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Autore	Simonetti, Daniela
Titolo	Impunità di gregge : sesso, bugie e omertà nel mondo dello sport / Daniela Simonetti ; prefazione di Marco Travaglio
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2. Record Nr.	UNINA9910464628403321
Autore	Muzykov Kirill
Titolo	Learning iPhone game development with Cocos2D 3.0 : harness the power of Cocos 2D to create your own stunning and engaging games for iOS / / Kirill Muzykov ; cover image by Svetlana Muzykova
Pubbl/distr/stampa	Birmingham, [England] : , : Packt Publishing, , 2014 ©2014
ISBN	1-78216-015-9
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Collana	Community Experience Distilled
Disciplina	004.167
Soggetti	iPhone (Smartphone) - Programming Mobile games - Design Electronic books.
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Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: All About Cocos2D; Game engines; So what is a game engine?; So what is this all about?; Why Cocos2D?; Cocos2D is easy; Cocos2D is free; Cocos2D is popular; Cocos2D is open source; Want more?; Games created with Cocos2D; BADLAND; Feed Me Oil 2; Lep's World 2; Other games; Summary; Chapter 2: Hello Cocos2D; Starting with Xcode; Integrating Cocos2D with Xcode; Time for action - downloading and installing Cocos2D; Creating a Hello World project Time for action - creating a new project from a templateTesting your projects on a device and simulator; Time for action - running the project on the simulator; Modifying the project; Time for action - creating a new scene; Time for action - displaying the world; Time for action - displaying the welcome label; Reviewing Cocos2D distribution; Time for action - running tests; Summary; Chapter 3: Cocos2D - Under the Hood; Reviewing Cocos2D; Have Cocos2D your way; Rendering on the screen and the birth of CCNode; Organizing the game with CCScene; Children of CCNode; Back to real Cocos2D Cocos2D game life cycleReviewing the AppDelegate class; Cocos2D configuration options; Further life of the game; Reviewing the

CCDirector class; Summary; Chapter 4: Rendering Sprites; Creating the game project; Time for action - creating the Cocohunt Xcode project; Time for action - creating GameScene; Adding sprites to your game; Time for action - adding the background sprite; Time for action - adding the player character; Time for action - fixing z-order; Adding more sprites and moving them; Time for action - adding birds; Time for action - making the bird move

Understanding debug FPS labelsSpritesheets and animation; Time for action - creating a spritesheet; Time for action - modifying the game to use spritesheets; Time for action - animating the birds; Summary; Chapter 5: Starting the Action; Making the hunter aim and shoot; Time for action - handling touches; Time for action - aiming at the touch position; Time for action - shooting the arrow; Adding more birds to the GameScene class; Time for action - adding more birds; Time for action - detecting if the arrow hits the bird; Winning, losing, and other states

Time for action - using states for the bird's life cycleTime for action - animating the shooting and limiting the shooting rate; Time for action - winning or losing the game; Improving the gameplay; Time for action - limiting the aiming range; Time for action - alternative control using a gyroscope; Summary; Chapter 6: Rendering Text; The easy way - CCLabelTTF; Time for action - adding labels; Time for action - updating labels; Using bitmap fonts for better performance; Choosing a bitmap font generator; Time for action - creating a bitmap font using Glyph Designer

Using the bitmap font in the game

Sommario/riassunto

This book is an easy-to-follow, step-by-step beginner's guide covering the full process of creating a game. It is packed with examples and illustrations, with comprehensive coverage of each topic. If you want to learn how to make games using the Cocos2D framework, this book is for you. If you would like to build a good foundation for a career in game development as an independent game developer or at a game studio, or if you just want to make games as a hobby, then you'll love this book. You should have some basic programming experience with Objective-C and Xcode. To run the code in this book,
