

Learning iPhone Game Development with Cocos2D 3.0

By Kirill Muzykov

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1 of 1 review helpful detailed example By W Boudville The text is very much a detailed building of an example game within the cocos2d framework It walks through chapter by chapter systematically adding features to the game All within the Xcode and Objective C context that hitherto has been necessary for iPhone application development Game ideas like using sprites the implementation of simple physics to deter Harness the power of Cocos2D to create your own stunning and engaging games for iOS About This Book Find practical solutions to many real world game

development problems Create games from start to finish by writing code and following detailed step by step instructions Full of illustrations and diagrams practical examples and tips for deeper understanding of game development in Cocos2D for iPhone Who This Book I About the Author Kirill Muzykov Kirill Muzykov has been passionate about programming since the age of six when he wrote his first line of code in BASIC After graduating from university he worked for a couple of years in a software development company

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