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Titolo	Creating games with cocos2d for iPhone 2 [[electronic resource] ] : master cocos2d through building nine complete games for the iPhone / / Paul Nygaard
Pubbl/distr/stampa	Birmingham, UK, : Packt Pub., 2012
ISBN	1-283-93794-8 1-84951-901-3
Descrizione fisica	1 online resource (388 p.)
Collana	Community experience distilled
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Soggetti	Computer games Electronic games Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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Note generali	Includes index.
Sommario/riassunto	There are nine complete games with increasing complexity built in this book. The process of game building is well-illustrated with screenshots and explained code. This book is aimed at readers with an understanding of Objective-C and some familiarity with the cocos2d for iPhone 2.0 framework.