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	Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with Cocos2d; An introduction to Cocos2d; Installing Cocos2d; Installing Cocos2d with the installer; Creating a Hello World project; Installation for Android; Template project code breakdown; IntroScene.m; The HelloWorldScene.m class; Summary; Chapter 2: Nodes, Sprites, & Scenes; The building blocks-nodes; Children nodes; Adding children; Removing children; Drawing order of the children nodes; Working with multiple coordinate systems; Sprites
		Putting it into practiceAdding nodes to the scene; Detecting touches and responding; The next step; The Cocos2d update loop; Scenes; Scene life cycle; Creating a CCScene; Transitioning to another scene; Putting it into practice; Summary; Chapter 3: SpriteBuilder; Creating a new project; The Main editor window; The Resource pane; The Options pane; The Timeline pane; Creating Flappy Square; Creating a new scene/layer; Linking to a SpriteBuilder scene in code; Enabling physics in SpriteBuilder; Connecting SpriteBuilder objects to Xcode properties; Creating reusable components
		Moving obstacles across the screenDetecting collisions; The next step; Summary; Chapter 4: Animation with SpriteBuilder; Adding sprites to SpriteBuilder; Creating sprite frame animations; Switching out the obstacle image; Particle systems; Designing a particle system for our

character; Adding a SpriteBuilder particle system in code; Final polish to Flappy Bird; Keyframe animation in SpriteBuilder; Animation in code; Moving, scaling, and rotating; Chaining actions together; Running actions simultaneously; Repeating actions; Running code on completion of an animation; Summary

Chapter 5: User Interaction and InterfaceDetecting touches; Getting the touch location; Dragging a node; Adding buttons to your scene; Accepting user input with form elements; Presenting data in a table with CCTableView; Creating a CCTableView data source; Adding a CCTableView node to the scene; Summary; Chapter 6: Physics Engines; Introducing physics engines; Adding joints; Adding a sprite joint; Dragging an object against a spring joint; Firing objects from the catapult; Creating a motor; The next step; Summary; Index

Sommario/riassunto	If you are a game developer with experience in Objective-C and are interested in creating games for iOS or Android, this is the book for you. It will help you to quickly get started with Cocos2D and guide you through the process of creating a game, giving you the essential skills and knowledge you need to do so.