cocos2d platforms

Steps into multi platforms,
the growth of Asian countries.

Profile

- cocos2d japan evangelist

- 🐦 @Seasons

- 🐦 @cocos2dfan_jp owner

- 📘 cocos2d group owner

- http://blog.seasons.cc/

@Seasons first approach to cocos2d

Meeting cocos2d

- Launch of the iPhone 3G

- Necessity of the 2D game-engine

- Don't reinvent the wheel

- Can be written in Objective-C

My blog's first cocos2d post

- May 19, 2009

- cocos2d v 0.7.x

Number of articles

more than 90!!

21 June 2012

Activities

- Collaboration with cocos2d tool developers(@CodeAndWeb).

- Attendance to the cocos2d-x devcon(Beijing)

- Reunion with @ricardoquesada

- Collaboration with www.cocos2d-iphone.org.

- Development on cocos2d-extensions
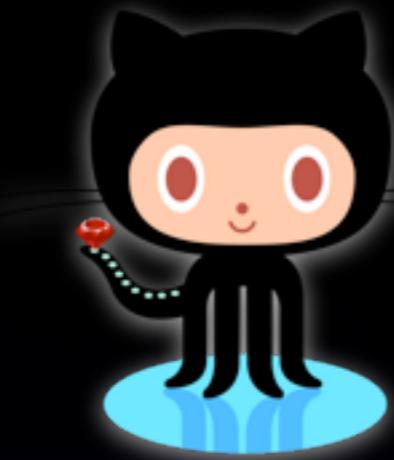
Github

Free

Extensions and samples for cocos2d

- https://github.com/Seasons7/cocos2d-extensions

- https://github.com/Seasons7/CCSendMessagesSample

SlideShare

cocos2d keynotes

- http://www.slideshare.net/seasons/

  - Hello cocos2d iOS
  - Advanced cocos2d
  - cocos2d performance tips
  - etc...

over
17000 views

Use of cocos2d
in Japan 🔴

Do you use cocos2d for your work?

38%

30%

25%

7%

- No, but considering
- Yes
- Not at this time
- Not for me
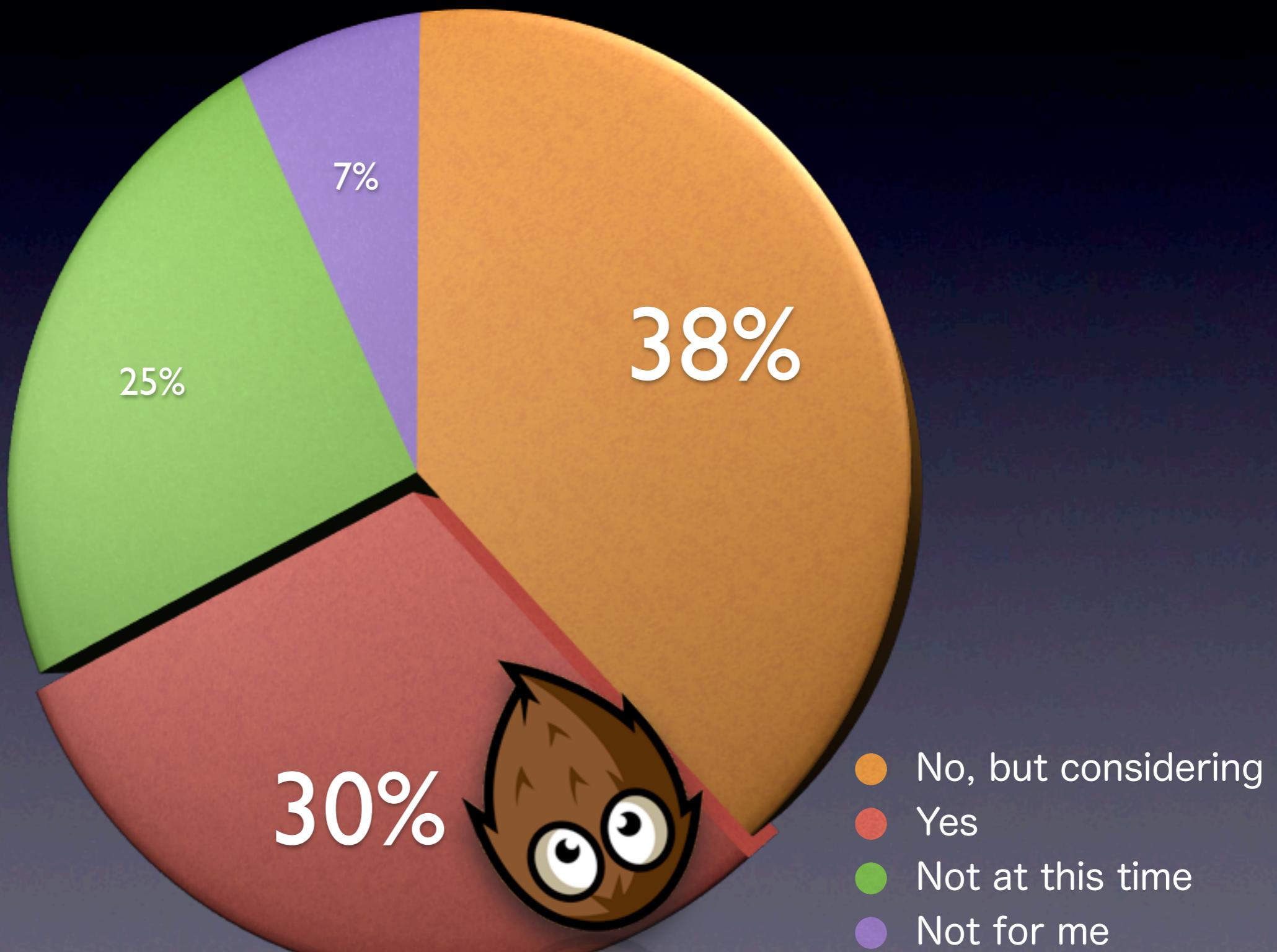
Do you know cocos2d-x ?

39%

61%

● Yes   ● No
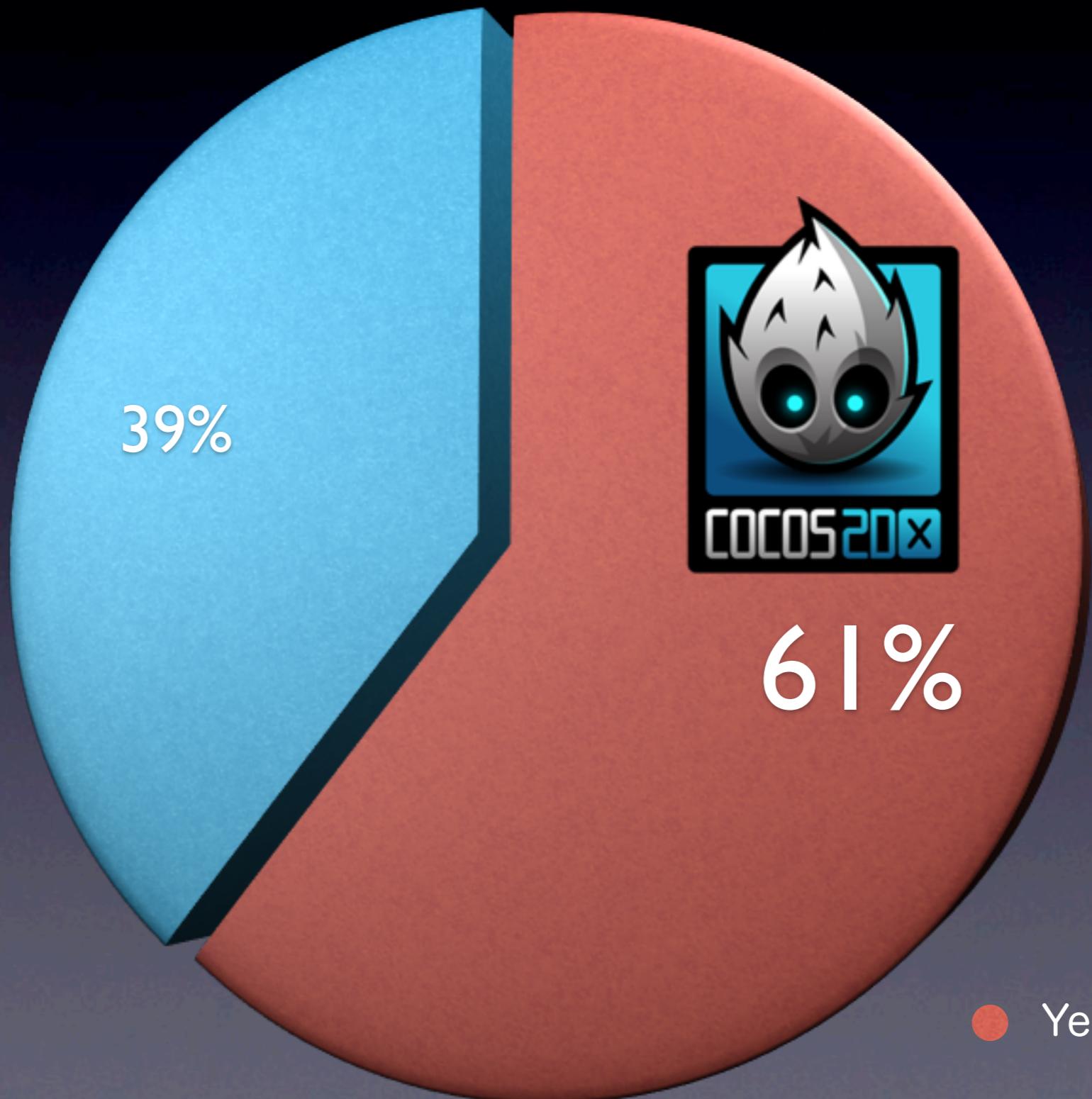
Do you know cocos2d-html5 ?

22%

html5

78%

● Yes   ● No

Development languages

37%

= objC

25%

7%   2%

29%
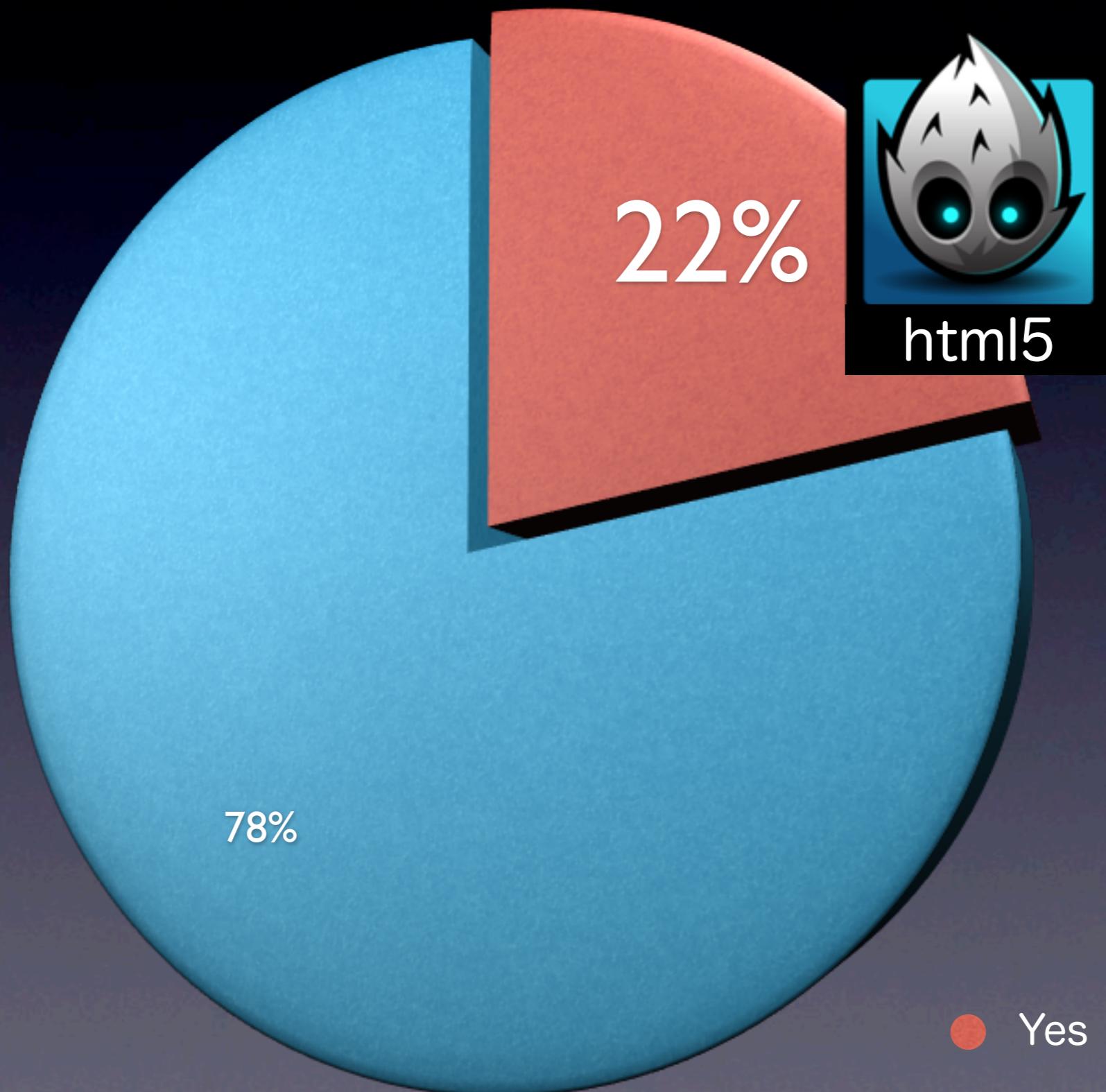
- Objective-C
- JavaScript
- Java
- C++
- C#
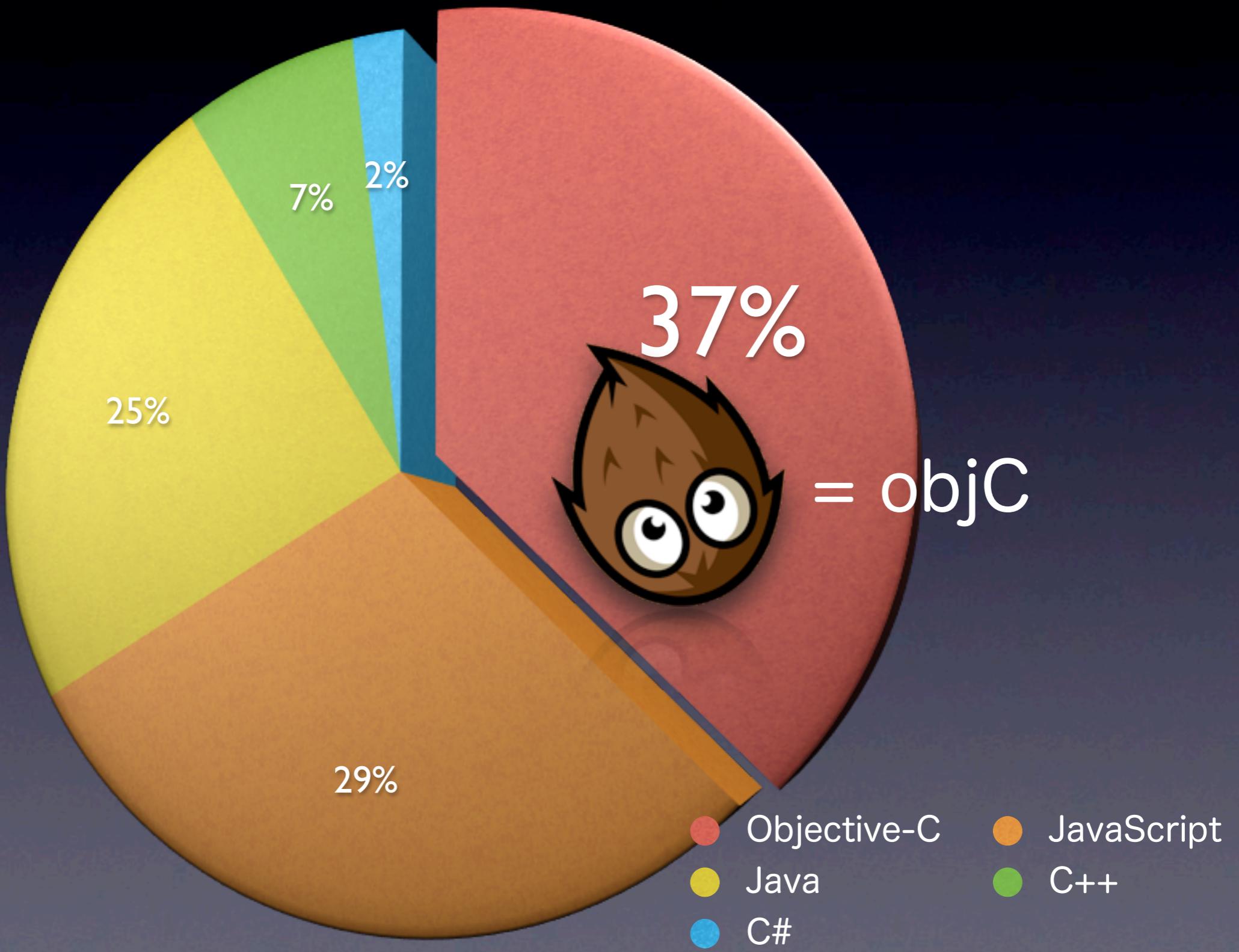
Summary

- Most developers use cocos2d or consider using it.

- Objective-C is the popular language

- Most developers know cocos2d-x

- Most developers are interested in cocos2d-html5

In China

cocos2d in China

Dominate use of cocos2d-x

- in the Marketplace

- in the Community

- Developer meeting

Why cocos2d-x?

- Multi-platform support.

  (Written by C++)

- To prevent pirate editions, release in multi-platforms was required.

- Existence of the cocos2d-x corporate team

- China's main game development platform.

- Integration with tapjoy and admob

Marketplace example

- Fishing Joy
  - cocos2d-x
  - Most popular social game in china
  - 40M download
  - 18M installed
  - DAU 2M

🇨🇳 Top Sales

AppStore top sales in china. (Jun 21, 2012)

Community

- Largest community in China
- 1M Users
- 4th anniversary
- Technical information
- Top Sales information
- etc...

Developer's conference

- Cocos2d-X Devcon in Beijing

  – http://cocos2d-x.org/news/52

- The WWDC of cocos2d

  – March 31, 2012

  – over 12 sessions

In Japan

cocos2d in Japan

- twitter

- Facebook

- books

- titles

twitter

- @cocos2dfan_jp

  - Created date: March 2010

  - Posting about cocos2d technical information

  - As of June 21, 2012 **891 followers!!**

Facebook

- cocos2d Japan Facebook group

  - cocos2d shared knowledge for Japanese developers

  - Created date: May 2012

  - As of Jun 21, 2012
    over 100 members!!

Fast, Free, Easy to use, community supported! Japan Official facebook group.
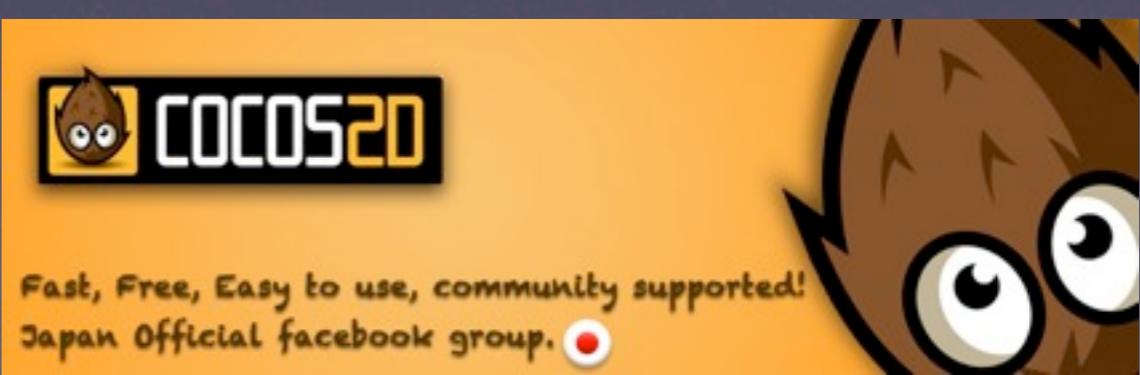
Books
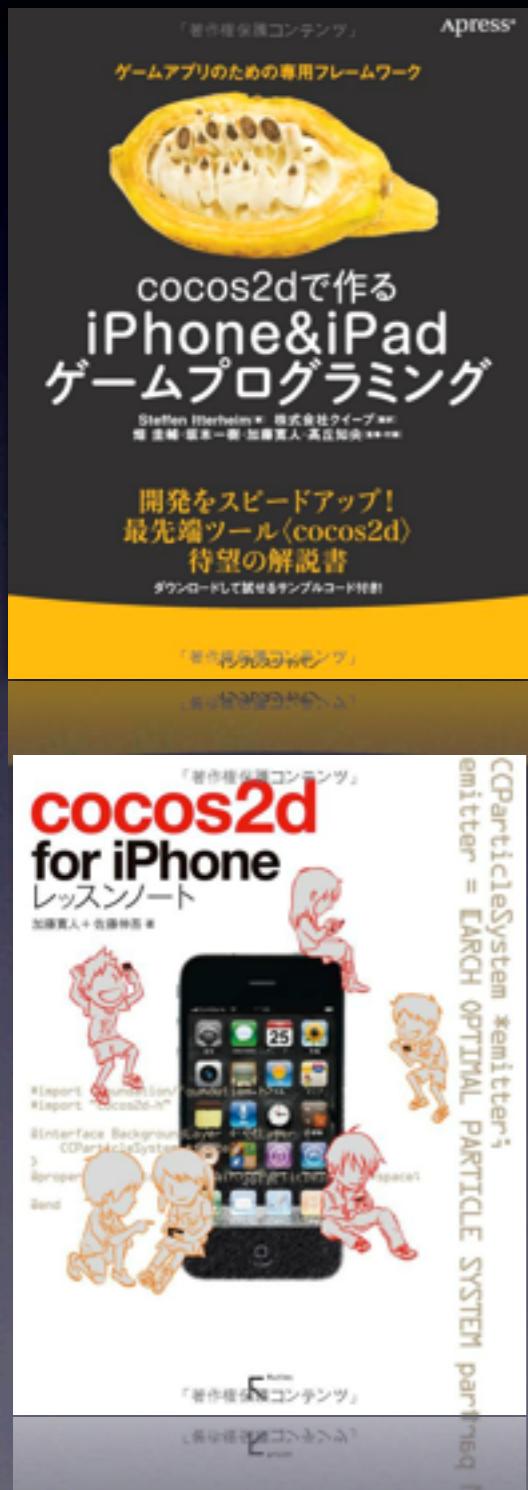
- 'cocos2dで作るiPhone&iPadゲームプログラミング'

  - Translation of the book "Learn iPhone and iPad cocos2d Game Development"

  - No.1 Amazon sales ranking in the programming category

  - Extra 30 pages in the japanese edition.

  - For expert developers

- 'cocos2d for iPhoneレッスンノート'

  - Original book written by japanese developers

  - step by step learning

  - Large amount of sample codes and games

  - For beginning developers
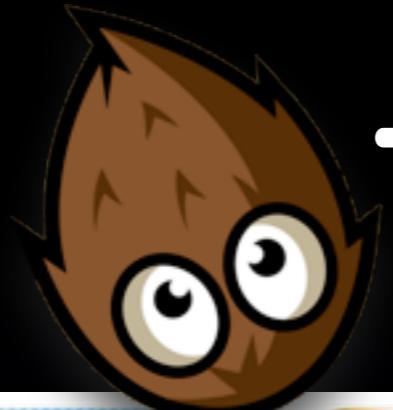
Titles

Titles
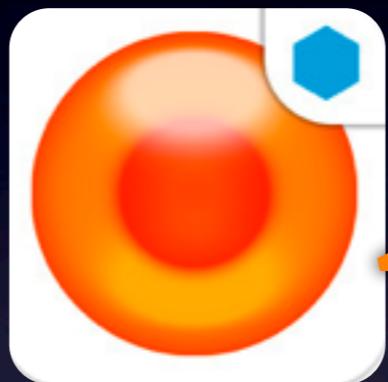
Bubble wrap?

- URARA-WORKS Co., Ltd.
  - Top ranking Free app on the App Store
  - Powered by cocos2d-iphone and cocos2d-x

Tools

AppCode

- Objective-C IDE That makes a difference
  - http://www.jetbrains.com/objc/
  - v1.5 $99
  - OS: OS X
  - Support: cocos2d, Kobold2D!
  - iOS simulator, device install, debugging
  - Features for coding
    - Reference from variables, functions
    - Refactoring
    - Code Completion
    - Code Analysis

Spriter

- Sprite animation creator
  - http://kck.st/HlrwwO
  - Beta
  - OS: Windows, Mac(after version 1.0)
  - Open format (XML)
    - Customizable for your game engine.
  - Supports cocos2d!
    - https://github.com/talentless/spriter-cocos2d
  - Timeline based editor
    - like "AfterEffects, Director"

TexturePacker

- Sprite sheet creator

  - http://www.codeandweb.com/texturepacker
  - Price: Pro($24.95) or Free version
  - OS: Mac, Windows and Ubuntu
  - Support: Many platforms (including cocos2d)
  - Tutorial
    - http://bit.ly/JQop1K (Japanese version:via @Seasons)
  - Features
    - High quality color reduction
    - Trimming / Cropping
    - Alias creation
    - Smart Folders

PhysicsEditor

- Collision shapes creator

  - http://www.codeandweb.com/physicseditor
  - Price: $19.95 or free trial version
  - OS: Mac and Windows
  - Support: Many platforms (including cocos2d)
  - Tutorials
    - http://bit.ly/Kmyanb
  - Support libraries
    - PESprite
      - https://github.com/nerdcave/PESprite

Dash

- API Documentation browser
  - http://bit.ly/xvntSb
  - Price: Free
  - OS: Mac
  - Support: Many platforms (including cocos2d)
    - continued additions other API documentation of platforms.
  - Lightweight

StarterKits

- Game development kits
  - http://bit.ly/LlzriG
  - Prices may vary.
  - OS: Mac
  - To make games easily
  - To learn game development codes
    - Like Angry Birds
    - Like Flight Control

Kamcord

- ## Capture screen movies on your game
  - http://kamcord.com/signup/
  - Price: Free
  - Support: cocos2d v1.x, v2.x
  - Shared social services
    - YouTube
    - Facebook
    - Twitter

Enjoy cocos2d !!

One more thing...

from @CodeAndWeb

TexturePacker
PhysicsEditor

20%OFF

until July 31th
DISCOUNT COUPON

SEASONS-20-PERCENT

Special Thanks(Translation correction)

Tomohisa Takaoka http://twitter.com/tomohisa
Nicholas Salerno at http://salernodesignstudio.com/