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Titolo	Creating games with cocos2d for iPhone 2 : master cocos2d through building nine complete games for the iPhone // Paul Nygard
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Edizione	[1st ed.]
Descrizione fisica	1 online resource (388 p.)
Collana	Community experience distilled
Disciplina	794.81525
Soggetti	Video games
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Intro -- Creating Games with cocos2d for iPhone 2 -- Table of Contents -- Creating Games with cocos2d for iPhone 2 -- Credits -- About the Author -- About the Reviewers -- www.PacktPub.com -- Support files, eBooks, discount offers, and more -- Why Subscribe? -- Free Access for Packt account holders -- Preface -- What this book covers -- What you need for this book -- Who this book is for -- Conventions -- Reader feedback -- Customer support -- Downloading the example code -- Downloading the color images of this book -- Errata -- Piracy -- Questions -- 1. Thanks for the Memory Game -- The project is... -- Let's build a menu -- Where is the scene? -- Building the playfield -- We need sprites -- Building a sprite sheet -- On to the playfield -- Creating the playfield header -- Creating the playfield layer -- The flow of the game -- A stack of tiles -- The memory tile class -- Loading tiles -- Drawing tiles -- Adding interactivity -- Checking for matches -- Scoring and excitement -- Animating the score -- Adding lives and game over -- Bringing it all together -- It's quiet...too quiet -- Summary -- 2. Match 3 and Recursive Methods -- The project is... -- Basic gem interaction -- The MAGem header -- The MAGem class -- Generating gems -- Building the playfield -- Checking for matches -- Collecting touches -- Moving gems -- Checking moves -- Removing gems -- The update method -- Predictive logic -- Artificial randomness -- Summary -- 3. Thumping Moles for Fun -- The project is... -- Design approach -- Designing the

spawn -- Portrait mode -- Custom TTF fonts -- Defining a molehill -- Building the mole -- Making a molehill -- Drawing the ground -- Mole spawning -- Special moles -- Moving moles -- The animation cache -- Combining actions and animation -- Simultaneous actions -- Deleting moles -- Touching moles -- Tying it together -- Scoring the mole. Summary -- 4. Give a Snake a Snack... -- The project is... -- Design approach -- Building a better snake -- Anatomy of a snake segment -- Dissecting the snake -- Building the head -- Building the body segments -- Moving the snake -- Turning the snake -- Death of a snake -- Building the environment -- Outer walls -- Inner walls -- Building snake food -- Collisions and eating -- Levels and difficulties -- The main loop -- Level-up checking -- Dead mice -- But...how do we control the snake? -- Summary -- 5. Brick Breaking Balls with Box2D -- The project is... -- Box2D - a primer -- Box2D - what is it? -- Basic parts of Box2D -- On to the game! -- World building -- On the edge -- Having a ball -- Setting everything in motion -- Collision handling -- Losing your ball -- Destruction -- Paddling around -- Paddle fixture -- Touching the paddle -- Storing player data -- Displaying player data -- Building bricks -- Loading a plist -- Picking a pattern -- Breaking bricks, for real -- Power-ups, good and bad -- Picking up power-ups -- Paddle deformation -- Restoring the paddle -- Multiball -- Losing lives with multiball -- Summary -- 6. Cycles of Light -- The game is... -- Design review -- Let's build a bike -- CLBike header -- CLBike implementation -- Bike rotation -- Turning the bike -- Building walls -- Boundary walls -- Bike walls -- Bike integration -- Bike movement -- Control buttons -- Touching buttons -- Flashing with blocks -- Finishing the buttons -- Building the background grid -- Drawing the grid -- The second grid -- Moving grids -- The glScissor -- The playfield -- Generating the bikes -- Collision handling -- Making it move -- Crashing bikes -- Bluetooth multiplayer -- Peer Picker -- Session callbacks -- Sending messages -- Receiving data -- Upgrading our bikes -- Why send moves? -- Summary -- 7. Playing Pool, Old School -- The game is... -- Overall design. Building the table -- The Box2D world -- Building the rails -- Building pockets -- Creating the cue stick -- Loading the rules -- Rules.plist -- Rack 'em up -- Building the rack -- Player HUD -- Displaying messages -- Collision handling -- Building the control base -- One-touch control -- Two-touch control -- The rules engine -- Putting balls back -- Checking the table -- The playfield init method -- Summary -- 8. Shoot, Scroll, Shoot Again -- The game is... -- Design review -- Tiled - a primer -- Drawing the ground -- Logic layers -- Spawn layer -- Understanding TMX format -- Creating an HD map -- Implementing the tilemap -- Adding our hero -- Focus on the hero -- Controlling the hero with SneakyJoystick -- Tilt controls -- Interpreting the controls -- Building the HUD -- Scene construction -- Tile helper methods -- Tile self-identification -- Smarter hero walking -- Time for bullets -- TDBullet class -- Building the enemy -- Adding the enemies -- Collision handling -- Everybody gets hit -- Game over, man -- Smarter enemies -- Code not covered here -- Summary -- 9. Running and Running and Running... -- The game is... -- Design review -- Building the ground -- ERTile class -- Adding gap tiles -- Scrolling the tiles -- Parallax background -- Our hero -- Animation loading -- Updating the hero -- Touch controls -- Shooting bullets -- Enemies everywhere -- Collision handling -- Getting shot with particles -- Death of hero -- Summary -- 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.
