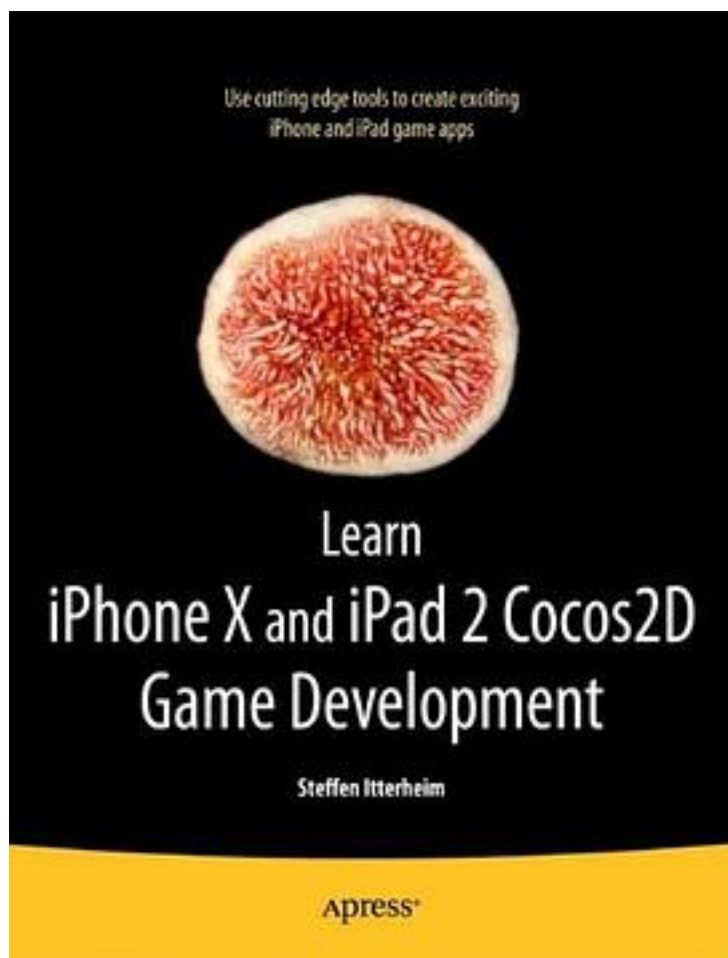# Learn cocos2d Game Development with iOS 5

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著者:Steffen Itterheim

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Create compelling 2D games with Learn cocos2d Game Development with iOS 5. This book shows you how to use the powerful cocos2d game engine to develop games for iPhone and iPad with tilemaps, virtual joypads, Game Center, and more. It teaches you:

* The process and best practices of mobile game development, including sprite batching, texture atlases, parallax scrolling, touch and accelerometer input. * How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d-related tools and libraries. * How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps. * The ins and outs of the Kobold2D development environment for cocos2d and its preconfigured libraries, including cocos3d and Lua. Best of all, Learn cocos2d Game Development with iOS 5 will have you making games right from the very start. It guides you step-by-step through the creation of sample games. These fun examples are modeled after popular App Store games and teach you key concepts of the cocos2d game engine and relevant tools like TexturePacker (texture atlas), PhysicsEditor (physics collision shapes), Particle Designer (particle effects), Glyph Designer (bitmap fonts), and others. This book offers a rock-solid introduction to creating games made entirely with cocos2d and little or no iOS 5 SDK and OpenGL code. It also details alternative implementations, identifies the best free and commercial tools for cocos2d game development, features coverage of the author's improved cocos2d game engine (Kobold2D), and even helps you enhance your game's marketability on the App Store. What you'll learn * The process and best practices of mobile game development, including sprite batching, texture atlases, parallax scrolling, touch and accelerometer input. * How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d-related tools and libraries. * How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps. * The ins and outs of the Kobold2D development environment for cocos2d and its preconfigured libraries, including cocos3d and Lua. Who this book is for The book is aimed at beginning game developers looking for an easier and even more powerful way to create compelling 2D graphics using OpenGL and Objective-C. It is assumed that the reader will have some knowledge of object-oriented programming and the Apple and iPhone/iPad developer environment. Table of Contents * Introduction * Getting Started * Essentials * Your First Game * Game Building Blocks * Sprites In-Depth * Scrolling with Joy * Shoot 'em Up * Particle Effects * Working with Tilemaps * Isometric Tilemaps * Physics Engines * Pinball Game * Game Center * Best Tools for cocos2D Development * Kobold2D Fundamentals * Out of the Ordinary

作者介绍:

作 者 简 介

Steffen Itterheim从20世纪90年代开始就一直热衷于游戏开发。他在Doom和Duke Nukem 3D社区表现活跃，并因此获得了他的第一份自由职业，成为3D Realms的一名beta测试人员。作为职业游戏开发者，Steffen拥有10多年的丰富经验，其中大部分时间担任Electronic Arts Phenomic的游戏和工具程序员。2009年Steffen第一次接触cocos2d，那时他与其他人共同创办了一家iOS游戏公司——Fun Armada。他乐于将自己的宝贵经验传授给其他游戏开发者，以帮助他们更上一层楼。有机会你可能会在白天看到他在住所附近茂密的葡萄园周围散步，也可能在晚上看到他在Nevada沙漠收集瓶盖。

Andreas Löw在10岁的时候有了一台Commodore C16，从那时起他就对计算机产生了狂热的兴趣。他自学了编写游戏的技术，并在1994年发布了自己的第一款游戏Gamma Zone，这是一款针对Commodore Amiga平台的游戏，用纯汇编语言编写完成。在获得电子工程学的学位后，他进入Harman International公司，负责为汽车行业开发具有语音识别功能的导航和娱乐系统。他开发了自己的编程语言和开发工具，现在世界上采用语音识别技术的每辆汽车都在使用他的

编程语言和开发工具。

iPhone出现后，他有了回归本行的打算，开始开发一款叫做TurtleTrigger的游戏。他意识到cocos2d社区存在对好的开发工具的强烈需求。于是，利用自己在游戏和工具开发方面的知识，他开发出了TexturePacker和PhysicsEditor，它们迅速成为cocos2d用户进行开发时必不可少的工具。

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标签

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评论

听说cocos2d可用来实现翻页动画? 有时间研究研究

适合入门。。不过cocos2d版本更新了貌似变化挺大的- -

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书评

为零基础的"设想过自己写个电脑游戏软件并从中获利吗？"——这是本书第一章的第一句话。通过阅读本书，读者会发现这是一本非常适合初学者的的iOS游戏编程书；
阅读本书的必备知识：
买一本书，就是为了学习。如果一本书到手，却发现自己根本用不到或看不懂，那就悲剧...

想写手机游戏玩玩，无奈折腾Android上主流的LibGDX和Andengine两大引擎都跑不出一个成功的HelloWorld，只好转投iOS了。
Cocos2D引擎源于Python，移植到iPhone平台后非常成功，与Unity3D成为iOS开发的主流。联通支持下的C++重写，主打跨平台的Cocos2d-X也在慢慢发展。现在还有C...

非常不错，但是翻译的不是很好，偶尔有印刷错误。
书的内容非常好，讲述方式和普通的大纲式教学很不一样，这里基本是让你通过一些很常用的例子来学习cocos2d。需要自己不端查文档，看原书代码。
初看上去书很薄，不过里面没有印全部代码，需要自己下载来看。初学者如果功底不...

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上半年软考里有一道题目，是问IOS平台和Android平台各用什么语言开发，还有HTML5有什么特点。看着题目非常简单，可是仍要仔细想想，IOS和Android用的是Java,Object-c,Javascript,还是C++？貌似司空见惯的问题，一不留神说不定就答错了。在本书P6页的表格里我找到了正确答案。 ...

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