

Learn cocos2D Game Development with iOS 5



Steffen Itterheim
Andreas Löw

Apress®

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The source code for this book is available to readers at www.apress.com and www.learn-cocos2d.com/store/book-learn-cocos2d.

*To Gabi, the one and only space ant.
Sometimes alien, often antsy, always loved.*

(Steffen)

*To Saskia & Renate for making it possible to
spend my time with things I love most.*

(Andreas)

Contents at a Glance

Contents	V
About the Authors	xiii
About the Technical Reviewer	xiv
Acknowledgments	xv
Preface	xvi
Chapter 1: Introduction	1
Chapter 2: Getting Started	15
Chapter 3: Essentials	41
Chapter 4: Your First Game	81
Chapter 5: Game Building Blocks	115
Chapter 6: Sprites In-Depth	141
Chapter 7: Scrolling with Joy	169
Chapter 8: Shoot em Up	195
Chapter 9: Particle Effects	217
Chapter 10: Working with Tilemaps	243
Chapter 11: Isometric Tilemaps	269
Chapter 12: Physics Engines	297
Chapter 13: Pinball Game	321
Chapter 14: Game Center	365
Chapter 15: Cocos2d with UIKit Views	401
Chapter 16: Kobold2D Introduction	439
Chapter 17: Out of the Ordinary	467
Index	495

Contents

Contents at a Glance	iv
About the Authors	xiii
About the Technical Reviewer	xiv
Acknowledgments	xv
Preface	xvi
Chapter 1: Introduction	1
What's New in the Second Edition?	2
Why Use cocos2d for iOS?	3
It's Free	3
It's Open Source.....	3
It's Objective, See?	3
It's 2D.....	4
It's Got Physics	4
It's Less Technical	4
It's Still Programming	5
It's Got a Great Community	5
The Future of the cocos2d-iphone Project.....	6
Other cocos2d Game Engines	7
This Book Is for You	8
Prerequisites.....	8
Programming Experience	8
Objective-C	8
What You Will Learn.....	9
What Beginning iOS Game Developers Will Learn	10
What iOS App Developers Will Learn	10
What Cocos2d Developers Will Learn	11
What's in This Book	11
Chapter 2, Getting Started	11
Chapter 3, Essentials	11
Chapter 4, Your First Game	11
Chapter 5, Game Building Blocks	12

Chapter 6, Sprites In-Depth	12
Chapter 7, Scrolling with Joy	12
Chapter 8, Shoot 'em Up	12
Chapter 9, Particle Effects	12
Chapter 10, Working with Tilemaps	12
Chapter 11, Isometric Tilemaps	12
Chapter 12, Physics Engines	12
Chapter 13, Pinball Game	13
Chapter 14, Game Center	13
Chapter 15, Cocos2d with UIKit Views	13
Chapter 16, Kobold2D Introduction	13
Chapter 17, Conclusion	13
Where to Get the Book's Source Code?	13
Questions and Feedback.....	14
Chapter 2: Getting Started	15
What You Need to Get Started	15
System Requirements.....	15
Register as an iOS Developer	16
Certificates and Provisioning Profiles	16
Download and Install the iOS SDK	17
Download and Install cocos2d	17
The HelloWorld Application	21
Locating the HelloWorld Files	22
Resources	23
Supporting Files.....	23
HelloWorld Classes	24
Memory Management with cocos2d.....	29
Changing the World	32
What Else You Should Know	34
The iOS Devices	34
About Memory Usage.....	36
The iOS Simulator	37
About Logging.....	39
Summary	39
Chapter 3: Essentials.....	41
The cocos2d Scene Graph	41
The CCNode Class Hierarchy	44
CCNode	46
Working with Nodes.....	46
Working with Actions.....	47
Scheduled Messages.....	47
Director, Scenes, and Layers	51
The Director	51
CCScene.....	53
Scenes and Memory	54
Pushing and Popping Scenes	55
CCTransitionScene.....	57

CCLayer	59
CCSprite	64
Anchor Points Demystified	65
Texture Dimensions	65
CCLabelTTF	66
Menus	67
Actions	69
Interval Actions	70
Instant Actions	76
A Note on Singletons in cocos2d	78
Cocos2d Test Cases	80
Summary	80
Chapter 4: Your First Game	81
Step-by-Step Project Setup	82
Adding the Player Sprite	87
Accelerometer Input	91
First Test Run	91
Player Velocity	92
Adding Obstacles	95
Collision Detection	101
Labels and Bitmap Fonts	103
Adding the Score Label	103
Introducing CCLabelBMFont	104
Creating Bitmap Fonts with Glyph Designer	105
Simply Playing Audio	107
Porting to iPad	109
One Universal App or Two Separate Apps?	109
Porting to iPad with Xcode 3	110
Porting to iPad with Xcode 4	111
Summary	113
Chapter 5: Game Building Blocks	115
Working with Multiple Scenes	115
Adding More Scenes	115
Loading Next Paragraph, Please Stand By	118
Working with Multiple Layers	121
How to Best Implement Levels	126
CCLayerColor	128
Subclassing Game Objects from CCSprite	128
Composing Game Objects Using CCSprite	129
Curiously Cool CCNode Classes	134
CCProgressTimer	134
CCParallaxNode	135
CCRibbon	138
CCMotionStreak	139
Summary	140

Chapter 6: Sprites In-Depth	141
Retina Display	142
CCSpriteBatchNode.....	144
When to Use CCSpriteBatchNode.....	145
Demo Projects.....	146
Sprite Animations the Hard Way	152
Animation Helper Category	154
Working with Texture Atlases	156
What Is a Texture Atlas?	156
Introducing TexturePacker.....	157
Preparing the Project for TexturePacker.....	158
Creating a Texture Atlas with TexturePacker	159
Using the Texture Atlas with cocos2d.....	163
Updating the CCAAnimation Helper Category	165
All into One and One for All.....	166
Summary	167
Chapter 7: Scrolling with Joy	169
Advanced Parallax Scrolling	169
Creating the Background As Stripes	169
Re-creating the Background in Code.....	172
Moving the ParallaxBackground	174
Parallax Speed Factors	175
Scrolling to Infinity and Beyond	178
Fixing the Flicker	180
Repeat, Repeat, Repeat	181
A Virtual Joypad.....	182
Introducing SneakyInput.....	183
Integrating SneakyInput.....	184
Touch Button to Shoot	185
Skinning the Button	187
Controlling the Action	190
Digital Controls	193
Summary	193
Chapter 8: Shoot em Up	195
Adding the BulletCache Class	195
What About Enemies?.....	199
The Entity Class Hierarchy	201
The EnemyEntity Class.....	201
The EnemyCache Class.....	205
The Component Classes	209
Shooting Things	211
A Healthbar for the Boss.....	213
Summary	215
Chapter 9: Particle Effects	217
Example Particle Effects	217
Creating a Particle Effect the Hard Way.....	221
Subclassing CCParticleSystem: Point or Quad?.....	222

CCParticleSystem Properties	224
Particle Designer.....	234
Introducing the Particle Designer	234
Using Particle Designer Effects.....	237
Sharing Particle Effects	239
Shoot 'em Up with Particle Effects	240
Summary	242
Chapter 10: Working with Tilemaps	243
What Is a Tilemap?	243
Preparing Images with TexturePacker.....	247
Tiled (Qt) Map Editor	248
Creating a New Tilemap.....	248
Designing a Tilemap	251
Using Orthogonal Tilemaps with Cocos2d	254
Locating Touched Tiles	257
An Exercise in Optimization and Readability.....	260
Working with the Object Layer.....	260
Drawing the Object Layer Rectangles.....	262
Scrolling the Tilemap.....	265
Summary	266
Chapter 11: Isometric Tilemaps	269
Designing Isometric Tile Graphics	270
Isometric Tilemap Editing with Tiled.....	273
Creating a New Isometric Tilemap.....	273
Creating a New Isometric Tileset.....	276
Laying Down Some Ground Rules.....	276
Isometric Game Programming	278
Loading the Isometric Tilemap in Cocos2d	278
Setup Cocos2d for Isometric Tilemaps	279
Locating an Isometric Tile.....	281
Scrolling the Isometric Tilemap	283
This World Deserves a Better End.....	284
Adding a Movable Player Character.....	287
Adding More Content to the Game.....	295
Summary	295
Chapter 12: Physics Engines	297
Basic Concepts of Physics Engines	297
Limitations of Physics Engines	298
The Showdown: Box2D vs. Chipmunk	299
Box2D.....	300
The World According to Box2D	301
Restricting Movement to the Screen	302
Converting Points.....	304
Adding Boxes to the Box2D World	305
Connecting Sprites with Bodies.....	306
Collision Detection	308
Joint Venture.....	310

Chipmunk.....	311
Objectified Chipmunk.....	311
Chipmunks in Space	312
Boxing-In the Boxes.....	313
Adding Ticky-Tacky Little Boxes.....	314
Updating the Boxes' Sprites.....	316
A Chipmunk Collision Course.....	317
Joints for Chipmunks.....	319
Summary	320
Chapter 13: Pinball Game.....	321
Shapes: Convex and Counterclockwise	322
Working with PhysicsEditor	323
Defining the Plunger Shape	325
Defining the Table Shapes	328
Defining the Flippers.....	331
Defining the Bumper and Ball	332
Save and Publish	333
Programming the Pinball Game	333
The BodyNode Class	333
Creating the Pinball Table.....	338
Box2D Debug Drawing.....	343
Adding the Ball.....	344
Forcing the Ball to Move	347
Adding the Bumpers	350
The Plunger.....	351
The Flippers	360
Summary	363
Chapter 14: Game Center.....	365
Enabling Game Center	365
Creating Your App in iTunes Connect	366
Setting Up Leaderboards and Achievements.....	367
Creating a Cocos2d Xcode Project.....	367
Configuring the Xcode Project	368
Game Center Setup Summary.....	372
Game Kit Programming.....	373
The GameKitHelper Delegate.....	373
Checking for Game Center Availability.....	374
Authenticating the Local Player	375
Block Objects	378
Receiving the Local Player's Friend List	380
Leaderboards	382
Achievements	387
Matchmaking	392
Sending and Receiving Data	396
Summary	400

Chapter 15: Cocos2d with UIKit Views	401
What Is Cocoa Touch?.....	401
Using Cocoa Touch and cocos2d Together	402
Why Mix Cocoa Touch with cocos2d?.....	402
Limitations of Mixing Cocoa Touch with cocos2d.....	403
How Is Cocoa Touch Different from cocos2d?	404
Alert: Your First UIKit View in cocos2d.....	405
Embedding UIKit Views in a cocos2d App.....	408
Adding Views in Front of the cocos2d View	408
Skinning the UITextField with a UIImage	410
Adding Views Behind the cocos2d View	412
Adding Views Designed with Interface Builder	419
Orientation Course on Autorotation.....	422
Embedding the cocos2d View in Cocoa Touch Apps	427
Creating a View-Based Application Project with cocos2d	427
Designing the User Interface of the Hybrid App.....	430
Start Your cocos2d Engine.....	432
Stop the cocos2d Engine and Restart It.....	434
Changing Scenes	436
Summary	437
Chapter 16: Kobold2D Introduction	439
Benefits of Using Kobold2D	440
Kobold2D Is Ready to Use	440
Kobold2D Is Free.....	440
Kobold2D Is Easy to Upgrade.....	440
Kobold2D Provides Lib Service	441
Kobold2D Takes Cross-Platform to Heart	442
The Kobold2D Workspace	442
The Hello Kobold2D Template Project.....	444
The Hello World Project Files	445
How Kobold2D Launches an App	446
The Hello Kobold2D Scene and Layer	450
Running Hello World with iSimulate	454
Doodle Drop for Mac with KKInput.....	455
Entering the Third Dimension with cocos3d	457
Changes to the AppDelegate Class	458
The World According to cocos3d	462
Adding cocos3d to an Existing Kobold2D Project	464
Summary	465
Chapter 17: Out of the Ordinary.....	467
Additional Resources for Learning and Working.....	468
Where to Find Help	468
Source Code Projects to Benefit From	470
Cocos2D Podcast	476
Tools, Tools, Tools	477
Cocos2d Reference Apps.....	478
The Business of Making Games.....	482

CONTENTS

Working with Publishers	482
Finding Freelancers	484
Finding Free Art and Audio	484
Finding the Tools of the Trade	485
Marketing.....	485
Engaging Players for More Revenue.....	489
Summary	494
Index	677

About the Authors



Steffen Itterheim has been a game development enthusiast since the early 1990s. His work in the Doom and Duke Nukem 3D communities landed him his first freelance job as a beta tester for 3D Realms. He has been a professional game developer for more than a decade, having worked most of his career as a game play and tools programmer for Electronic Arts Phenomic. His first contact with cocos2d was in 2009, when he cofounded an aspiring iOS games start-up company called Fun Armada. He loves to teach and enable other game developers so that they can work smarter, not harder. Occasionally you'll find him strolling around in the lush vineyards near his domicile at daytime, and the desert of Nevada at night, collecting bottle caps.



Andreas Löw has been a computer feak since he the age of 10 when he got is first Commodore C16. Teaching himself how to write games, he released his first computer game, Gamma Zone, for Commodore Amiga in 1994, written in pure assembly language. After his diploma in electrical engineering, he worked for Harman International, in the department responsible for developing navigation and infotainment systems with speech recognition for the automotive industry. He invented his own programming language and development tools, which are in use by every car with speech recognition technology around the world.

With the iPhone, he found his way back to his roots and began developing a game called TurtleTrigger. He realized there is a huge demand for good tools in the cocos2d community. With his knowledge in both game and tool development, his products TexturePacker and PhysicsEditor quickly became essential development tools for any cocos2d user.

About the Technical Reviewer



Boon Chew is the managing director for Nanaimo Studio, a game studio based in Seattle and Shanghai that specializes in web and mobile games. He has extensive experience with game development and interactive media, having previously worked for companies such as Vivendi Universal, Amazon, Microsoft, and various game studios and advertising agencies. His passion is in building things and working with great people. You can reach Boon at boon@nanaimostudio.com.

Acknowledgments

This is the part of the book that makes me a little anxious. I don't want to forget anyone who has been instrumental and helpful in creating this book, yet I know I can't mention each and every one of you. If you're not mentioned here, that doesn't mean I'm not thankful for your contribution! Give me a pen, and I'll scribble your name right here in your copy of the book, and I'll sincerely apologize for not having mentioned you here in the first place.

My first thanks go to you, dear reader. Without you, this book wouldn't make any sense. Without knowing that you might read and enjoy this book, and hopefully learn from it, I probably wouldn't even have considered writing it in the first place. I've received valuable insights and requests from my blog readers and other people I've met or mailed during the course of this book. Thank you, all!

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Of course, my friends and family all took some part in writing this book, through both feedback and plain-and-simple patience with putting up with my writing spree. Thank you!

Preface

In May 2009 I made first contact. For the first time in my life, I was subjected to the Mac OS platform and started learning Xcode, Objective-C, and cocos2d. Even for experienced developers like me and my colleagues, it was a struggle. It was then that I realized cocos2d was good, but it lacked documentation, tutorials, and how-to articles—especially when compared with the other technologies I was learning at the time.

Fast-forward a year to May 2010. I had completed four cocos2d projects. My Objective-C and cocos2d had become fluent. It pained me to see how other developers were still struggling with the same basic issues and were falling victim to the same misconceptions that I did about a year earlier. The cocos2d documentation was still severely lacking.

I saw that other cocos2d developers were having great success attracting readers to their blogs by writing tutorials and sharing what they know about cocos2d. To date, most of the cocos2d documentation is actively being created in a decentralized fashion by other developers. I saw a need for a web site to channel all of the information that's spread over so many different web sites.

I created the www.learn-cocos2d.com web site to share what I knew about cocos2d and game development, to write tutorials and FAQs, and to redirect readers interested in cocos2d to all the important sources of information. In turn, I would be selling cocos2d-related products, hoping it might one day bring me close to the ultimate goal of becoming financially independent. I knew I could make the web site a win for everyone.

From day one, the web site was a success—beyond my wildest imaginations. Then, within 24 hours of taking the web site live, Jack Nutting asked me if I had considered writing a cocos2d book. The rest is history, and the result is the book you're reading right now.

I took everything I had in mind for the web site and put it in the book. But that alone would have amounted to maybe a quarter of the book, at most. I hope the four months I spent writing the book full-time paid off by being able to provide an unprecedented level of detail on how cocos2d works and how to work with cocos2d.

I learned a lot in the process, and even more so during months updating the chapters of the second edition. I wish nothing more than for you to learn a great deal about cocos2d and game development from this book.

What I learned from writing about cocos2d is that there's a lot of room for improvement. I strongly believed that the world needed a better cocos2d that's more approachable for beginning game developers. The result of that is Kobold2D, which you'll find an introduction to in Chapter 16 and of course on www.kobold2d.com. Of course, almost all of what you'll learn throughout the book still applies to Kobold2D.

Steffen Itterheim