

# **Learning cocos2d 101**

by Justin Shacklette

# About Me

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- Physics
- Gorilla Logic



# What is cocos2d?

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- 2D sprite-based game framework

**triggers**

**actions**

**animation**

**particles**

**drawing**

**audio**

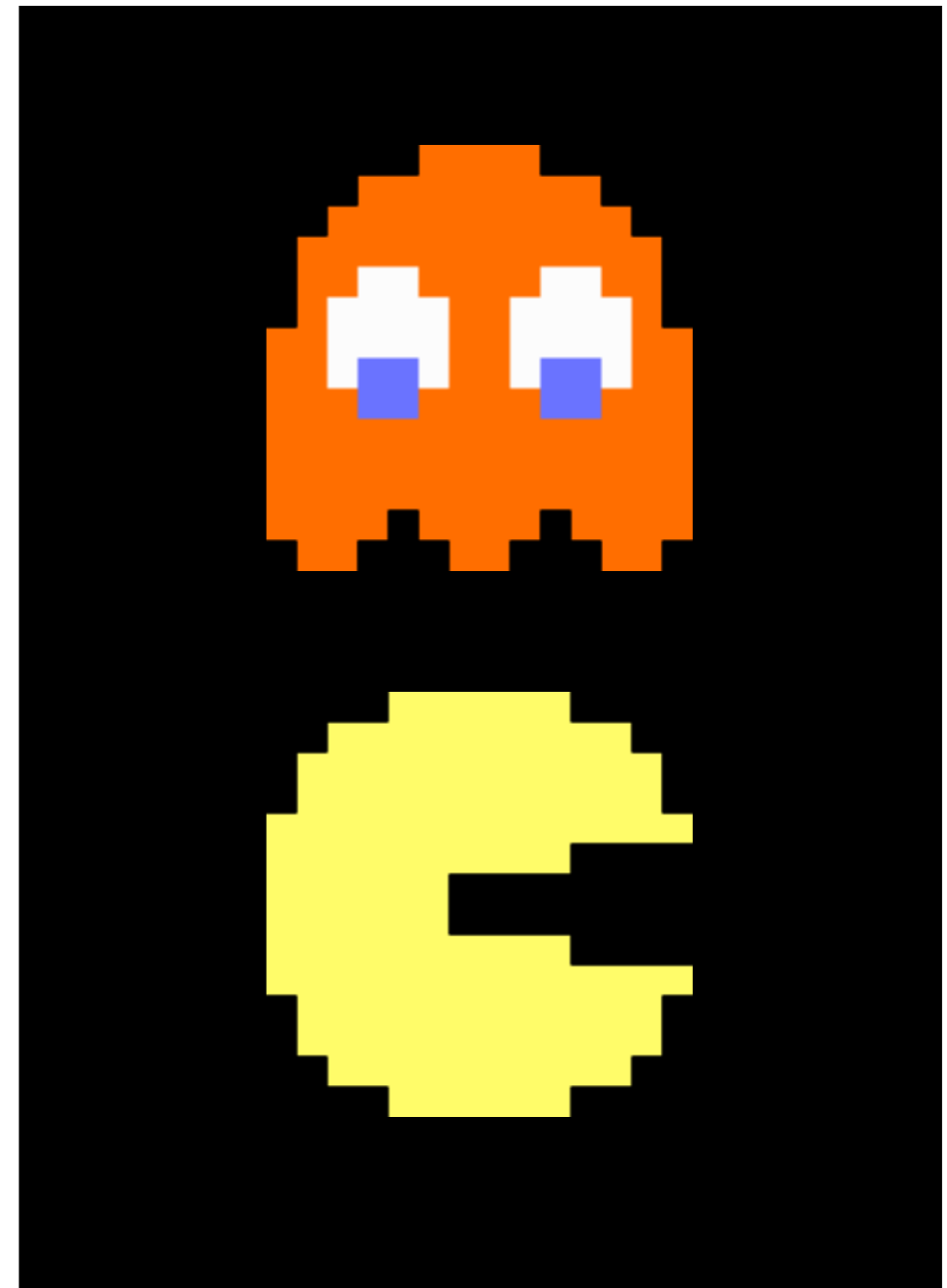
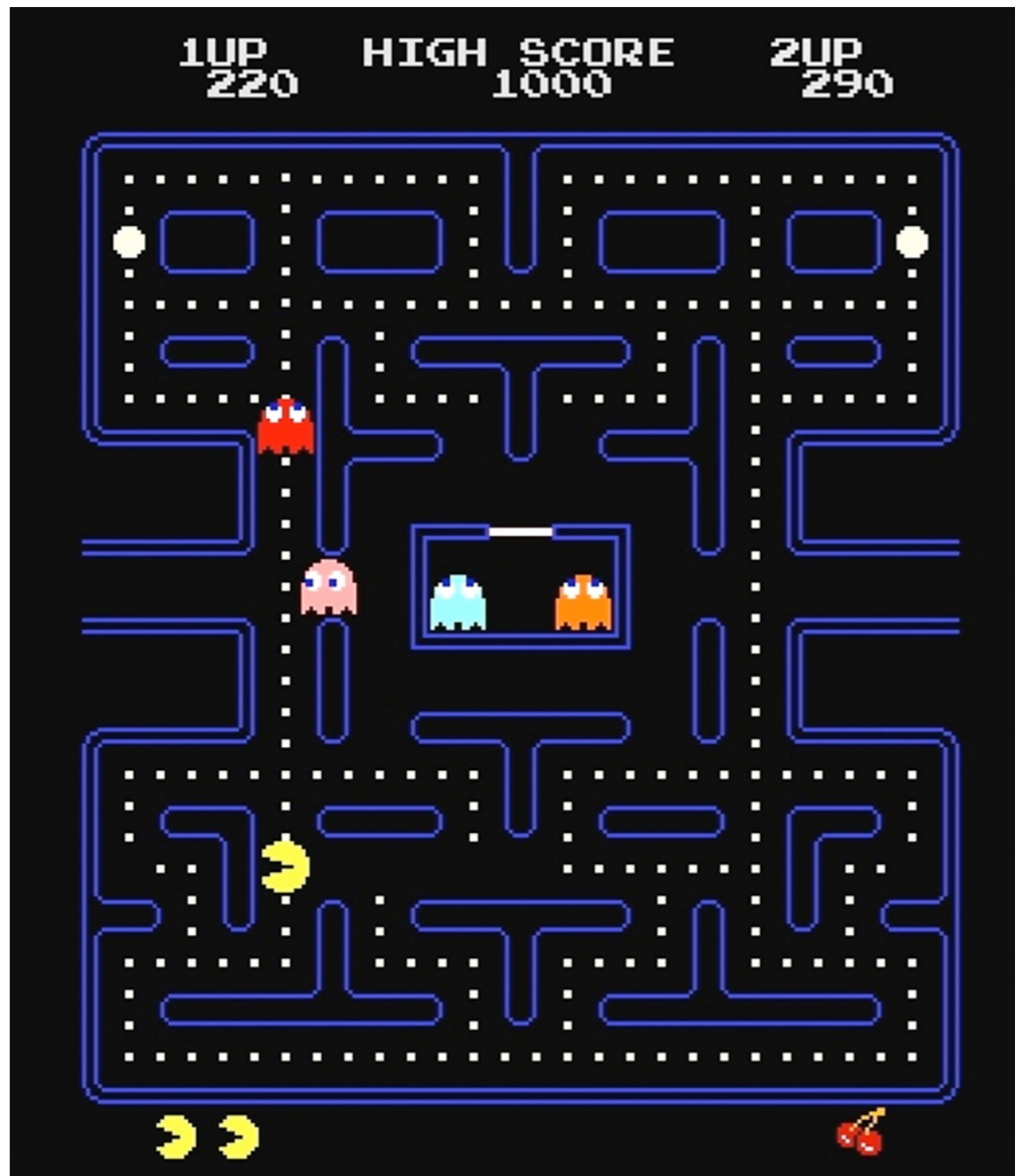
**events**

**physics**

# Sprites

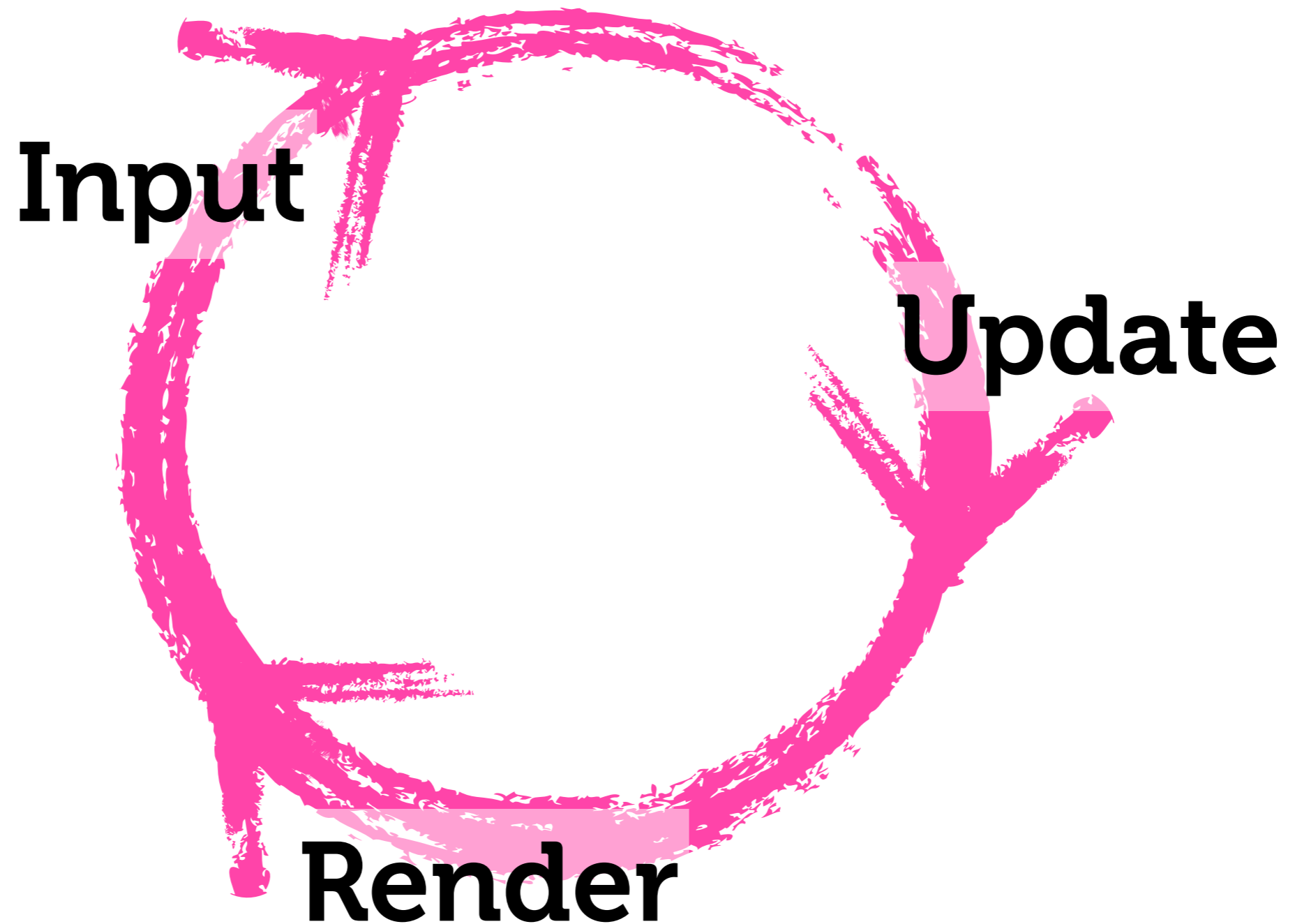
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- 2D bitmap



# The Game Loop

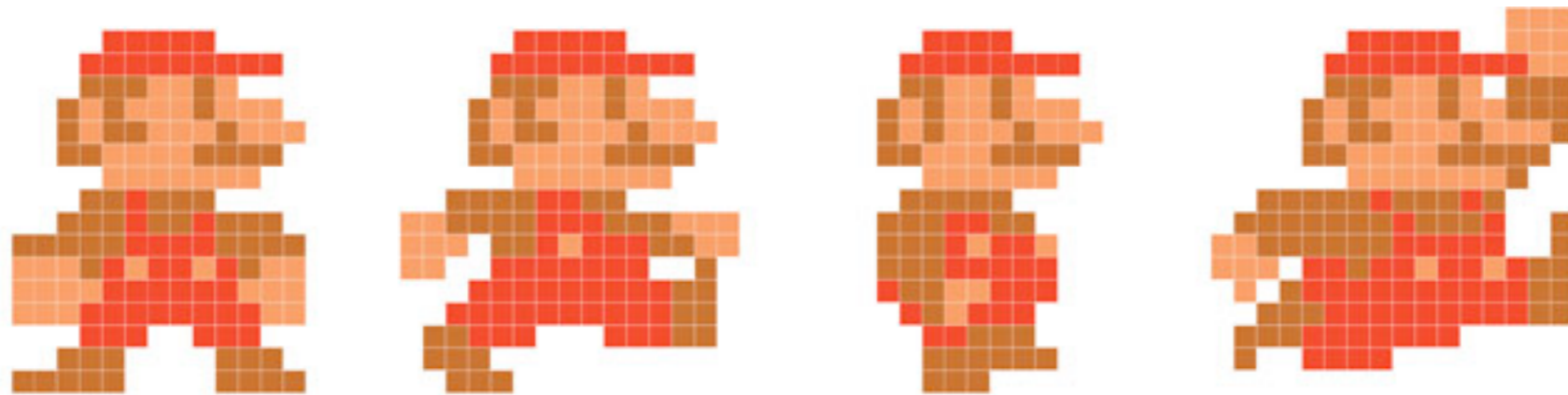
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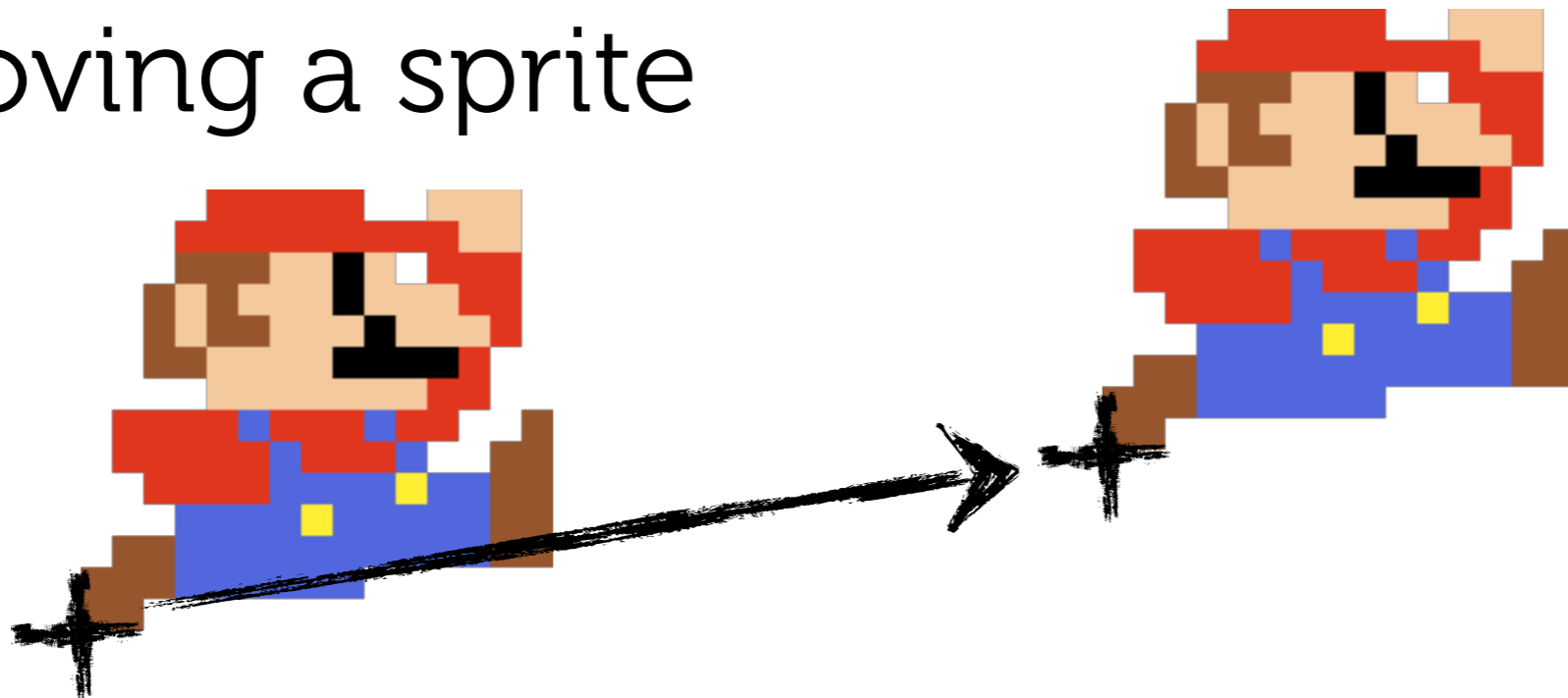
# Animation

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- Animating a sprite



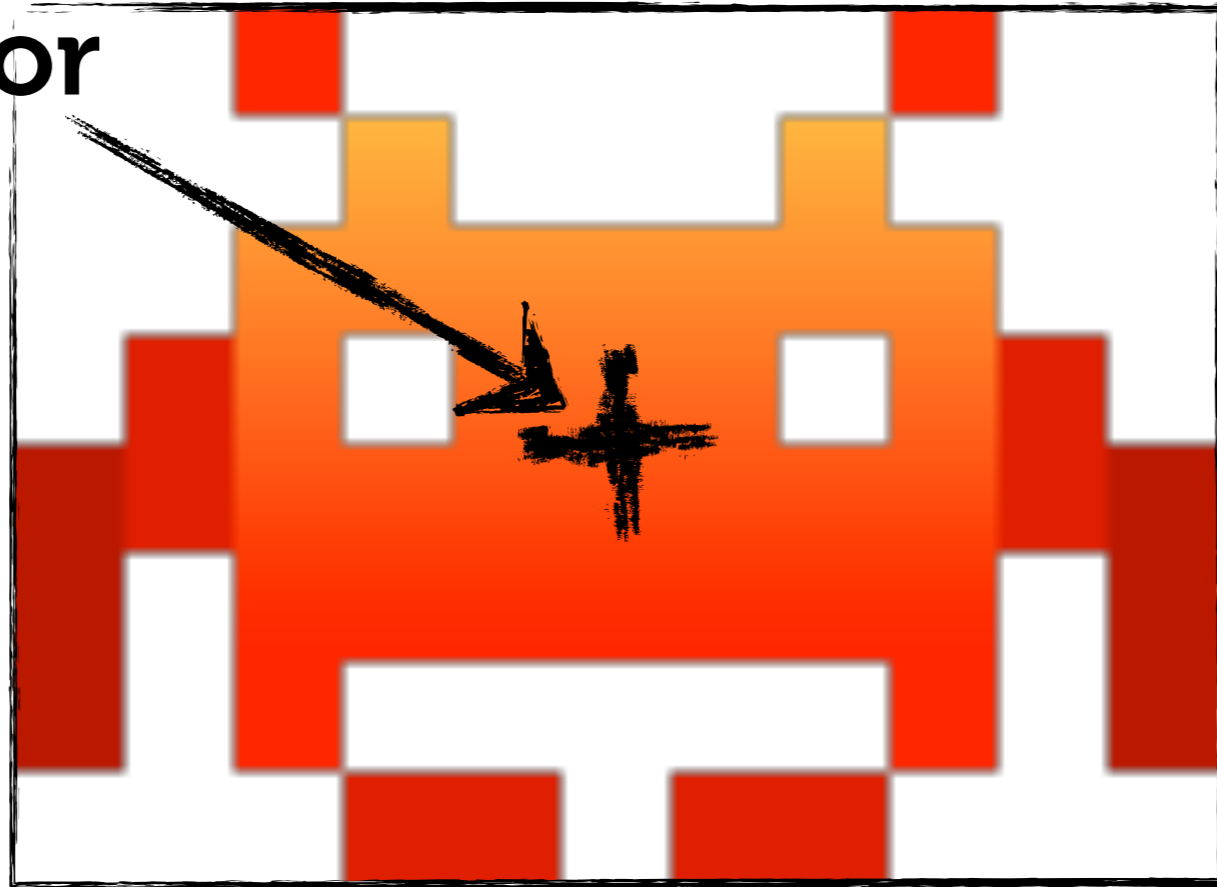
- Moving a sprite



# alien.png

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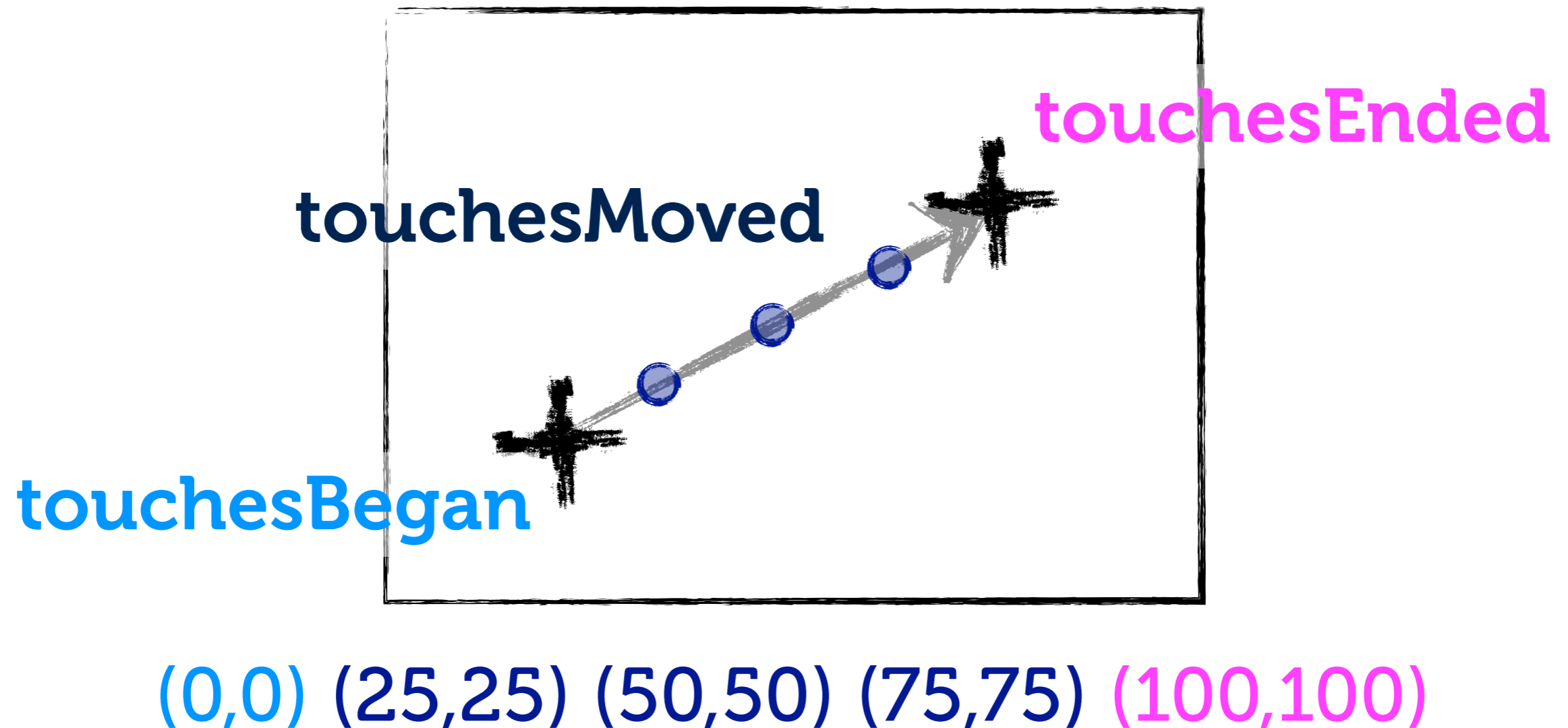
anchor



(44px, 32px)

# Touch Handlers

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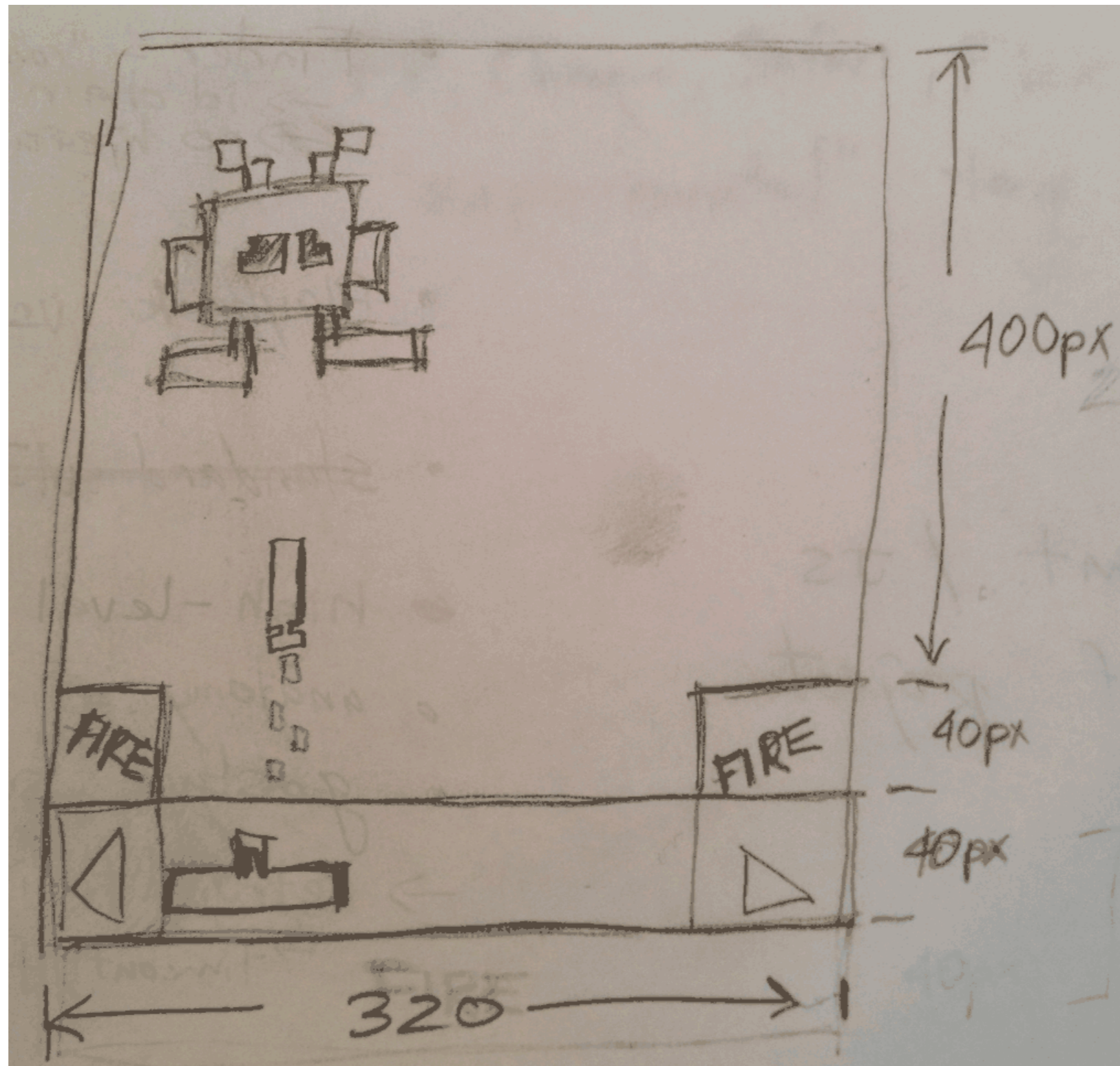
# Development Process

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1. Think, then Draw
2. Code
3. Beautiful Design
4. Test
5. Refine / Repeat

# Invaders Mockup

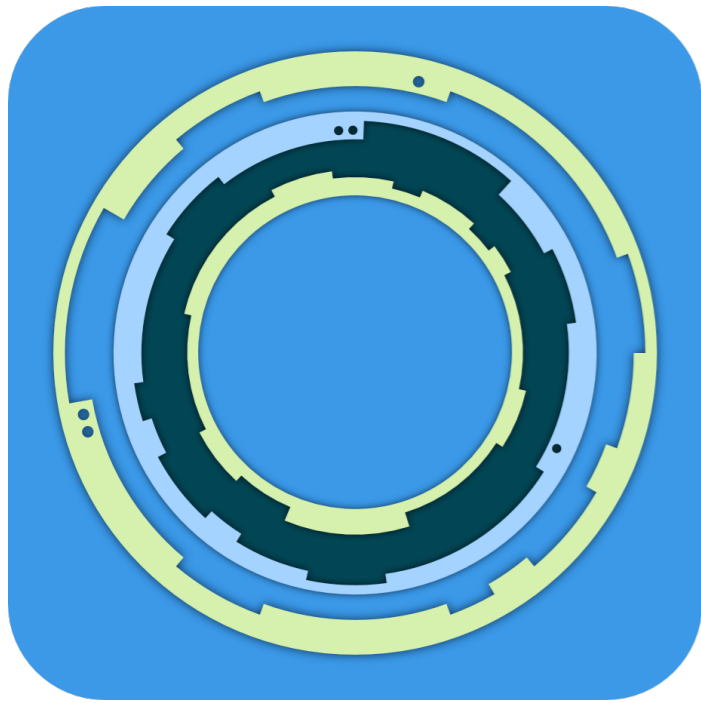
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# Get the Code

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```
git clone https://github.com/  
saturnboy/cocos2d_simple_game.git
```



**[github.com/saturnboy](https://github.com/saturnboy)**

`justin@saturnboy.com`  
`@saturnboy`