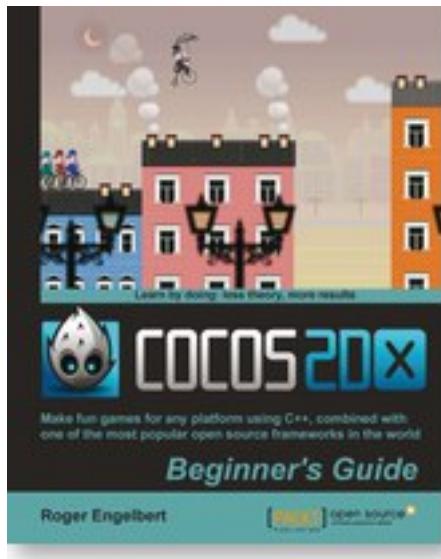


Cocos2d-X by Example Beginner's Guide



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In Detail

Cocos2d-x is the C++ port of arguably the most popular open source 2D framework in the world. Its predecessor was limited to the Apple family but with Cocos2d-x you can take your applications to all major app stores, with minimum extra work. Give your games a larger target audience with almost no extra hassle.

"Cocos2d-x Games Development by Example" allows you to build your own cross platform games using all the benefits of a time tested framework, plus the elegance and simplicity of C++.

Each of the six games developed in this book will take you further on the road to becoming an expert game developer with no fuss and plenty of fun.

Follow six tutorials for six very different games that leverage the ease of Cocos2D-X and its quick implementation, moving from simple ideas to more advanced topics in game development.

In easy-to-follow steps, the book teaches you how to take full advantage of the framework by adding animations and special effects, implementing a physics engine, and optimizing your games.

Prepare your project for multiple platforms and learn how to take your game concepts to completion.

"Cocos2d-x Games Development by Example" will present to you, in six different games, the topics necessary to build some of the most popular and fun types of games today.

Approach

Get to grips with Cocos2D-X using step-by-step examples. Roger Engelbert will have you smiling throughout and learning valuable information at every turn.

Who this book is for

If you have brilliant ideas for amazing games and want to bring them to life, then this book is what you need. Work through easy-to-follow examples and learn exactly what you need to know to make your games a reality. No programming experience necessary!

作者介绍:

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标签

cocos2d-x

GameDev

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CS

评论

好书，例程都很到位。

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书评

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