

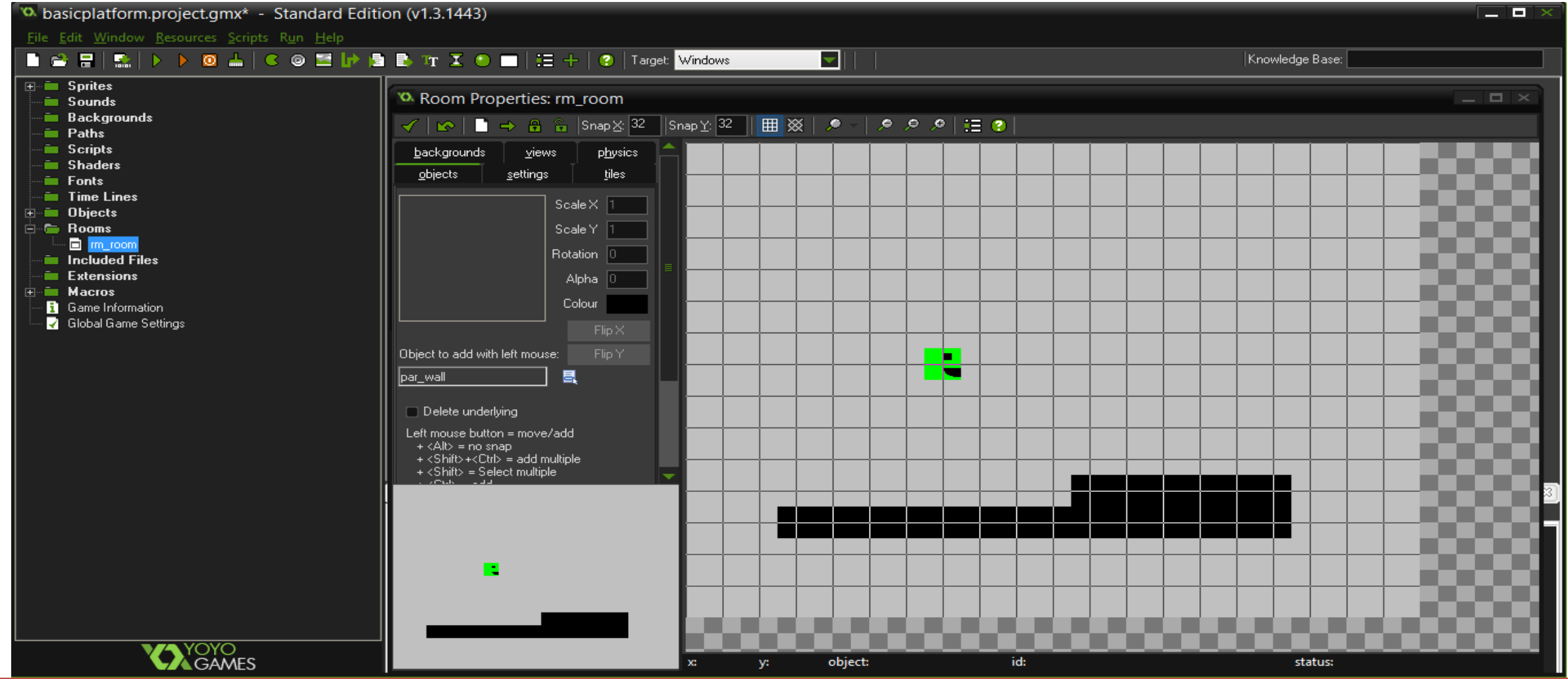
Visual + Programming

Game Maker

Platforms Supported:



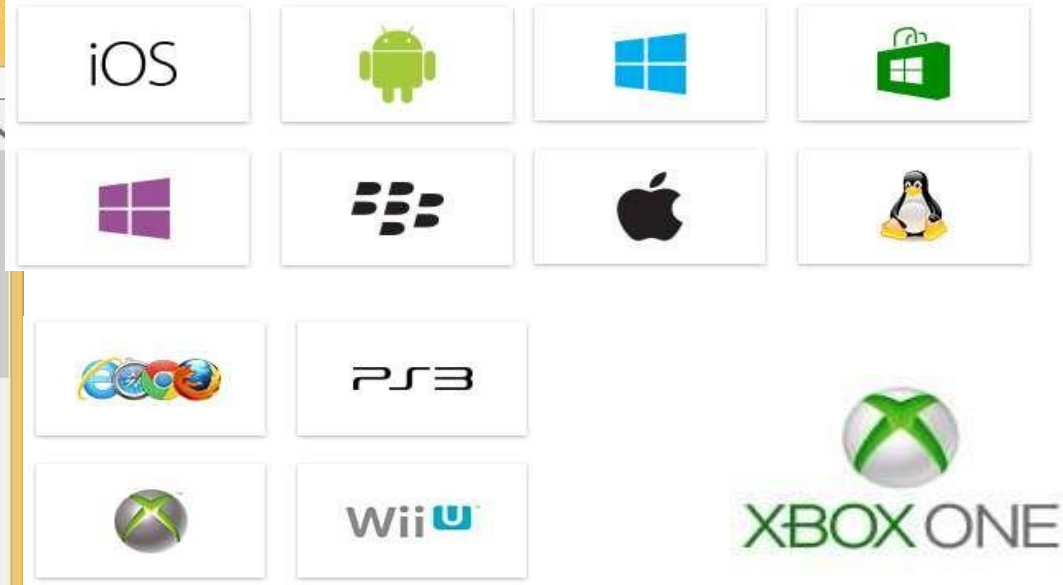
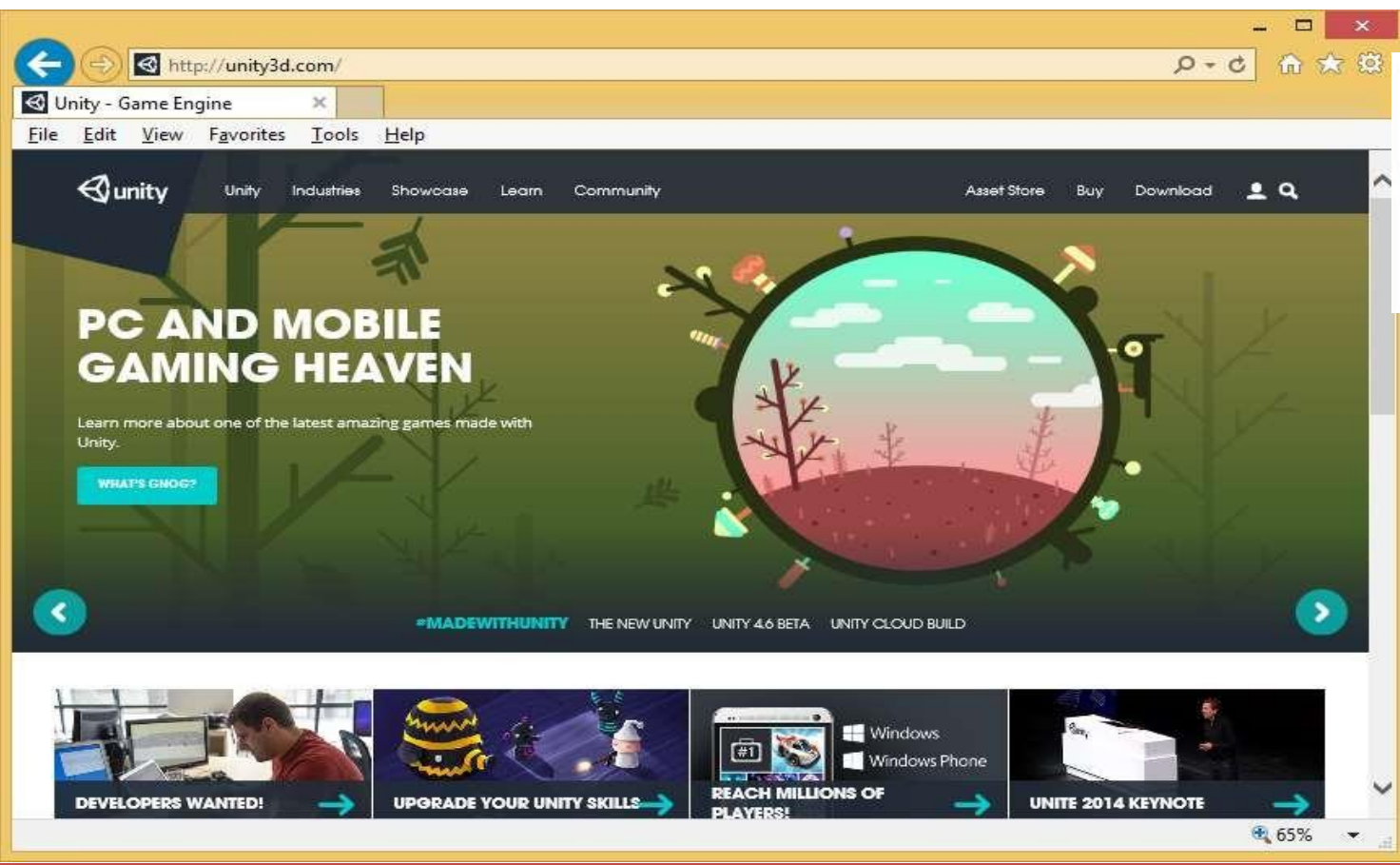
Game Maker UI



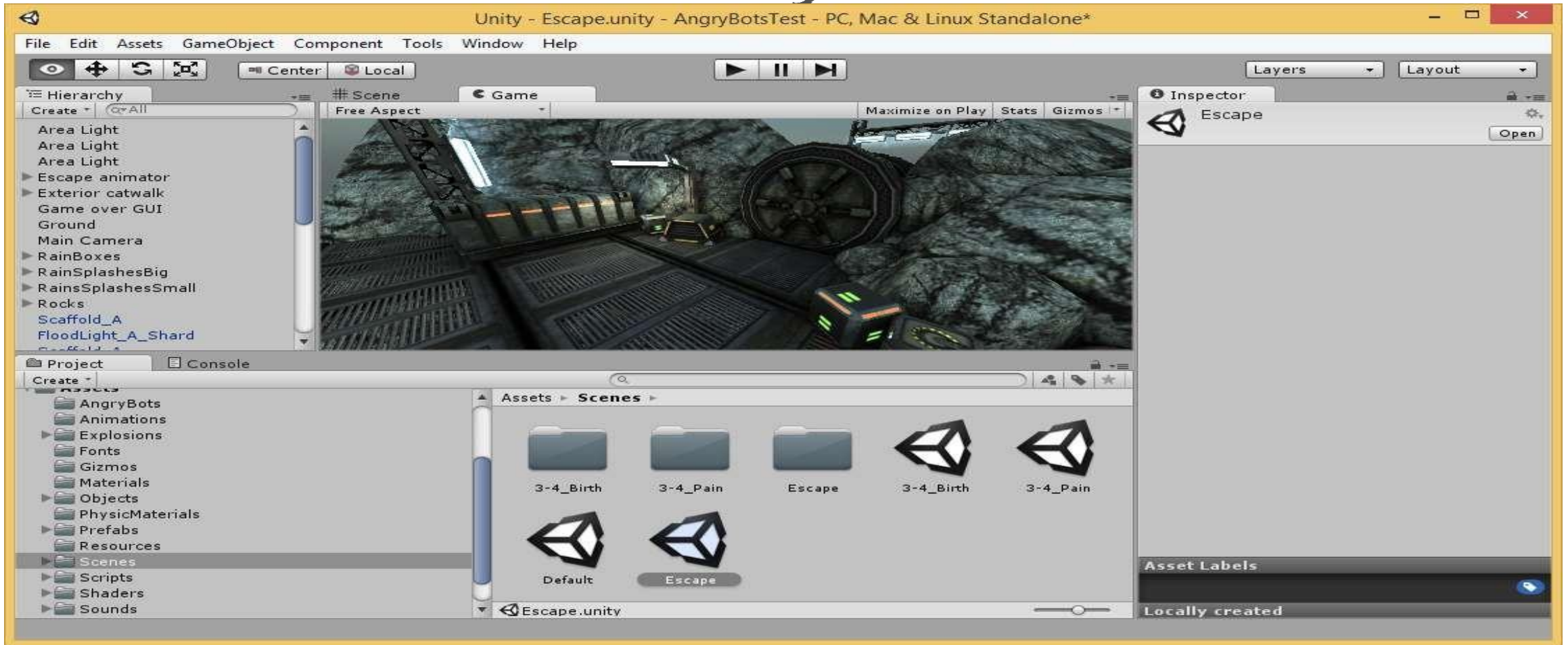
Unity (3D and 2D)

Website: <http://unity3d.com/>

Platforms Supported:

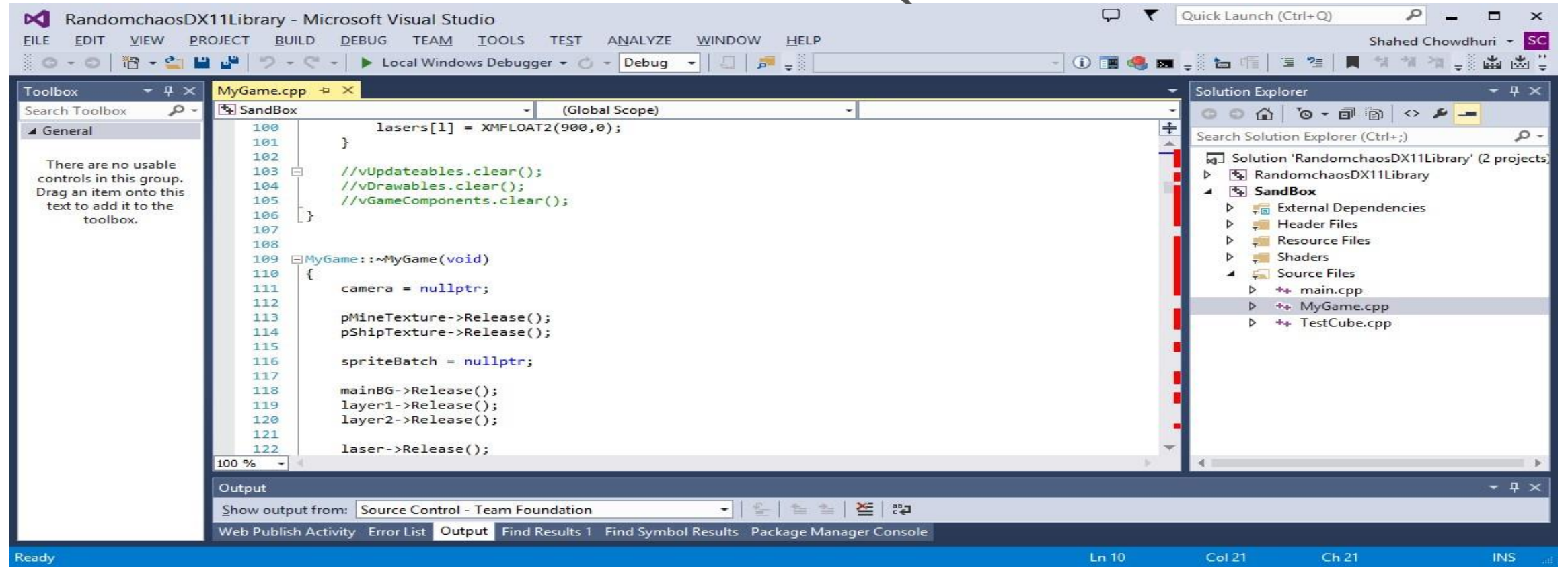


Unity UI



Programming

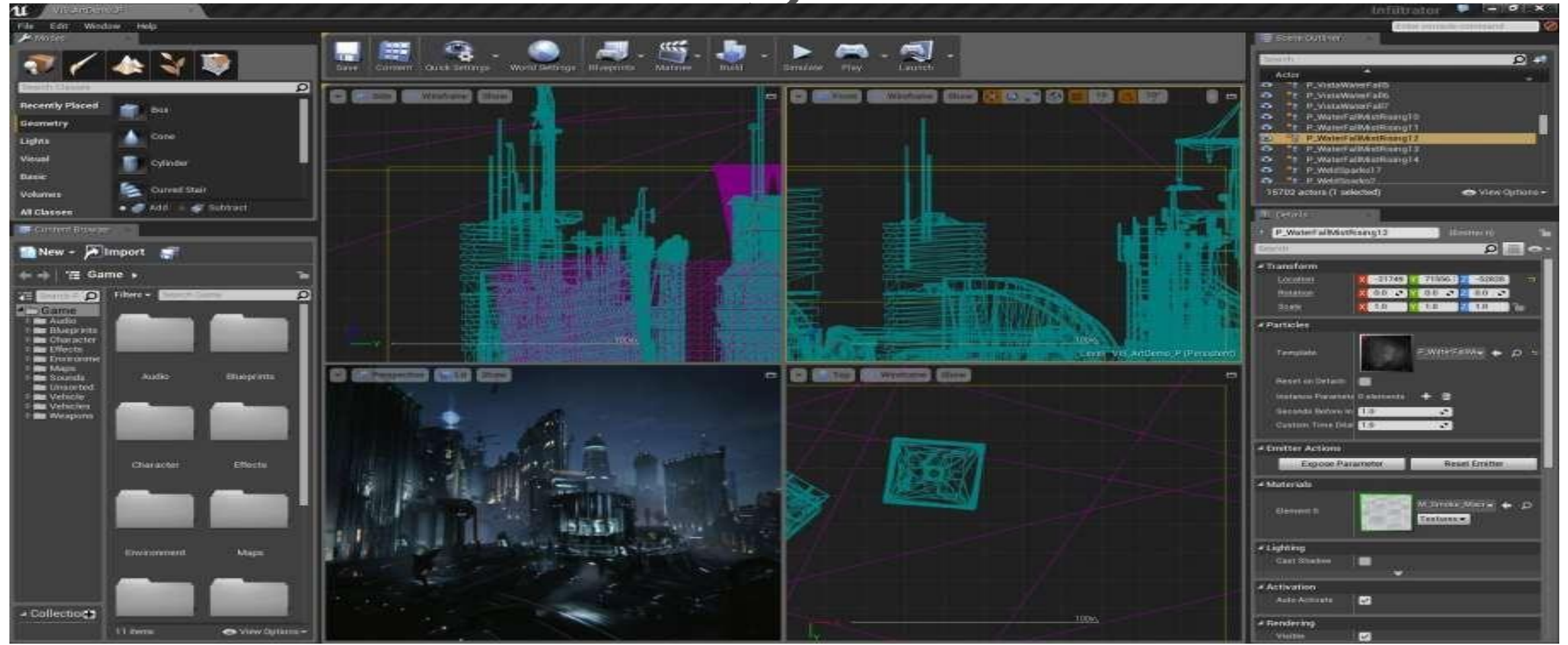
C++ and DirectX (Visual Studio)



Visual Studio Website: <http://www.visualstudio.com/>

DirectX Website on MSDN: <http://msdn.microsoft.com/directx>

Unreal Engine Editor UI

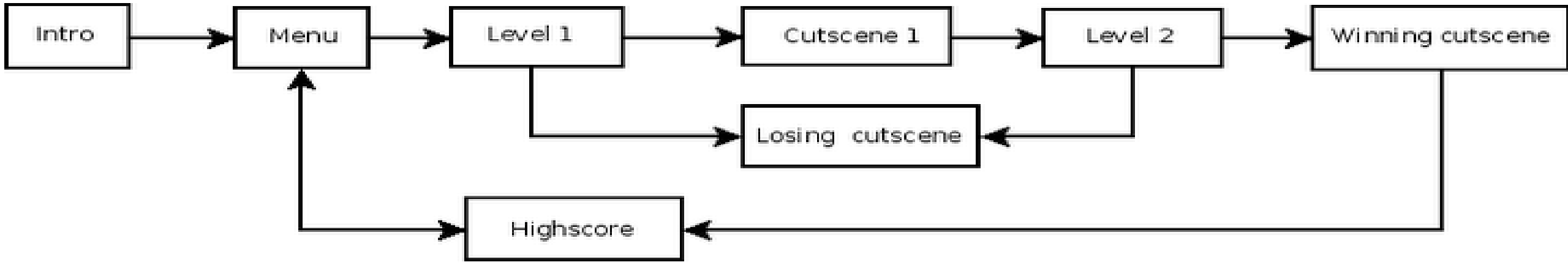


From Editor Documentation: <https://docs.unrealengine.com/latest/INT/Engine/UI/LevelEditor/index.html>

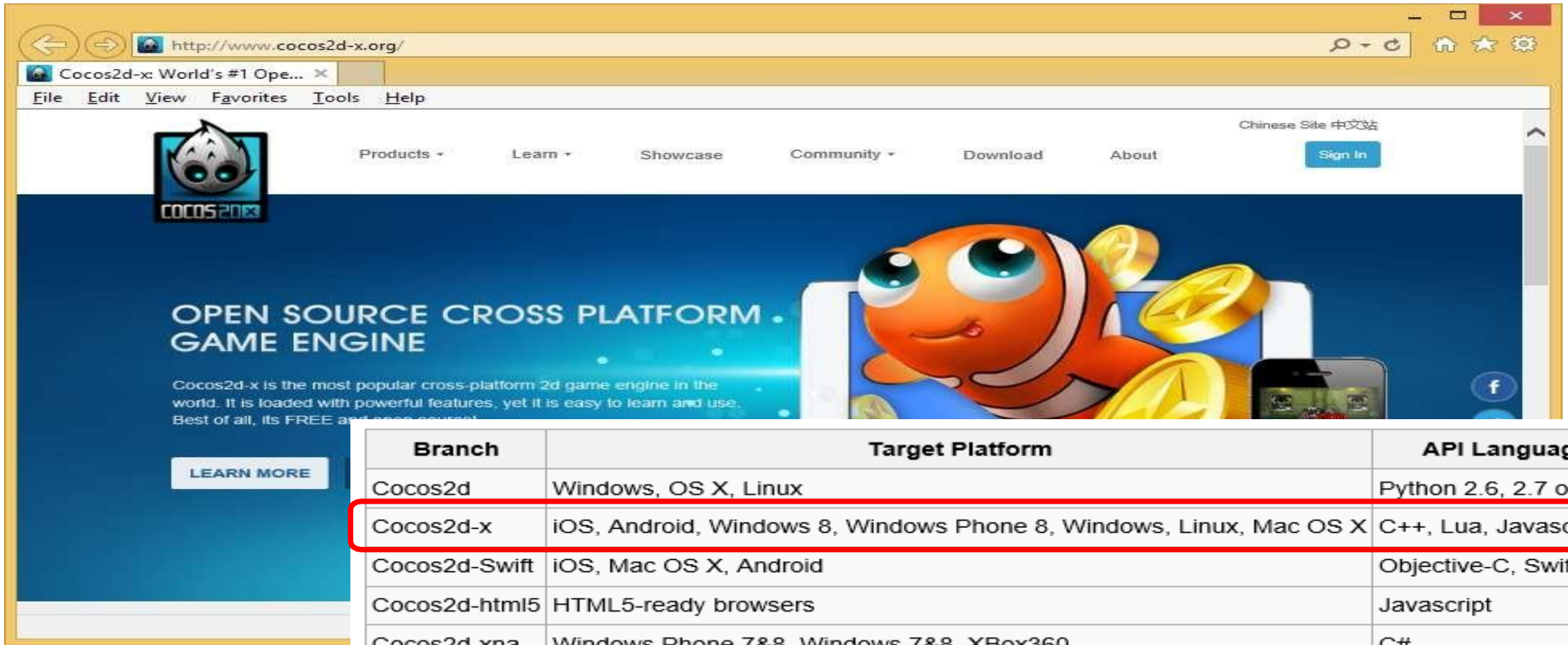
Why Cocos2D?

- Simple 2D Gaming SDK
- Built upon the OpenGLAPI's
- Rich Objective-CAPI
- Used in thousands of apps
- Very active developer community

Sample Scene workflow



Cocos2d-x



The screenshot shows the Cocos2d-x website with a navigation menu (Products, Learn, Showcase, Community, Download, About) and a 'Sign In' button. The main banner features the Cocos2d-x logo and the text 'OPEN SOURCE CROSS PLATFORM GAME ENGINE'. Below the banner, there is a table listing different branches and their supported platforms and API languages.

Branch	Target Platform	API Language
Cocos2d	Windows, OS X, Linux	Python 2.6, 2.7 or 3.3+
Cocos2d-x	iOS, Android, Windows 8, Windows Phone 8, Windows, Linux, Mac OS X	C++, Lua, Javascript
Cocos2d-Swift	iOS, Mac OS X, Android	Objective-C, Swift
Cocos2d-html5	HTML5-ready browsers	Javascript
Cocos2d-xna	Windows Phone 7&8, Windows 7&8, Xbox360	C#

- **Construct 2:**
 - Index page: <http://wakepandcode.com/construct2/>
 - Facebook group: <https://www.facebook.com/groups/construct2devs/>
- **Unity (3d or 2d):**
 - Index Page: <http://wakepandcode.com/unity/>
 - Facebook group: <https://www.facebook.com/groups/UnityIndieDevs/>
- **C++ and DirectX:**
 - Resource List: <http://wakepandcode.com/cpp-directx/>
- **15 Essential Mobile Game Dev Tools:**
 - <http://www.develop-online.net/tools-and-tech/15-essential-mobile-game-development-tools/0184480>
- **Top Game Dev Tools: Pros & Cons**
 - <http://www.developereconomics.com/top-game-development-tools-pros-cons/>

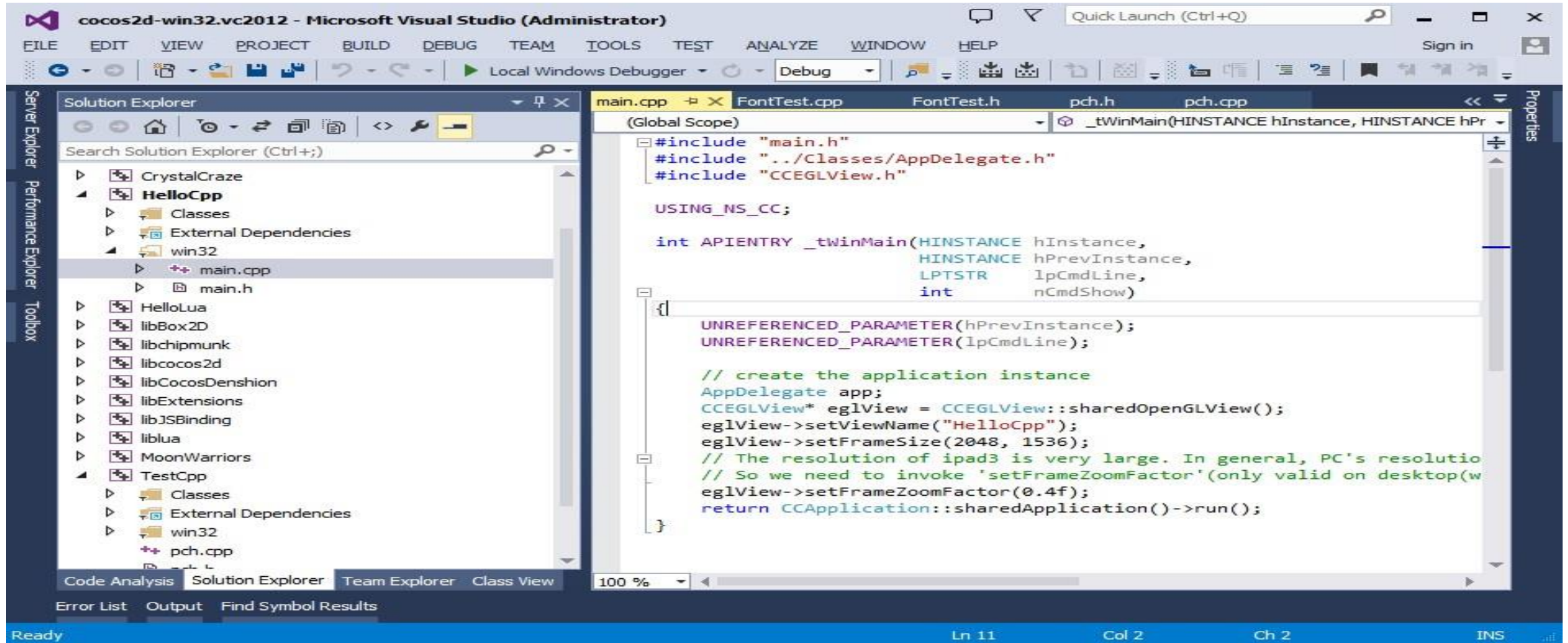
What is COCOS 2Dx?

Cocos2d-x is an open source game framework written in C++, with a thin platform dependent layer. It can be used to build games, apps and other cross platform GUI based interactive programs.



Installation

- Download from <http://www.cocos2d-x.org/download>
- Unzip the file to your local hard drive
- Run 'build-win32.bat'
- When done, open 'cocos2d-win32.vc2010.sln'



```
main.cpp | FontTest.cpp | FontTest.h | pch.h | pch.cpp
(Global Scope) | _tWinMain(HINSTANCE hInstance, HINSTANCE hPr
#include "main.h"
#include "../Classes/AppDelegate.h"
#include "CCEGLView.h"

USING_NS_CC;

int APIENTRY _twinMain(HINSTANCE hInstance,
                      HINSTANCE hPrevInstance,
                      LPCTSTR lpCmdLine,
                      int nCmdShow)
{
    UNREFERENCED_PARAMETER(hPrevInstance);
    UNREFERENCED_PARAMETER(lpCmdLine);

    // create the application instance
    AppDelegate app;
    CCEGLView* eglView = CCEGLView::sharedOpenGLView();
    eglView->setViewName("HelloCpp");
    eglView->setFrameSize(2048, 1536);
    // The resolution of ipad3 is very large. In general, PC's resolutio
    // So we need to invoke 'setFrameZoomFactor'(only valid on desktop(w
    eglView->setFrameZoomFactor(0.4f);
    return CCApplication::sharedApplication()->run();
}
```

