



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

<[C][C++]#if 0ハックすごくね? ... | [cocos2][iphone]Cocos2dのデバ...> | [記事を書く](#)

2009-05-05

➤ Cocos2dのサンプルコード 💬 ☆+

cocos2d, iphone | 09:18 | 🔖 [1 user](#) 📄 | [編集](#)

ABC123というゲーム

<http://kwigbo.com/wp/category/iphone-dev/cocos2d-iphone-dev/>

svnリポジトリで提供されるので、

svn co <http://kwigbo.svnrepository.com/svn/ABC123/trunk/ABC123/>

とすると落ちこちてきます。

オープンソースで開発されたソースだけに色々参考になりそうです。



Seasons PLUS
iPhoneエヴァンジェリスト [Twitter]
[@Seasons](#)

カウンター
802231
06:57:49

B 人気エントリー

iPhone開発でおすすめの本 -
Seasons.NET 512 users

Number of articles

記事一覧 [cocos2d] 検索

- 2011-12-14
 - [cocos2d]CCSendMessagesでもっと簡単に直感的なコードを書こう
- 2011-12-10
 - [cocos2d]cocos2dパフォーマンスチューニングTips
- 2011-12-04
 - [cocos2d]cocos2dで非同期画像読み込みを超絶簡単に実装するCCResourceAsyncLoaderの紹介
- 2011-10-29
 - [cocos2d]TexturePackerが2.4.0で大幅アップ
- 2011-10-19
 - [cocos2d][iphone]cocos2d 1.0.0 rc3リリース
- 2011-09-17
 - [cocos2d]cocos2d 1.0.0 rc2リリース
- 2011-09-07
 - [cocos2d]cocos2d 1.0.0 rc1リリース
- 2011-06-21
 - [cocos2d]6月20日開催のcocos2d勉強会発表スライドを公開
- 2011-06-04
 - [cocos2d]CCSendMessageを使えばBlocksっぽい処理が実現出来るよ！！
- 2011-06-02
 - [iphone][cocos2d]日本のcocos2dデベロッパに捧げる渾身の1冊の監修と付録を担当しました
 - [iphone][cocos2d]cocos2d 1.0.0 rc3リリース&リリースノート翻訳
- 2011-05-07
 - [cocos2d]iPad 2における特定のサイズの背景表示における不具合
 - [cocos2d]cocos2d 1.0.0 rc2リリース
- 2011-04-22
 - [cocos2d]cocos2d 1.0.0 rc1リリース

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/CCSendMessageSample>



SlideShare

cocos2d keynotes

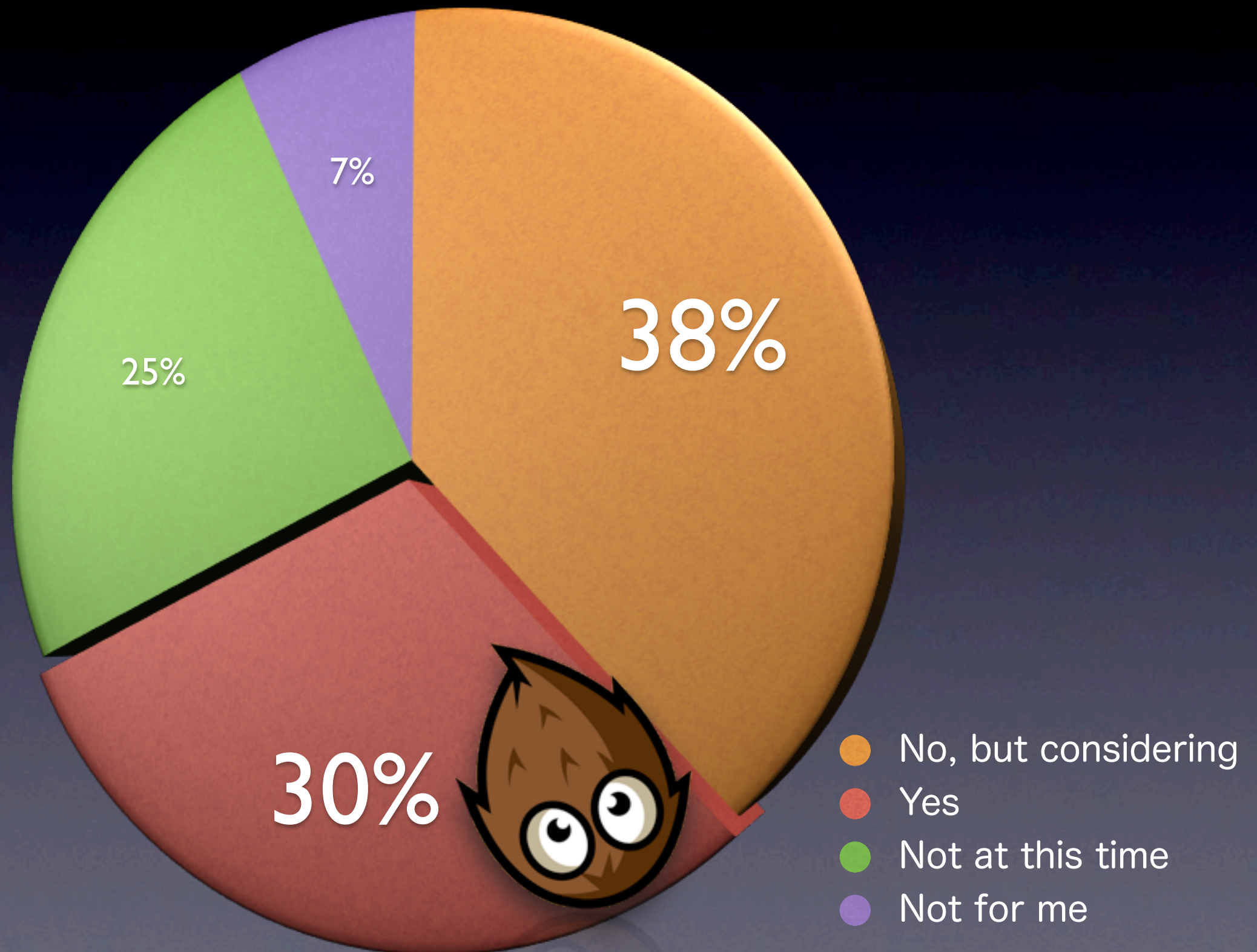
- <http://www.slideshare.net/seasons/>
 - Hello cocos2d iOS
 - Advanced cocos2d
 - cocos2d performance tips
 - etc...

over
17000 views

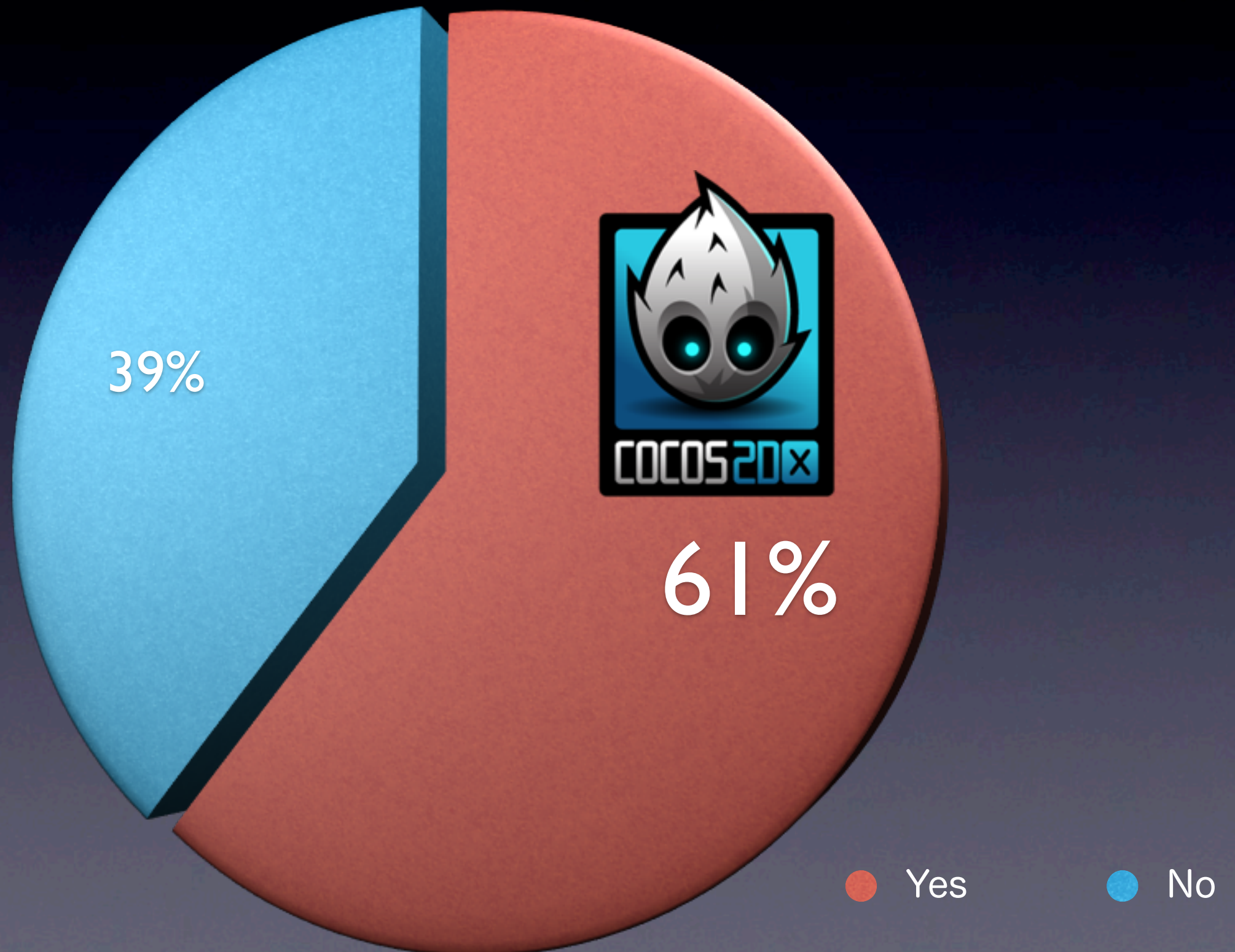


Use of cocos2d in Japan 🇯🇵

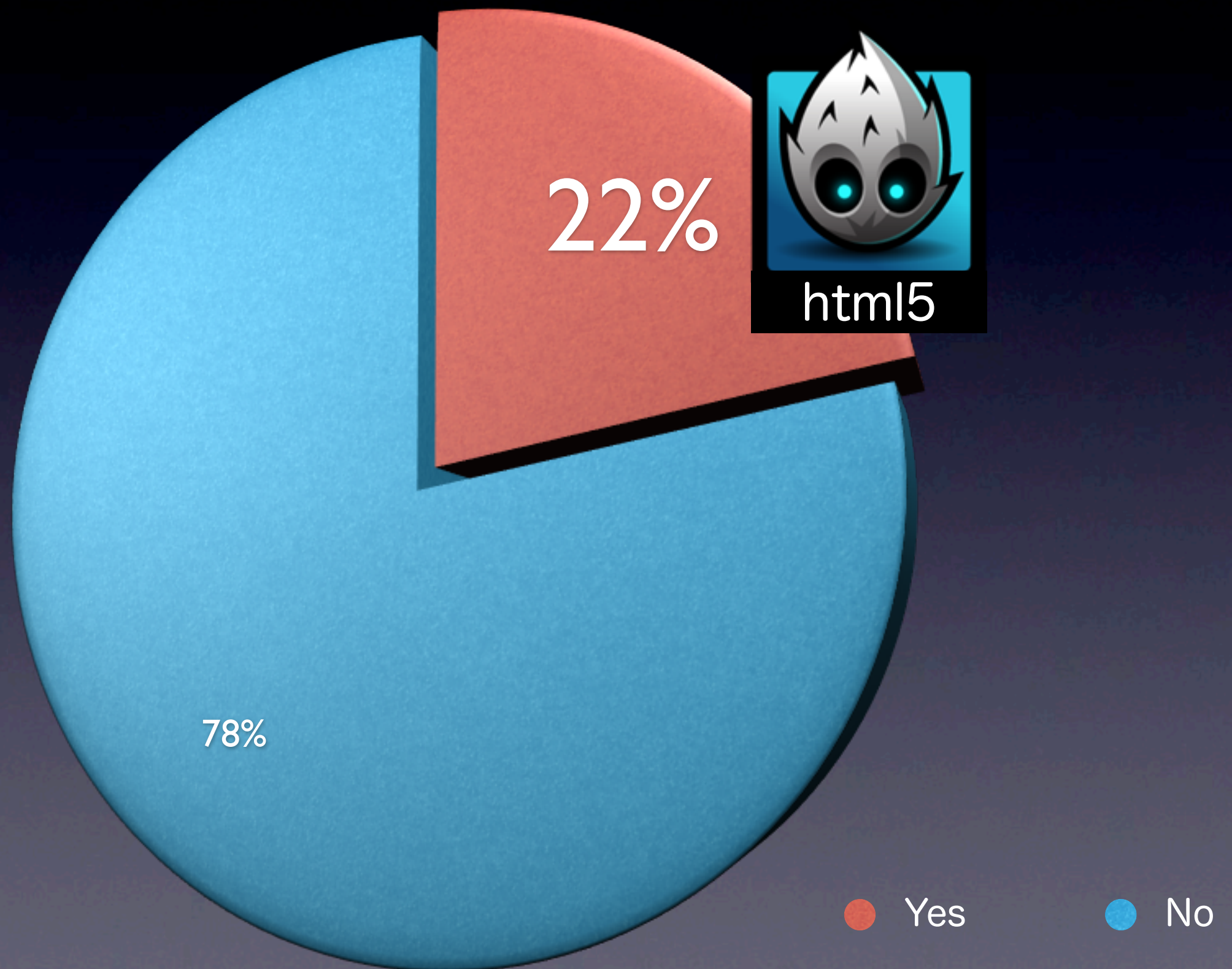
Do you use cocos2d for your work?



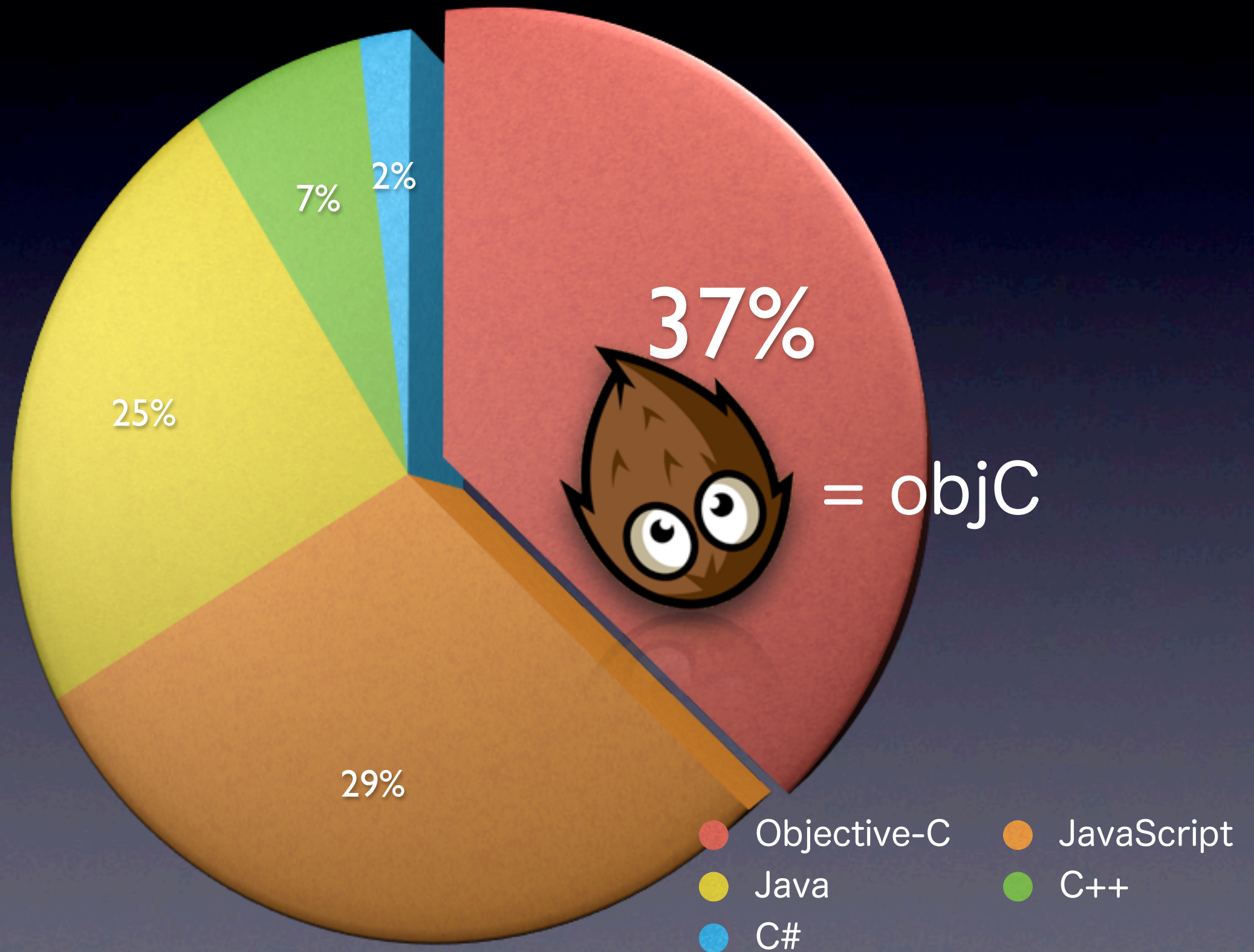
Do you know cocos2d-x ?



Do you know cocos2d-html5 ?



Development languages



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

Top Grossing iPhone Apps Sort By: Bestsellers

1.  神仙道HD Games Updated 15 June 2012 Game Center FREE	2.  雄霸天地(简体版) Games Released 24 May 2012 FREE	3.  三国来了 Games Updated 19 May 2012 FREE
4.  二战风云 Games Updated 18 June 2012 FREE	5.  口袋战争：魔界勇士 中文版 Games Updated 28 April 2012 FREE	6.  宠物猎人 Games Updated 14 June 2012 FREE
7.  三国志ONLINE(中国版) Games Updated 10 April 2012 FREE	8.  开心水族箱 Games Updated 02 June 2012 Game Center FREE	9.  高德导航HD Autonavi Navigation Navigation Updated 14 May 2012 ¥50.00 BUY
10.  植物大战僵尸 Games Updated 13 February 2012 Game Center ¥18.00 BUY	11.  Brutal Street Games Updated 20 June 2012 Game Center FREE	12.  Sanlitun Games Updated 26 May 2012 Game Center FREE

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

Community



<http://www.cocoachina.com/>



- 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

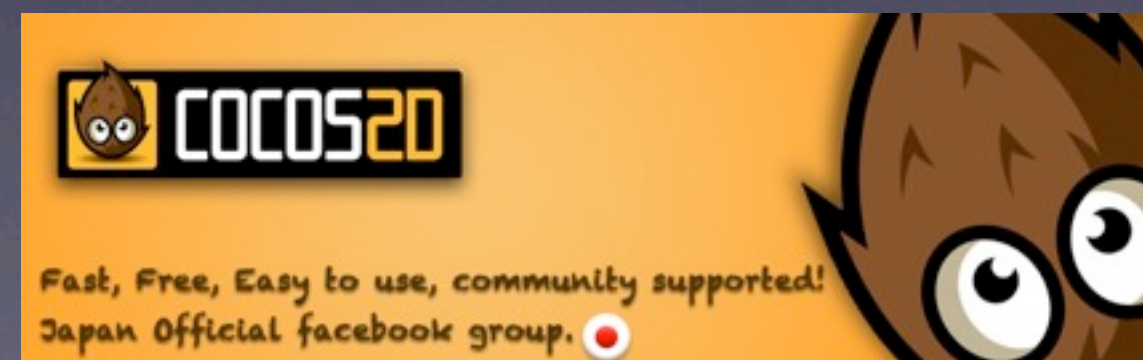
- @cocos2dfan_jp
 - Created date: March 2010
 - Posting about cocos2d technical information
 - As of June 21, 2012
- 891 followers!!**



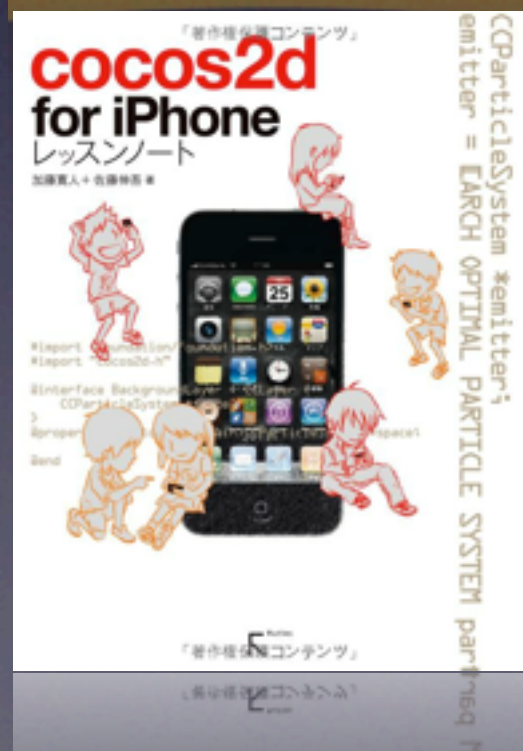


Facebook

- cocos2d Japan Facebook group
 - cocos2d shared knowledge for Japanese developers
 - Created date: May 2012
 - As of Jun 21, 2012
over 100 members!!



Books



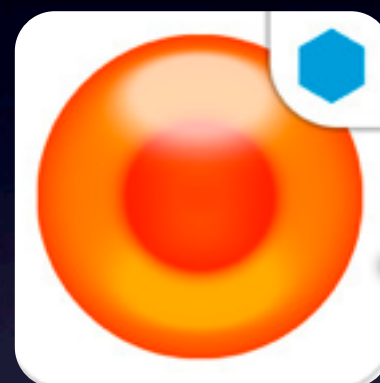
- ‘cocos2dで作るiPhone&iPadゲームプログラミング’
 - Translation of the book “Learn iPhone and iPad cocos2d Game Development”
 - No.1 Amazon sales ranking in the programming category
 - Extra 30 pages in the japanese edition.
 - For expert developers
- ‘cocos2d for iPhoneレッスンノート’
 - Original book written by japanese 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/HlrwwQ>
 - 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



5月31日 01:50

Talk to me about 1 week before the conference. I can give you some discount codes for your listeners

5月31日 01:54



Oh!! Really!? Thank you very much!! I think audiences will be surprised your gift :)





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/>