Cocos2d-X Game Development Blueprints

Karan Sequeira

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Build a plethora of games for various genres using one of the most powerful game engines, Cocos2d-x

About This Book

- Explore the powerful features of Cocos2d-x and use them to your advantage
- Tackle commonly faced problems while creating popular 2D games
- A step-by-step guide to help you understand and develop some of the most popular games of the industry such as Angry Bird

Who This Book Is For

If you are a proficient Cocos2d game developer who wants to enhance his or her game development skill set using Cocos2d-x to build different types of games, this book is for you.

What You Will Learn

- Take advantage of the open source nature of Cocos2d-x by extending the engine to customize and add your own features to it
- Design games with level-based and time-based difficulty progression, which are very addictive and keeps users engaged
- Maximize user interaction by implementing intuitive gestures and tilt controls
- Implement advanced physics engine features such as PreSolve and PostSolve events
- Add realism to your game by using a touch event, and use it to control a game
- Implement circle-to-circle collision detection in your games
- Build the same project on multiple platforms, such as Android and Windows, effortlessly

In Detail

Packed with comprehensive projects, this book takes a detailed look at a few of the industry's most popular games. This book will show you how to use Cocos2d-x to build games using its core components. You will learn how to incorporate game physics, and import custom models and animations. Next, you will see how to include effects such as particles and sounds. With a brief introduction to the upcoming HTML5 platform using Cocos2d-html5, the book goes on to tackle the many different concepts that comprise game development today. You will learn how to build worlds with meshes, a terrain, user interaction, physics, and more. You will start by developing a puzzle game, and then progress on to games that are increasingly complex. Along the way, you'll learn how to build gaming favorites similar to games such as Flappy Bird, Tilt to Live, Jumpy Clown, Angry Birds, and Tower Defense.
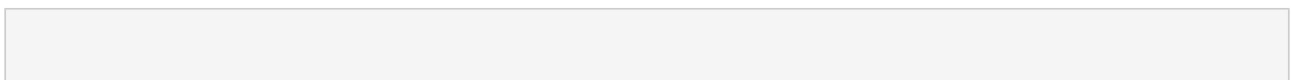
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