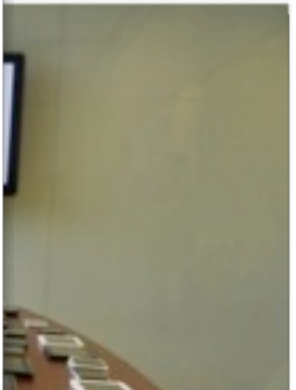


Cocos2d-x

Фреймворк для разработки
кросс-платформенных игр



Stella SDK

Game Salad

SIO2

OGRE



Torque2D

Corona SDK

Shiva3D



Home Sweet Home



Treasure Masters, Inc.

История cocos2d

- cocos2d (Python)
- cocos2d-iphone (Objective-C, iOS/Mac OS)



Stick Wars

История cocos2d

- cocos2d (Python)
- cocos2d-iphone (Objective-C, iOS/Mac OS)
- cocos2d-x (C++, cross-platform)

Cocos2d-x

Node trees

Game loop

C++

Actions

Effects

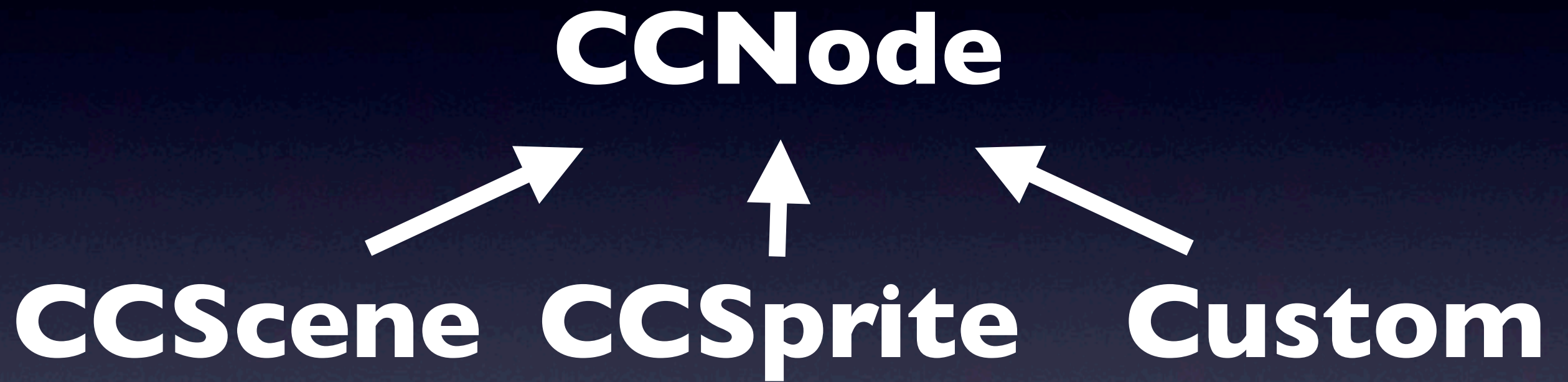
CCNode

position

scale

rotation

children



Иерархия узлов

CCScene

└ Background : CCSprite

└ Car : CCNode

└ Body : CCSprite

└ FrontWheel : CCSprite

└ BackWheel : CCSprite





Действия

обычно

```
update (float dt) {  
    if (state == Moving) {  
        position.x += 5 * dt;  
    }  
}
```

cocos2d

```
action = new  
    MoveAction(50 /* x */,  
              0 /* y */,  
              5 /* sec */)

node->runAction(action)
```

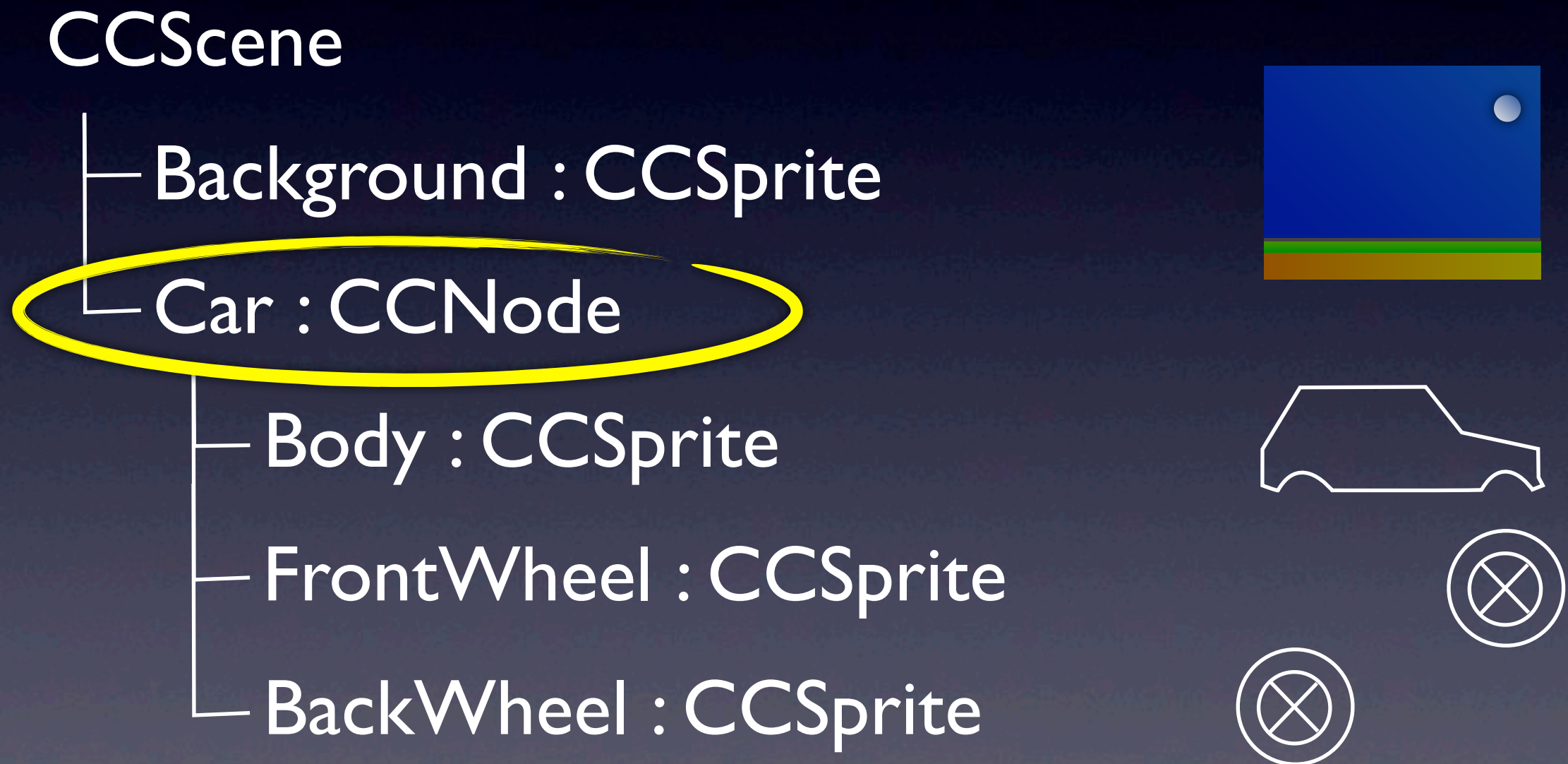


body
CCMove (0, 10)
CCMove (0, -10)



wheel
CCRotate(180)

Иерархия узлов





car
CCMove (500, 0)

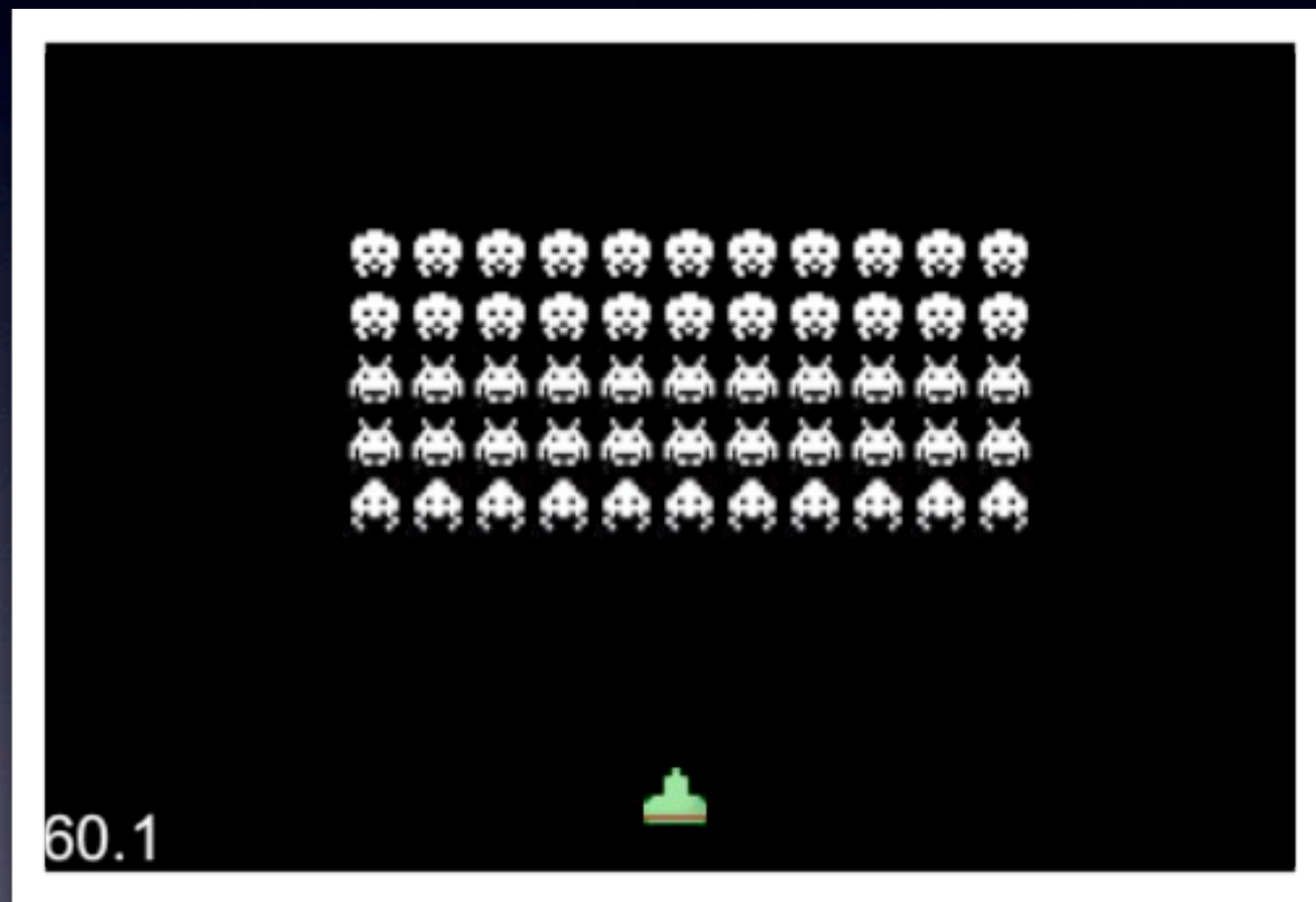


Покадровая анимация

- CCAnimation
 - addFrame(“frame_x.png”)
- CCAnimate::actionWithAnimation
- CCNode::runAction(CCAnimate ...)

DEMO

Демо



Иерархия узлов

Обработка
нажатий

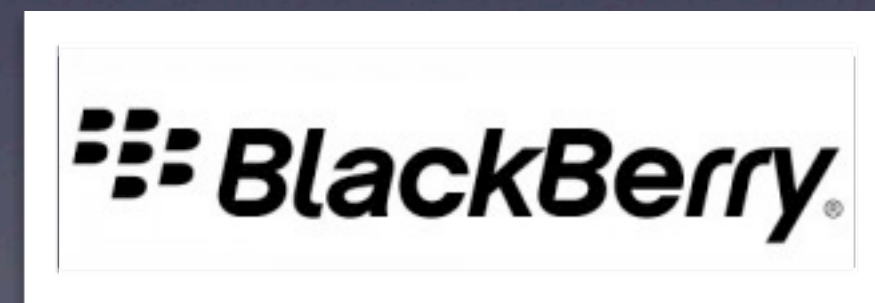
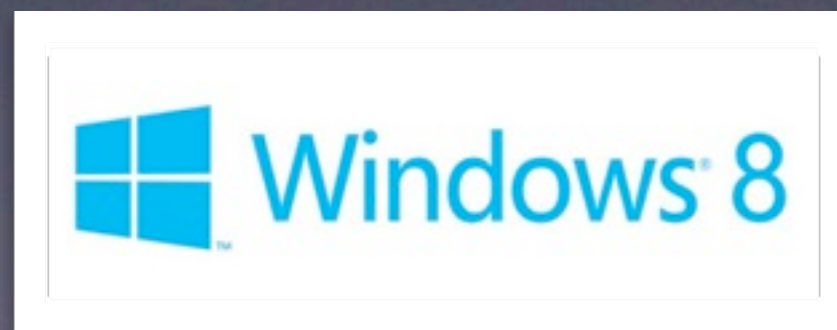
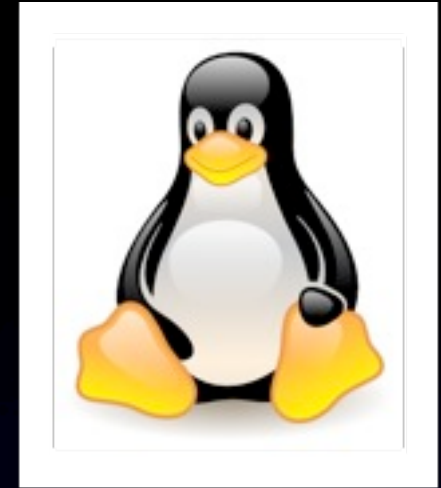
Метод update

Действия

Android

Дополнительная функциональность

- Звуковая подсистема
- Интеграция с Vox2D и Chipmunk
- Particle system + редактор (\$)
- LevelHelper, CocosBuilder
- Эффекты
- Поддержка Lua



Maturity



vs. Unity3D

- Плюсы
 - привычная среда разработки (Xcode, VS, Eclipse)
 - C++ библиотеки
 - Больше контроля над кодом
 - Open source, всегда можно подправить
 - Высокая производительность
 - Не нужны костыли для 2D

vs. Unity3D

- Минусы
 - не все умеют правильно готовить C++
 - время разработки
 - время компиляции
 - сериализация состояния
 - не подходит для 3D

vs. Marmalade

- Marmalade
 - C++
 - Нет объектной модели
 - Есть кросс-платформенный draw
 - Есть свой симулятор
 - Умеют 3D
- Интеграция



cocos2d-x



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Port of cocos2d-iphone in C++. Contribute to **cocos2d-x** development by creating an account on GitHub.



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QA

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