

Learning Cocos2d X Game Development Free



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Learning Cocos2d X Game Development

Learning Cocos2d-x Game Development. You will learn about the mechanics of collision detection, their advantages and disadvantages, and how to keep track of the score. You will then create a gameplay cycle, use third-party tools to expedite the development process, and distribute the game through the App Store.

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Develop a game using Cocos2d-x by going through each stage of game development process step by step; Who This Book Is For. If you are a hobbyist, novice game developer, or programmer who wants to learn about developing games/apps using Cocos2d-x, this book is ideal for you. What You Will Learn. Configure and create a Cocos2d-x project on Windows

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Writing a game for the iPhone and iPad does not have to be that difficult, and Cocos2D makes game development fun and easy. Learning Cocos2D walks you through the process of building Space Viking (which is free on the App Store), a 2D scrolling game that leverages Cocos2D, Box2D, and Chipmunk.

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Cocos2d-x is an open-source and cross platform open source free 2D game engine for mobile game development known for its speed, stability, and easy of use

Cocos2d-x - World's #1 Open-Source Game Development Platform

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Review: Learning iPhone Game Development with Cocos2D 3.0

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