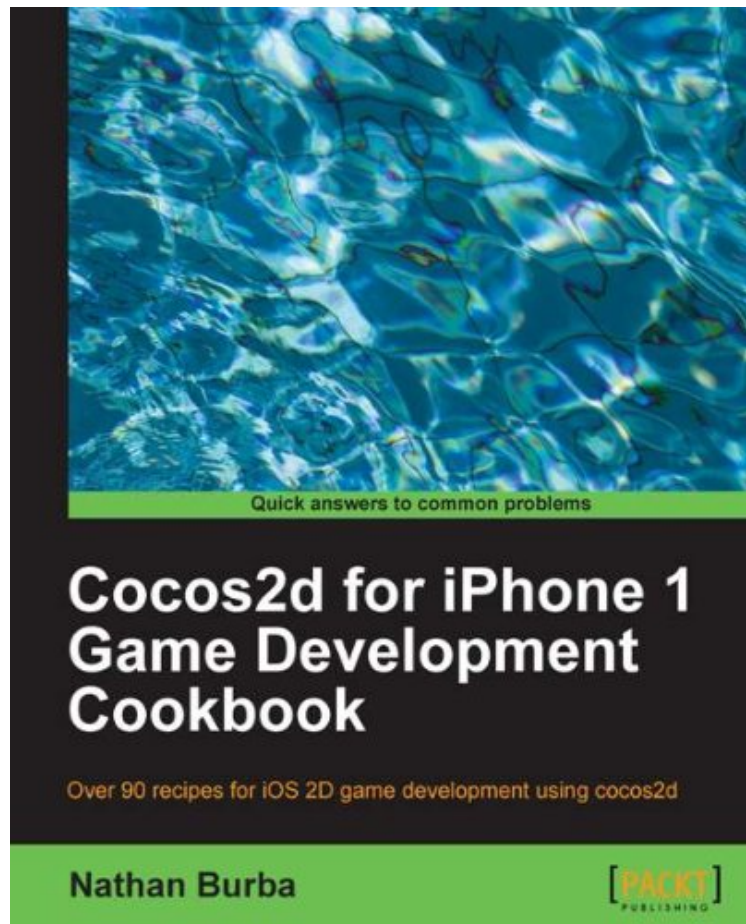


[DOWNLOAD] Cocos2d for iPhone 1 Game Development Cookbook

# Cocos2d for iPhone 1 Game Development Cookbook

Von Nathan Burba

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**Von Nathan Burba : Cocos2d for iPhone 1 Game Development Cookbook** before purchasing it in order to gage whether or not it would be worth my time, and all praised Cocos2d for iPhone 1 Game Development Cookbook:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Cooking CocosVon mkoCocos2d for iPhone is a typical cookbook. That means you will find here lots of recipes useful during iPhone development. Book is well structured. Each chapter is devoted to different aspect of development. There are topics covering basic topics like simple graphics manipulation but also cover physics related ones. One remark here. Not all topics are strictly related to Cocos2d. It can be slightly misleading by tittle that implies Cocos2d library will be discussed in the book. For example JSON, XML and PLIST are covered by TouchJSON, GDataXML and Cocoa libraries respectively. The same refers to SQLite related topics. You could argue whether this kind of topics should be put into book devoted to Cocos2d ' no matter what, tittle suggests it is strictly graphics related. On the other hand, maybe it can be useful as sooner or later you will face these issues during game development.What I liked about the book? The structure of the recipes. They are nearly identical and you always know what to expect. At first, you get the

description of the problem, how to prepare the environment, and eventually how to code the solution. There is also an explanation of how and why everything works. From time to time you will also find 'there is more' section that points to valuable resources. What I didn't like? I think there are too much source code in the book. I know it is easier to read when you have the code in front of you, but I am pretty sure that most of the people will use the book together with their laptops and XCode running aside. So, in my opinion, basing on example source codes would be just fine. And the book would occupy less place on the book shelf. Anyway, I think it is worth considering to by this book (at least e-book format) just to have some nice recipes by you hand. Not all of them are applicable in each case, but still, they cover quite a lot of topics.

**Kurzbeschreibung** 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 recipe is either a solution to a common problem (playing video files, accelerometer steering) or a cool advanced technique (3D rendering, textured polygons). This cookbook will have you creating professional quality iOS games quickly with its breadth of working example code. What you will learn from this book: Render, manipulate, animate, and optimize Cocos2d sprites, primitives and particles. Learn advanced graphical techniques including 2D lighting, rendering textured polygons, and drawing 3D primitive shapes. Use third party libraries for data, networking, and more. Gain a deep understanding of the Box2D physics engine. Create multiplayer networked games and games with intelligent AI actors. Learn tips, tricks, and best practices used by professional game developers. Approach This book is full of fun and engaging recipes with modular libraries that can be plugged into your project. Each recipe consists of explained code accompanied by screenshots for your understanding. Who this book is written for If you want to elevate your basic Cocos2d project to the next level, this is the book for you. Some understanding of Objective-C and Cocos2d is recommended. People with some programming experience may also find this book useful. **Kurzbeschreibung** 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 recipe is either a solution to a common problem (playing video files, accelerometer steering) or a cool advanced technique (3D rendering, textured polygons). This cookbook will have you creating professional quality iOS games quickly with its breadth of working example code. What you will learn from this book: Render, manipulate, animate, and optimize Cocos2d sprites, primitives and particles. Learn advanced graphical techniques including 2D lighting, rendering textured polygons, and drawing 3D primitive shapes. Use third party libraries for data, networking, and more. Gain a deep understanding of the Box2D physics engine. Create multiplayer networked games and games with intelligent AI actors. Learn tips, tricks, and best practices used by professional game developers. Approach This book is full of fun and engaging recipes with modular libraries that can be plugged into your project. Each recipe consists of explained code accompanied by screenshots for your understanding. Who this book is written for If you want to elevate your basic Cocos2d project to the next level, this is the book for you. Some understanding of Objective-C and Cocos2d is recommended. People with some programming experience may also find this book useful. **ber den Autor und weitere Mitwirkende** Nathan Burba is a game developer, student, producer, and entrepreneur. He graduated from Ithaca College with a BA in Computer Science in 2008 and began working toward an MFA in Interactive Media at the University of Southern California School of Cinematic Arts in 2011. He founded Logical Extreme Studios LLC in

2011 and plans to release his first iOS game, Golden Age Baseball, in early 2012.