



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 process. Learn how to create top-down isometric games, side-scrolling platformers, and games with realistic lighting. Full of fun and engaging recipes with modular libraries that can be plugged into your project. In Detail Cocos2d 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 design? Cocos2d 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...



READ ONLINE
[9.2 MB]

Reviews

This publication is definitely worth buying. It can be loaded with wisdom and knowledge I am easily could possibly get a satisfaction of looking at a composed publication.

-- **Rhiannon Steuber**

Very helpful to all type of individuals. It really is rally interesting through looking at time. Its been designed in an extremely basic way which is just soon after i finished reading this pdf through which basically modified me, change the way i believe.

-- **Tyshawn Brekke**