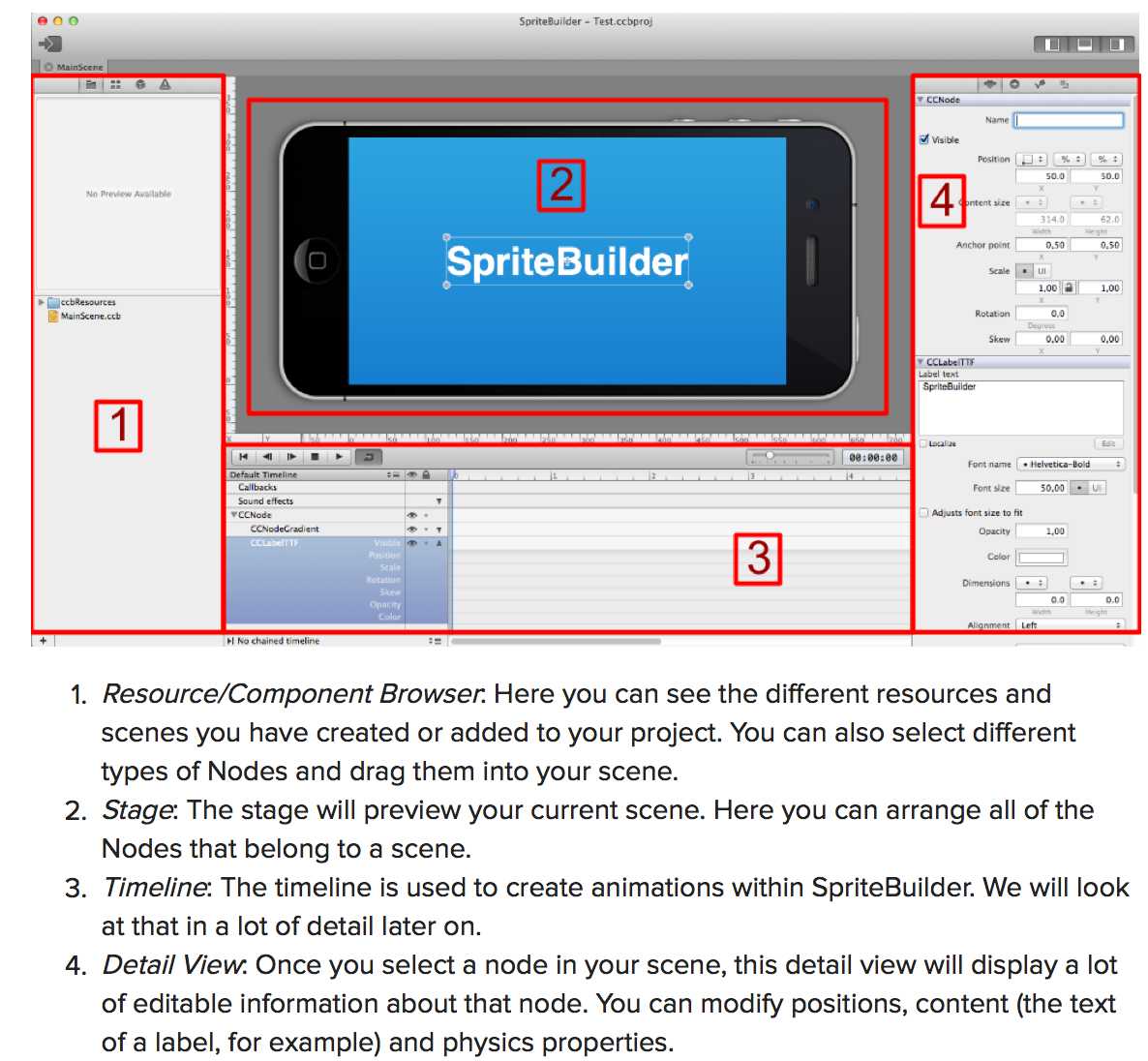
In general your workflow with SpriteBuilder will look like this:

* Create a new project in SpriteBuilder
* Add images and other resources to your SpriteBuilder project
* Create multiple .ccb files for the different scenes and objects in your game
* Add code connections to extend the behavior of these scenes and objects
* *Publish* your project in SpriteBuilder. This will update the Xcode project that is linked to your SpriteBuilder project
* Run your game from Xcode



**Loading Image into SpriteBuilder**

Thanks to SpriteBuilder's autoscaling you only need to provide the image with the highest resolution and the lower resolution images are generated automatically. If you've worked with Cocos2d before this means **no more regular and -hd files!**

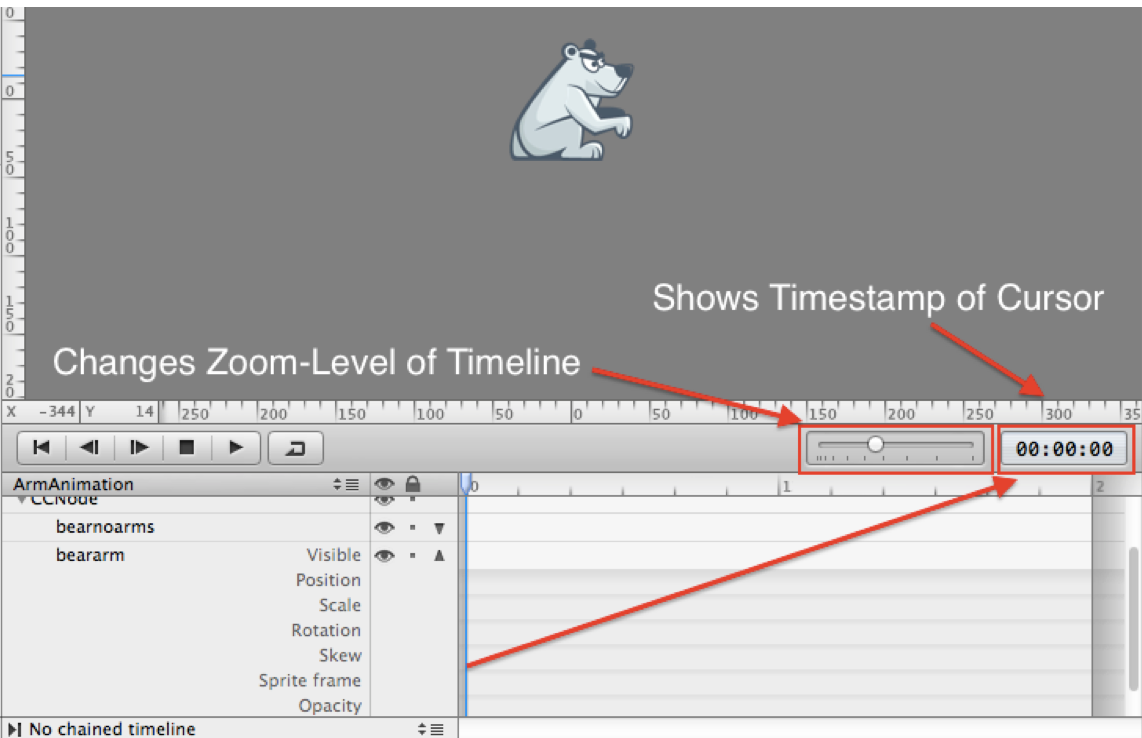
**Steps**

1. **Copy pictures’ folder into the same directory as MainScene.ccb**
2. **“Command + ;” to open project setting. Change default scaling**
3. **Right click image folder, and select “Make Smart Sprite Sheet” to Enable smart Sprite Sheet to save memory on images**

SpriteBuilder is set up by default to downsize assets from a 4x resolution (double resolution of retina images). The Peeved Penguins assets are provided as 2x assets (retina resolution) so we have to change this setting for our project. Open File > Project Settings and change Default scaling to 2x (phonehd):

**Create Keyframe based Animation Object**

1. “Command + N” to set up a new **node** type .cbb file (interface file)
2. Drag image(s) into .cbb node file.
3. Edit timeline
   1. Add keyframes



* 1. Zoom in by dragging the slider on the left of the timecode a bit to the right. Select the arm of the bear and create three keyframes for rotation at 0, 1 and 2 seconds. Do this by pressing r (on your keyboard) when the time marker is set at the mentioned times. Update the rotation value at each to -15, 20, -15 respectively
  2. Chain animation to itself so it will repeat when playing

**Create Physics Object**

1. “Command + N” to create new **sprite** type .ccb
2. Click on CCSprite in Timeline pane to reveal Detail View Pane to the right
3. For Item Property, in CCSprite section, select image from asset from sprite frame drop down.
4. For Item Code Connection, enter name into Custom class field the same name as your .ccb file. (the "custom class" property of a .ccb file creates a link between the .ccb file in your SpriteBuilder project and an Objective-C class in your Xcode project. The Objective-C class needs to be created in xCode.)
5. For Item Physics, click Enable physics checkbox. Select physics shape.
6. Create the classes in Xcode
   1. Publish to Xcode, then open xcodeproj, create objective C class file with the same name as the .ccb file, make it the subclass of CCSprite.

