Learning iPhone Game Development with Cocos2D 3.0 (Paperback)

By Kirill Muzykov

Packt Publishing Limited, United Kingdom, 2014. Paperback. Book Condition: New. 232 x 190 mm. Language: English Brand New Book ***** Print on Demand *****.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, you will also need an Intel-based Macintosh running OS X Mountain Lion (or later).

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Reviews

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