

Rapid Game Development Using Cocos2d Js By Hemanthkumar And Abdul Rahman

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Rapid Game Development Using Cocos2d-Js. This repository contains code samples for the book "Rapid Game Development Using Cocos2d-Js" available for sale at <https://www.apress.com/> Instructions Basic Setup. Setup the cocos2d-js development environment by following the below link <http://cocos2d-x.org/docs/manual/framework/html5/v2/cocos-console/en>

GitHub—nutcrackify/Rapid_Game_Development_Using_Cocos2d—

This repository accompanies Rapid Game Development with Cocos2d-JS by Hemanth Kumar and Abdul Rahman (Apress, 2017). Download the files as a zip using the green button, or clone the repository to your machine using Git. Releases. Release v1.0 corresponds to the code in the published book, without corrections or updates. Contributions

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The Cocos family of game development tools are some of the most popular game development tools used in the industry today. Based off the cocos2D-X game engine, Cocos Creator offers a simpler, faster and more efficient way to create games. Cocos creator supports scripting, scene management, multi-resolution support, resource management, animation editing, physics support and the ability to publish your games to Desktop and Mobile platforms.