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Learning Cocos2D: A Hands-On Guide to Building iOS Games with Cocos2D, Box2D, and Chipmunk Learn More - Buy In the previous chapter you learned the basics of Cocos2D animations and actions. You also started building a flexible framework for Space Viking.

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The guide i am using "learning cocos2d: a hands on guide to building an ios games with cocos2d, box 2d, and chipmunk" by ray wewnderlinch. If you have any other suggestions for good start guides that would be great aswell! - Justin Burlace Jan 3 '14 at 14:12

Learning Cocos2D (PDF)

Praise for Learning Cocos2D - If you're looking to create an iPhone or iPad game, Learning Cocos2D should be the first book on your shopping list. Rod and Ray do a phenomenal job of taking you through the entire process from concept to app, clearly explaining both how to do each step as well as why you're doing it. - Jeff LaMarche, Principal, MartianCraft, LLC, and coauthor of ...

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Learning Cocos2D: A Hands-On Guide to Building iOS Games ...

Learning Cocos2D: A Hands-On Guide to Building iOS Games with Cocos2D, Box2D, and Chipmunk By Rod Strougo, Ray Wenderlich; Published Jul 7, 2011 by Addison-Wesley Professional. ... Help Ole find his way home while learning how to build the game.

collision test using 3 balls on iphone (cocos2d for iPhone framework, chipmunk physical engine)

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Learning Cocos2D : a hands-on guide to building iOS games ...

Learning Cocos2D walks you through the process of building Space Viking (which is free on the App Store), a 2D scrolling game that leverages Cocos2D, Box2D, and Chipmunk. As you build Space Viking, you'll learn everything you need to know about Cocos2D so you can create the next killer iOS game.

Learning Cocos2d A Hands On

Learning Cocos2D: A Hands-On Guide to Building iOS Games with Cocos2D, Box2D, and Chipmunk [Rod Strougo, Ray Wenderlich] on Amazon.com. *FREE* shipping on qualifying offers. Build the Next Great iOS Game with Cocos2D! Cocos2D is the powerhouse framework behind some of the most popular games in the App Store.

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Build the Next Great iOS Game with Cocos2D! Cocos2D is the powerhouse framework behind some of the most popular games in the App Store. If you've played Tiny Wings, Angry Birds, Mega Jump, Trainyard, or even Super Turbo Action Pig, then you've played a game that uses Cocos2D or Box2D physics. The beauty of Cocos2D is its simplicity.

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