



Mastering Cocos2d Game Development

By Alex Ogorek



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Master game development with Cocos2d to develop amazing mobile games for iOS

About This Book

- Learn how to create beautiful and engaging mobile games using Cocos2D-Swift
- Explore the cross-platform capabilities of Cocos2d
- Get to grips with Cocos2d game development tools and learn Swift, a powerful modern approach to game development

Who This Book Is For

If you are a developer who is experienced with Cocos2d and Objective-C, and want to take your game development skills to the next level, this book is going to help you achieve your goal.

What You Will Learn

- Prototype a game quickly and easily
- Use the physics engine to apply forces and detect collisions
- Engage your user with the best sound effects a game can have
- Create interesting, engaging mechanics
- Polish your game and make it worth playing
- Explore the full functionality of Cocos2d through easy-to-follow examples and practical guidance designed to help you complete your own game development projects
- Make use of Apple's new Swift language
- Develop a high quality game for iOS
- Understand the Cocos2d-Swift architecture and its main classes

In Detail

Cocos2d is one of the world's leading 2D game development engines, letting game developers create awesome games with ease. Its multiplatform capabilities meet the demands of modern game development. If you want to dive into

Cocos2d game development and create exciting, high quality games, this book is an advanced and reliable resource. Covering the most important game development tools, and guiding you through the development cycle of a complete 2D game, Mastering Cocos2d Game Development will build your confidence and inspire you to go further in game development.

Combining practical steps with detailed insights, this book will help you discover and learn a powerful approach to game development to create exceptional iOS games, tips to create cool content, and how to harness the unique power of Swift.

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Editorial Review

About the Author

Alex Ogorek

Alex Ogorek is a 4-year veteran of iOS development, who has developed everything from traditional apps to games, with over 12 apps published on Apple's App Store under the name of KeitGames (<http://www.keitgames.com/>). All of his apps and games are self-developed and published, including graphics. He has been coding since he was 16, and has loved games since he was young. Before attending USC for computer science (games) and entrepreneurship, he worked at the Cleveland Clinic Foundation as an iOS developer, working on medical iPad apps that help further research with concussions in students and athletes.

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