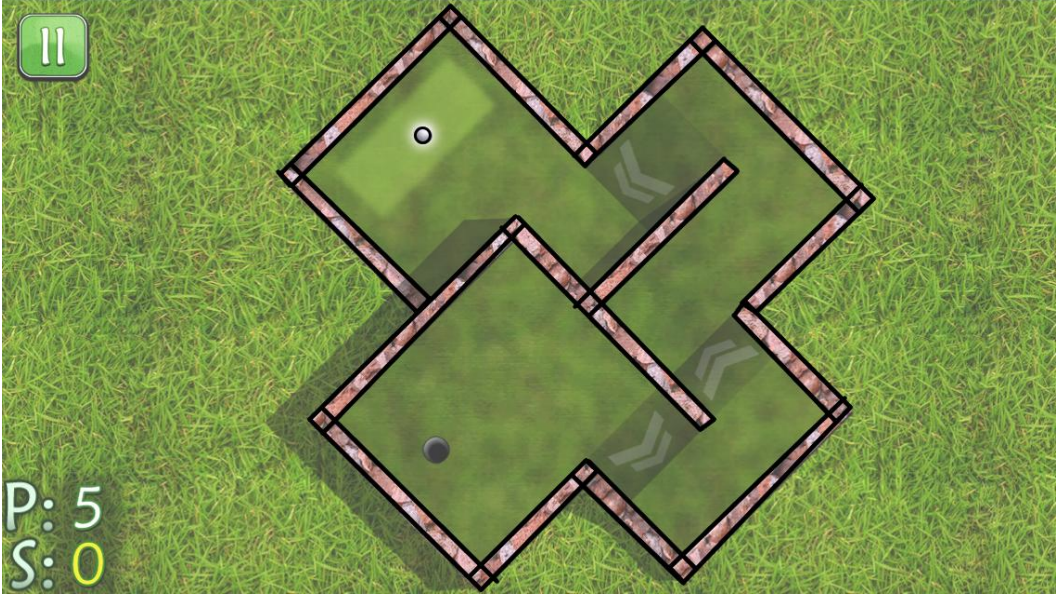
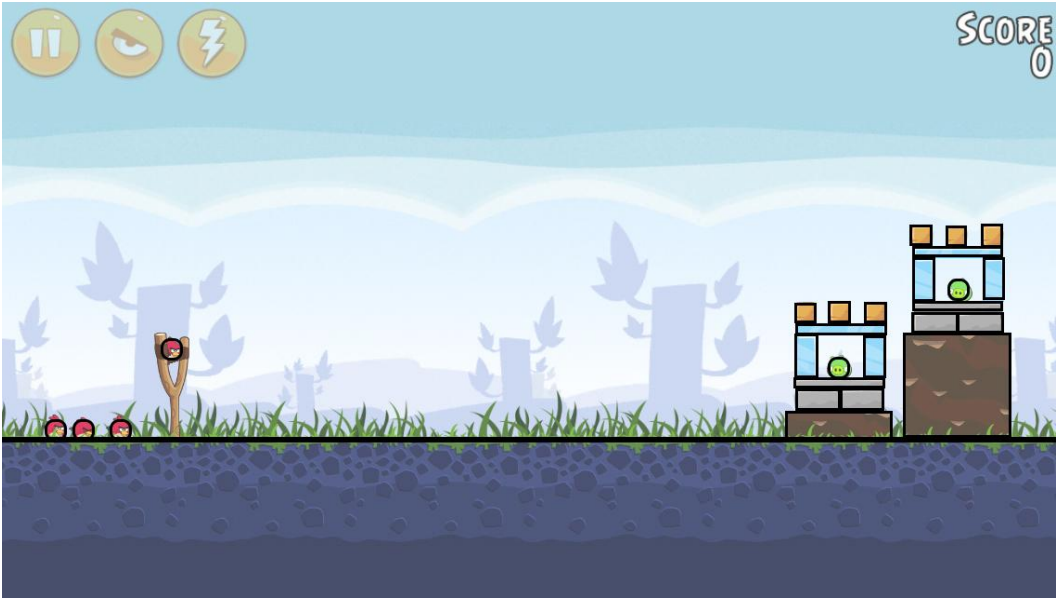










Chapter 1: Refreshing Your Cocos2d Knowledge



Treasure


<p>Bag of Gems 1200</p>  <p>\$9.99</p>	<p>Sack of Gems 2500</p>  <p>\$19.99</p>	<p>Box of Gems 6500</p>  <p>\$49.99</p>	<p>Chest of Gems 14000</p>  <p>\$99.99</p>
---	---	--	--




186  0  78  538 

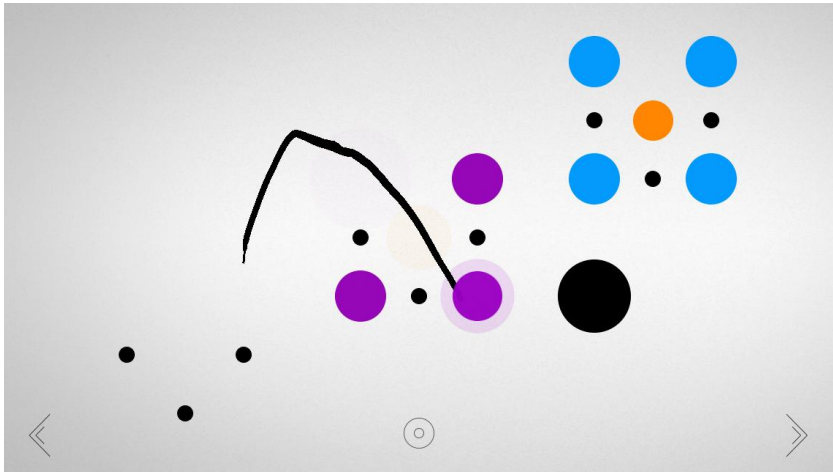
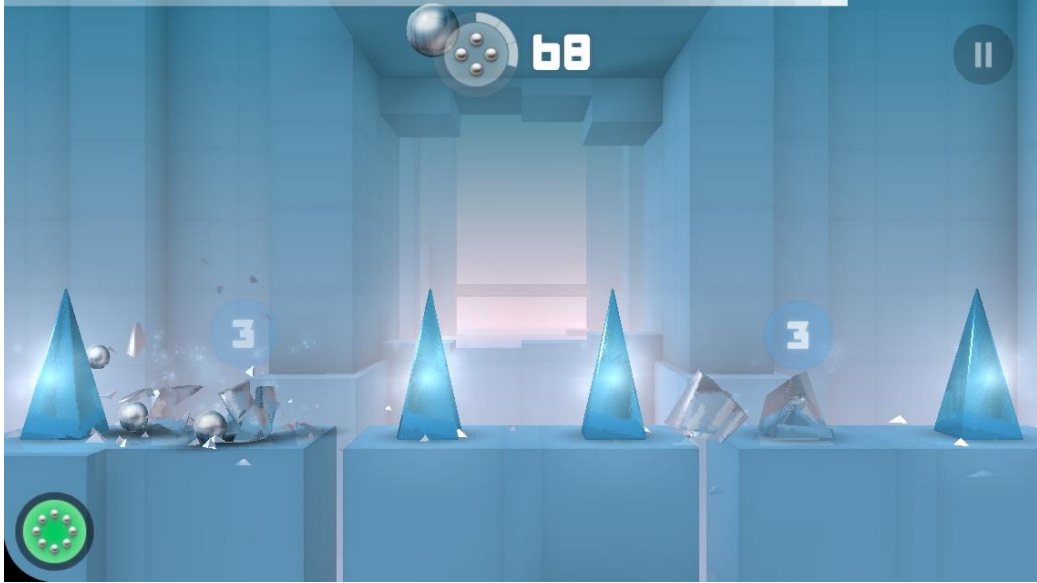
RESUME

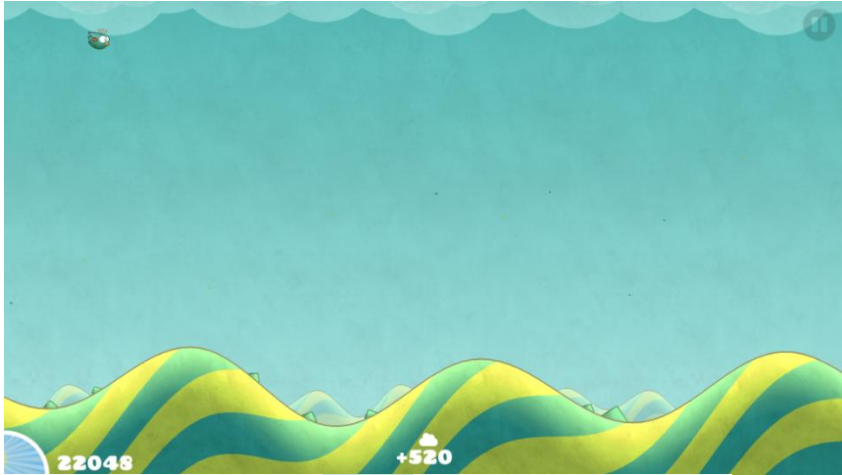
Bina Bank

Banked: 8
In Level: 5

 **Back**

30 Binas	\$0.99	
180 Binas	\$2.99	
900 Binas	\$9.99	





menu

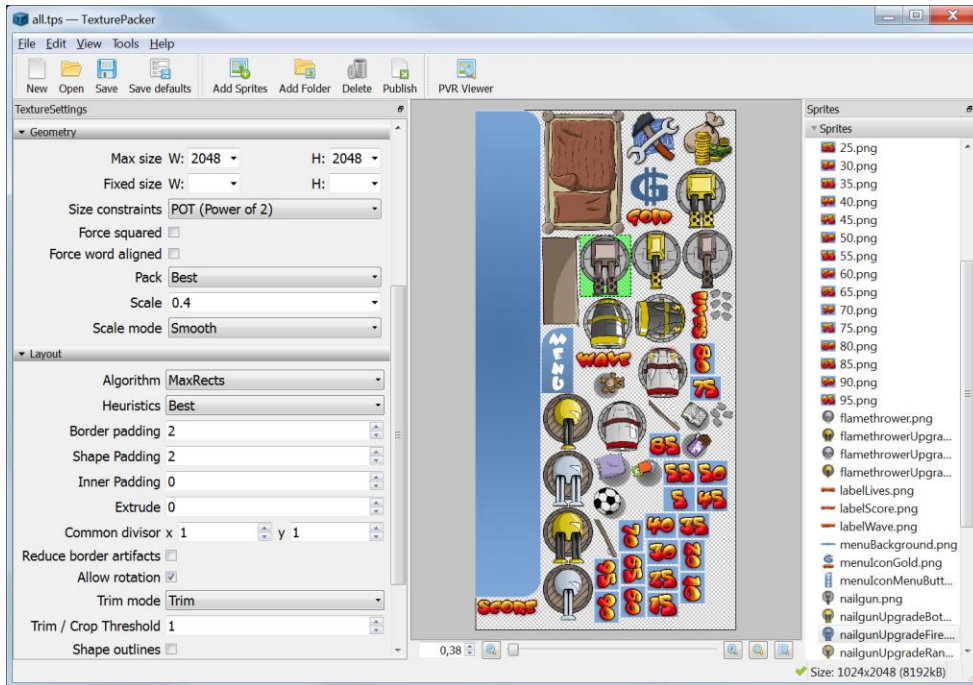


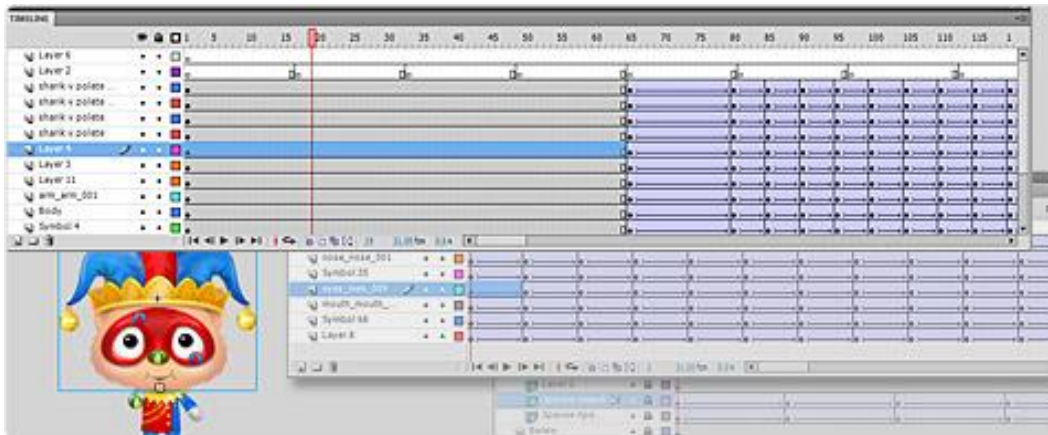
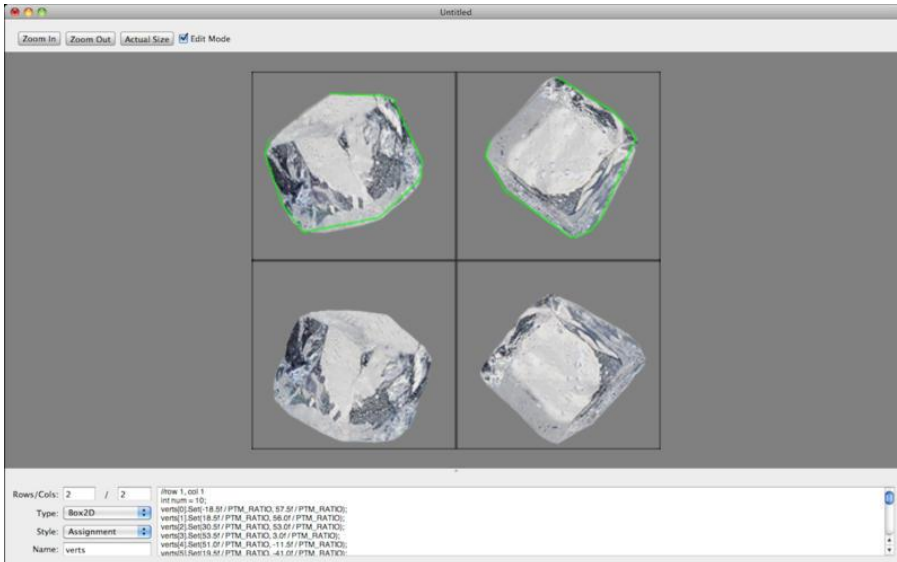
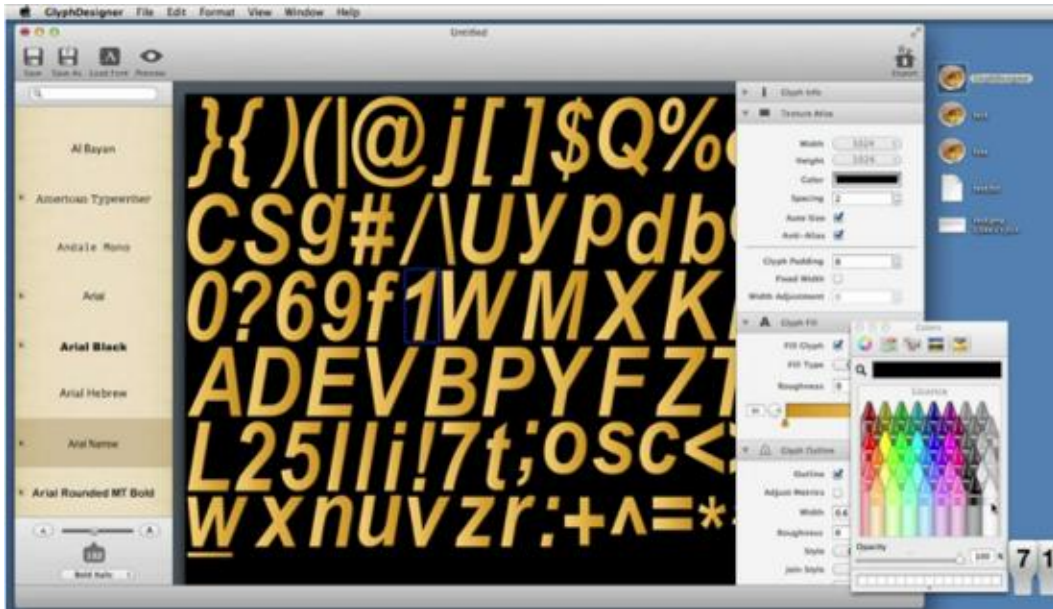
next



challenges

1	48	3	
24	6	1	1
3	12	1	1
	2	6	3





cocos2d for iOS and OS X, built using Objective-C <http://www.cocos2d-swift.org>

7,809 commits 12 branches 30 releases 129 contributors

branch: v3.3 cocos2d-swift / +

Merge pull request #1176 from boblemann/v3.3

stembcke authored 17 days ago latest commit: efb8a490a4

Chipmunk7-ios.xcodeproj	Recommended Xcode project settings update.	4 months ago
Resources-Mac	Removing Kazmath	11 months ago
Resources-iPad/Images	Removing Kazmath	11 months ago
Resources	CCEffectInvert added with ui test.	4 months ago
UnitTests	PackageInstaller changed to delete existing folder first before insta...	3 months ago
cocos2d-4tests-android	Merge branch 'develop' of https://github.com/danhd123/cocos2d-swift i...	4 months ago
cocos2d-4tests.xcodeproj	Fix a Metal linker error in the UI test target.	2 months ago
cocos2d-4ui-tests	Premultiply tilemap layer alpha and test.	a month ago
cocos2d-4ui	various nodes doc update	3 months ago
cocos2d.xcodeproj	added class ref index file to pbxproj (optional)	3 months ago
cocos2d	Raised max touches to 11 to avoid iPad crashes	20 days ago
external	Fixes zip archive	3 months ago
tests	Removing Kazmath	11 months ago

Code

Issues 182

Pull Requests 14

Wiki

Pulse

Graphs

HTTPS clone URL

<https://github.com/>

You can clone with HTTPS, SSH, or Subversion.

Clone in Desktop

Download ZIP

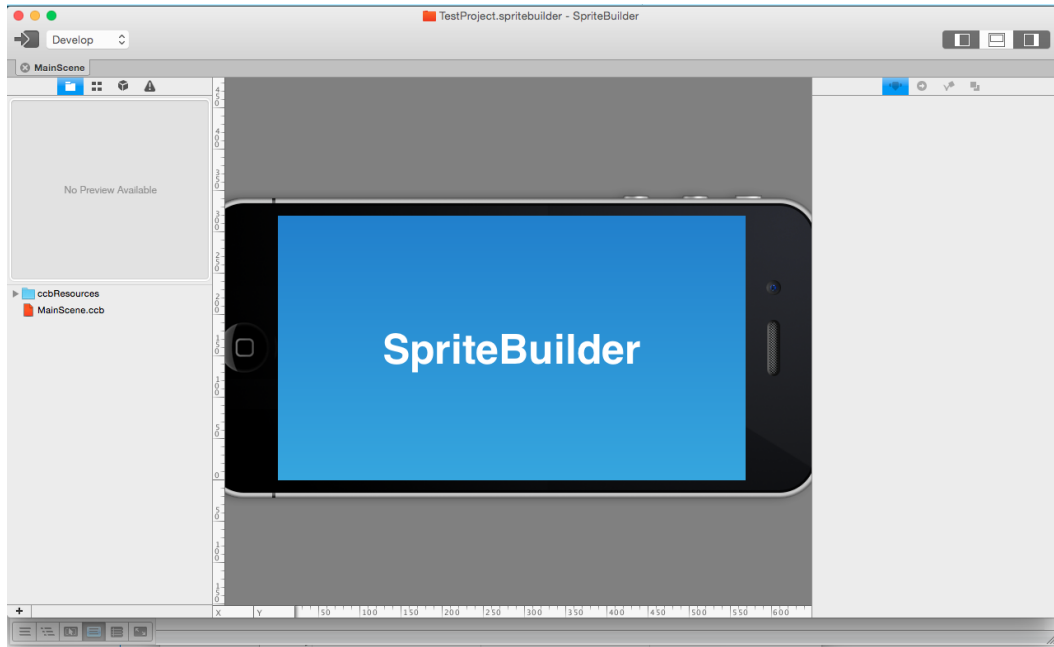
Apple Developer Program Enrollment

Enter Account Info Select Program Review & Submit Agree to License Purchase Program Activate Program

Select your program.

- iOS Developer Program**
US\$99 /year
Get everything you need to develop and distribute your apps on the App Store.
- Mac Developer Program**
US\$99 /year
Get everything you need to develop, sign, and distribute your apps.
- Safari Developer Program**
Free
Create a signing certificate for your Safari extensions.

Cancel Go Back Continue



Chapter 2: Failing Faster with Prototypes

Turns Survived:

0

Units Killed:

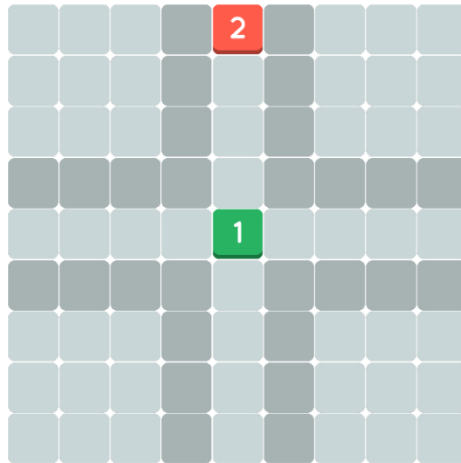
0

Total Score:

1

Menu ☰

Restart ↻



Turns Survived:

7

Units Killed:

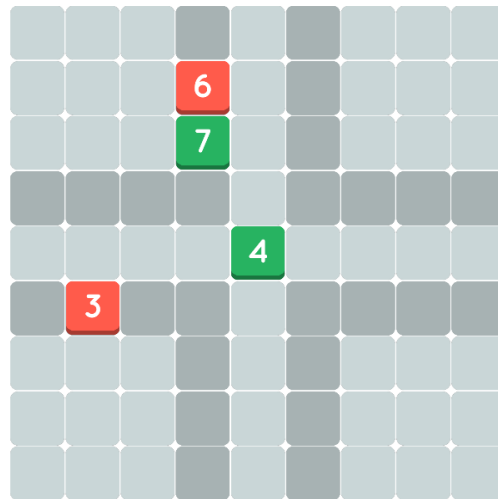
1

Total Score:

17

Menu ☰

Restart ↻



Turns Survived:

11

Units Killed:

2

Total Score:

27

Menu ☰

Restart ↻

Total Score:

Units Killed:

Turns Survived:

1)	232	24	69
2)	117	15	49
3)	105	11	40
4)	55	6	19

Share ↗

Game Center

Turns Survived:

1

Units Killed:

0

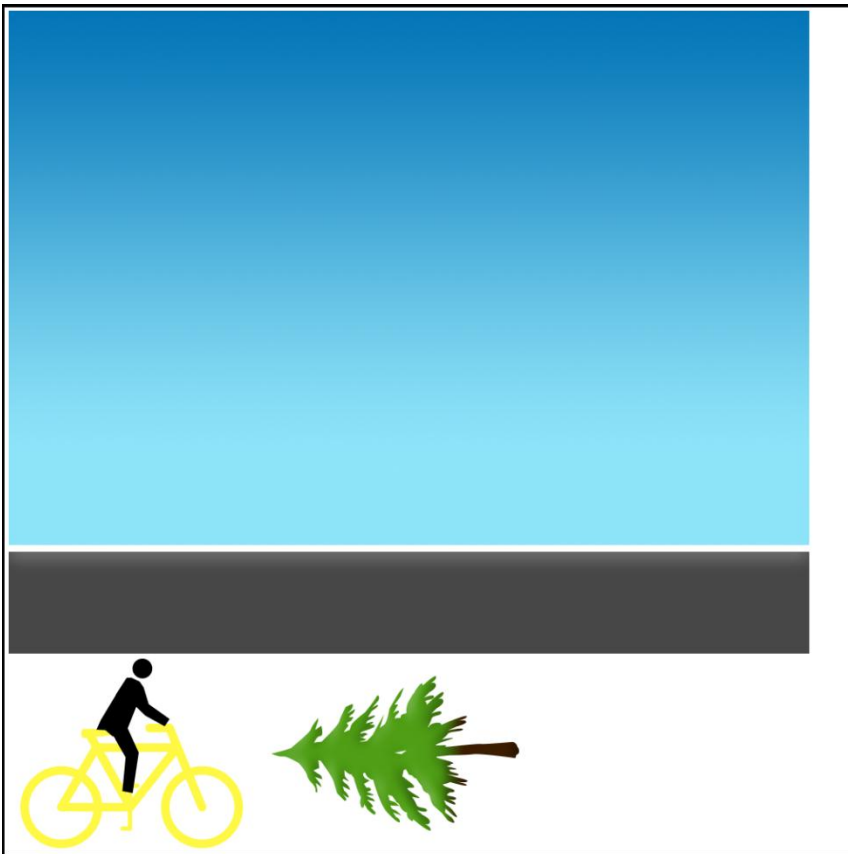
Total Score:

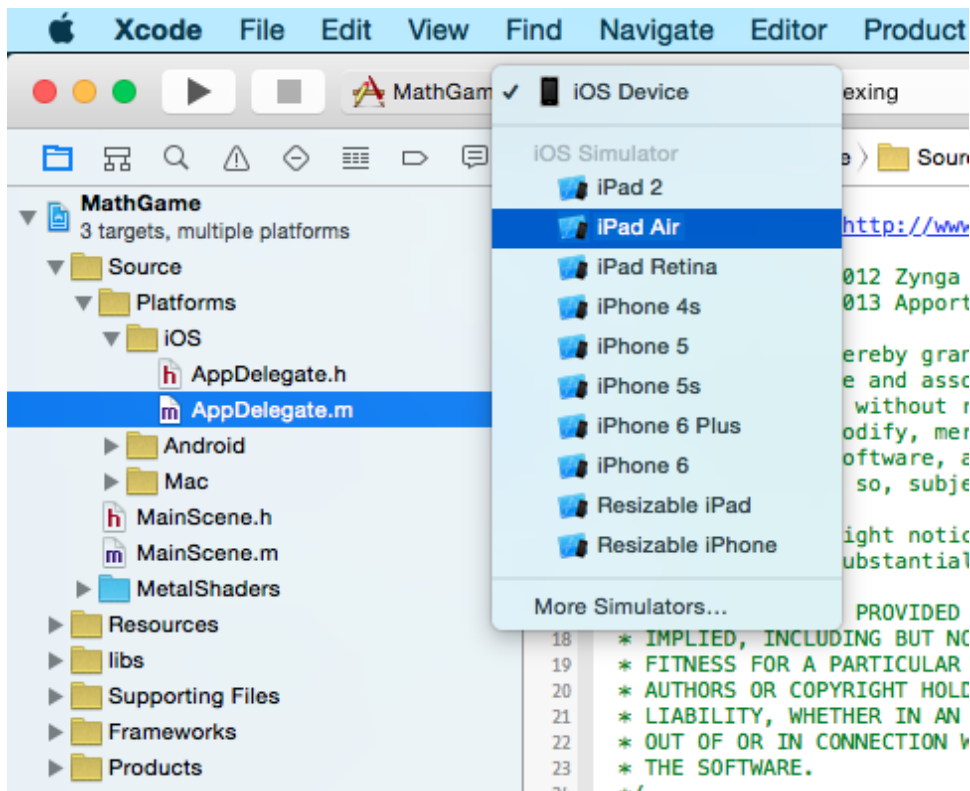
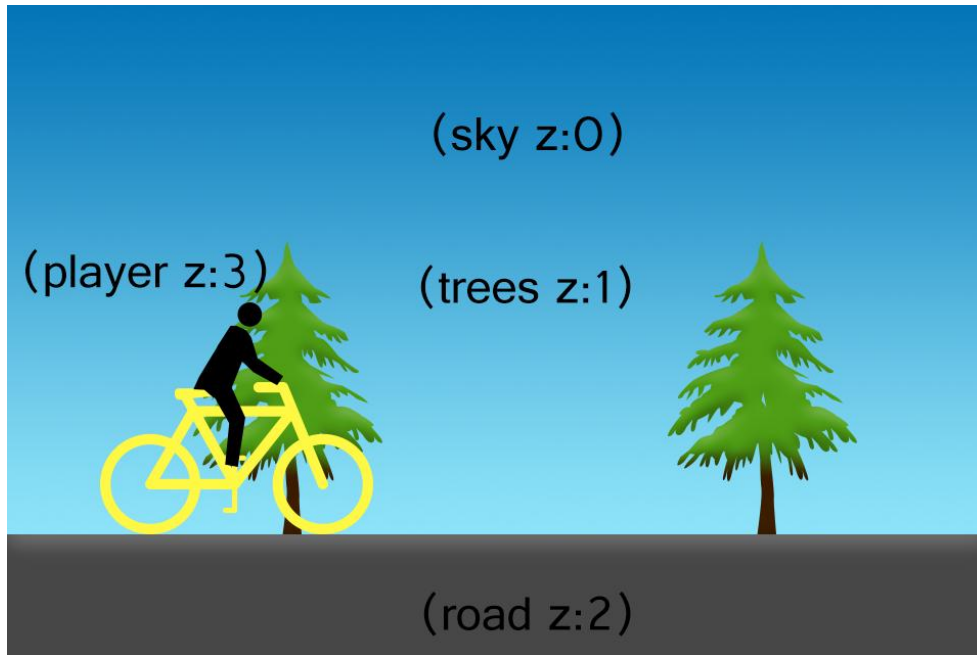
2

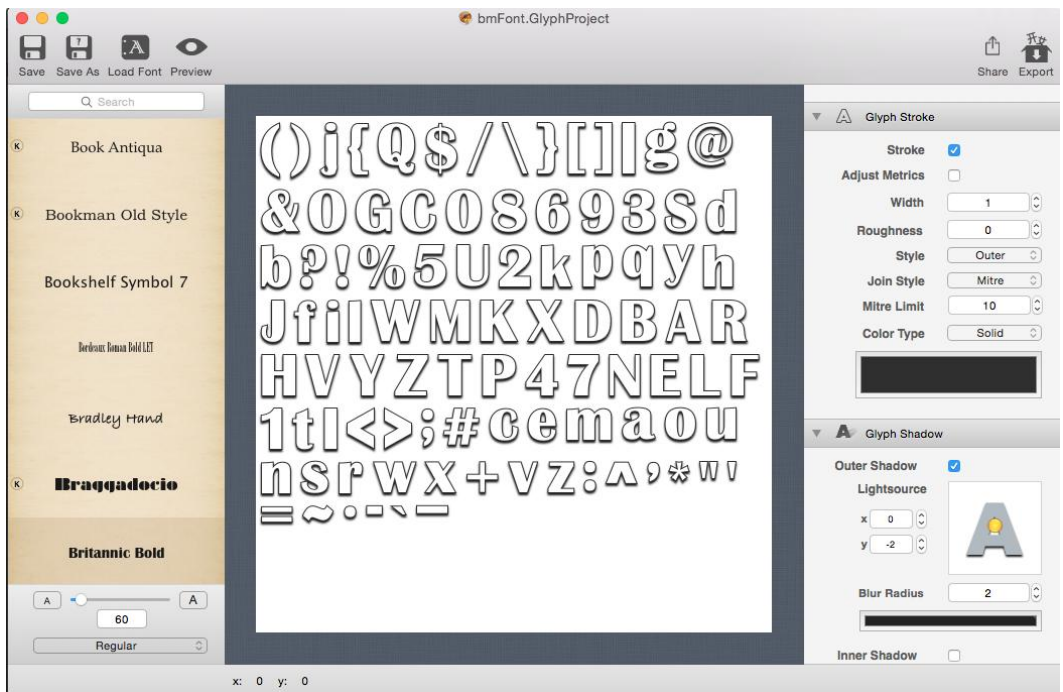
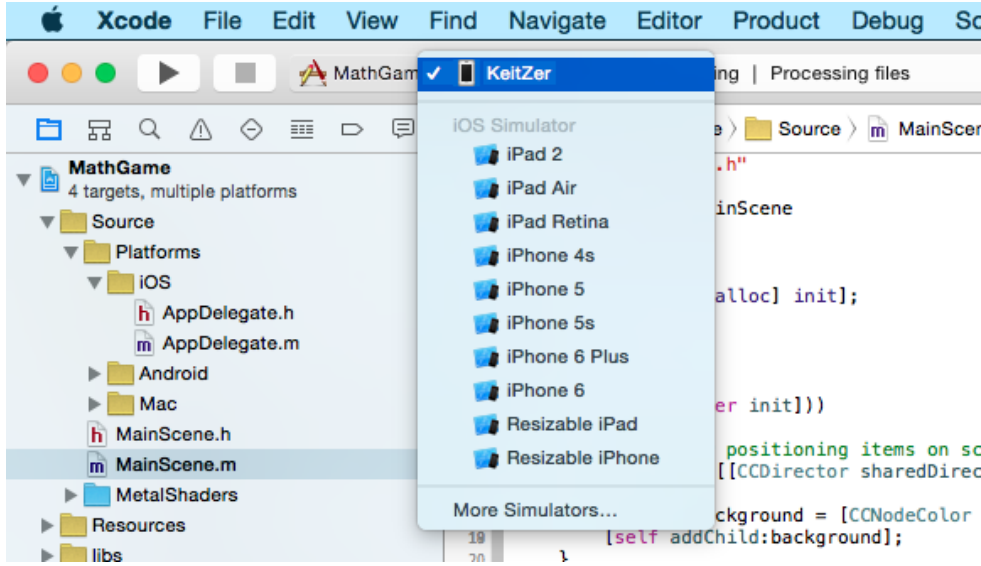
Menu

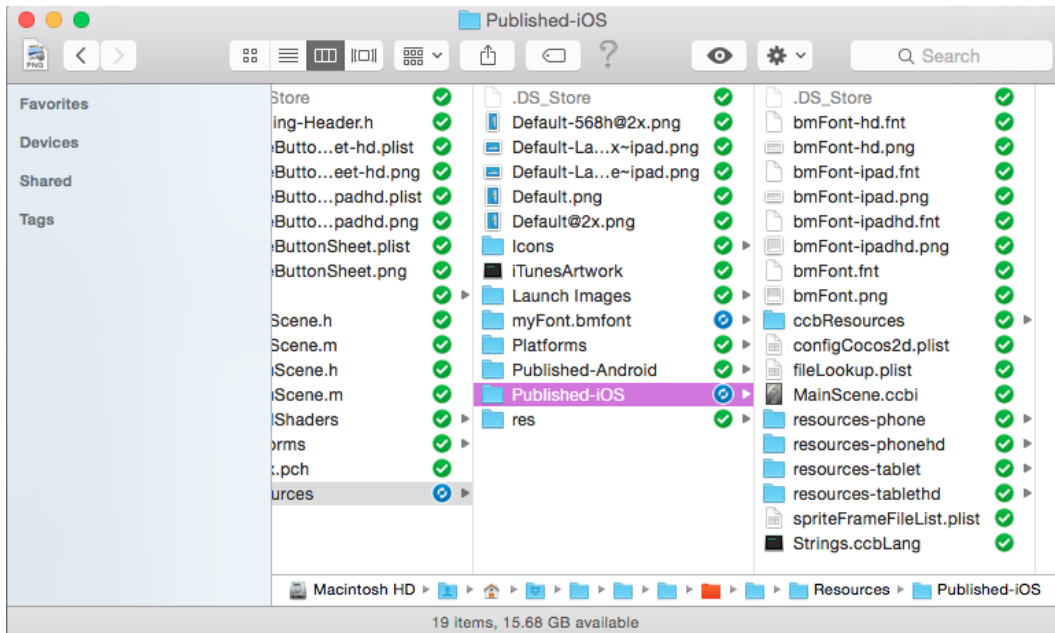
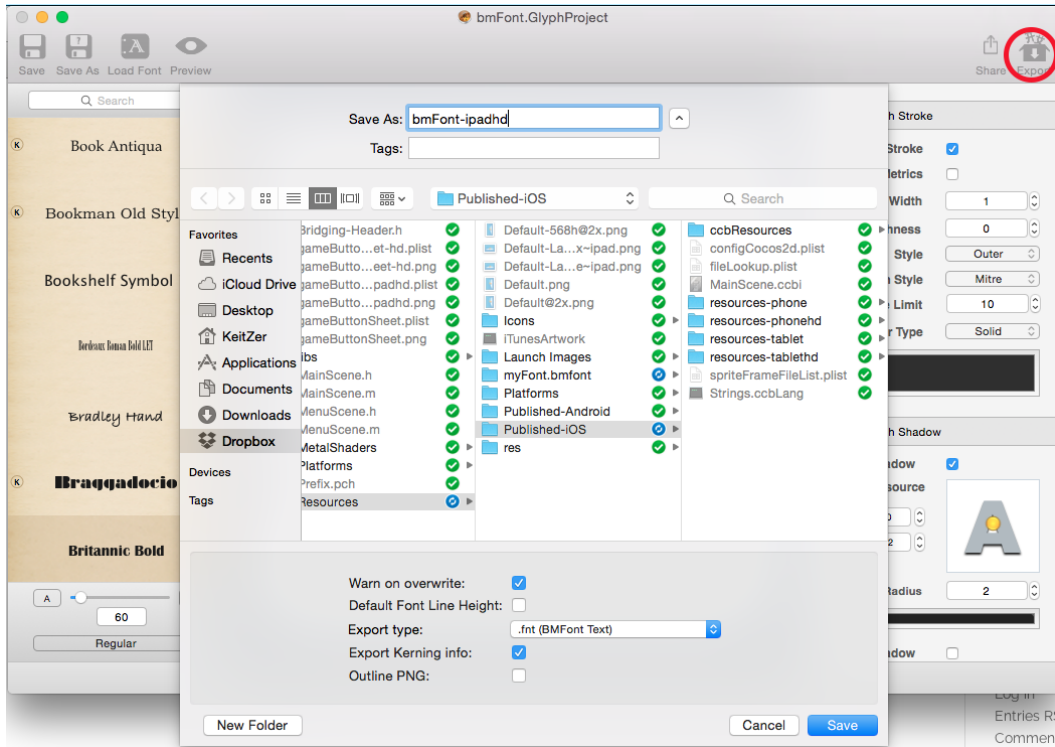
Restart

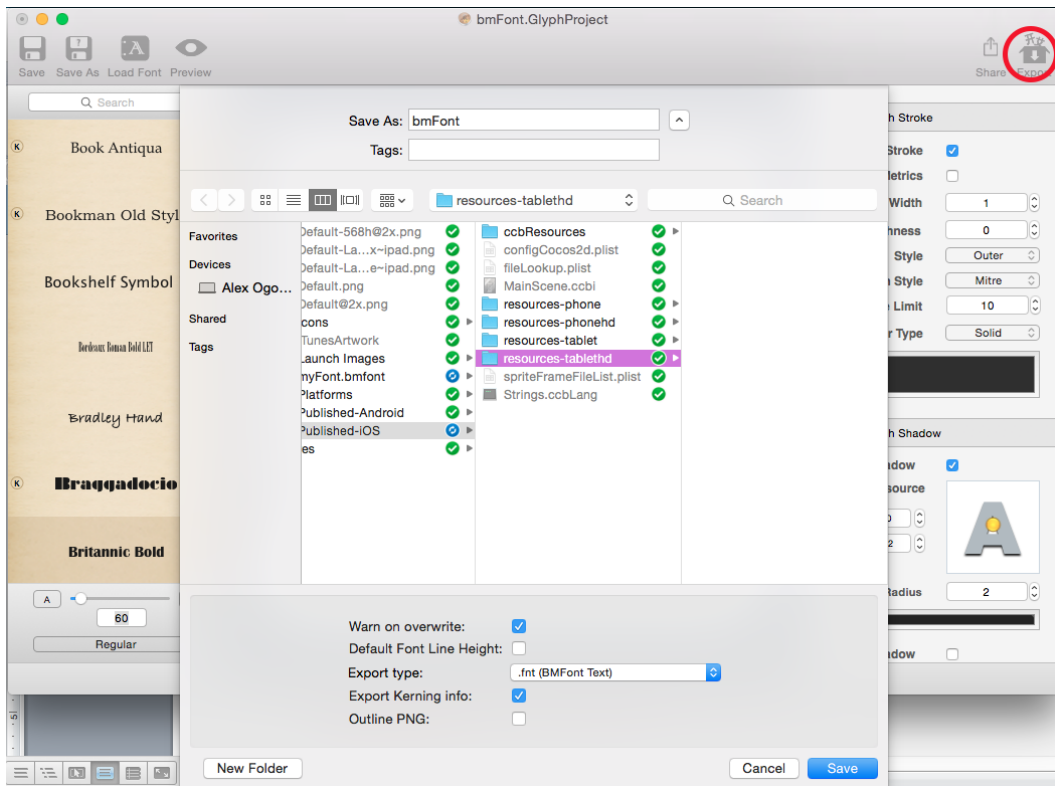
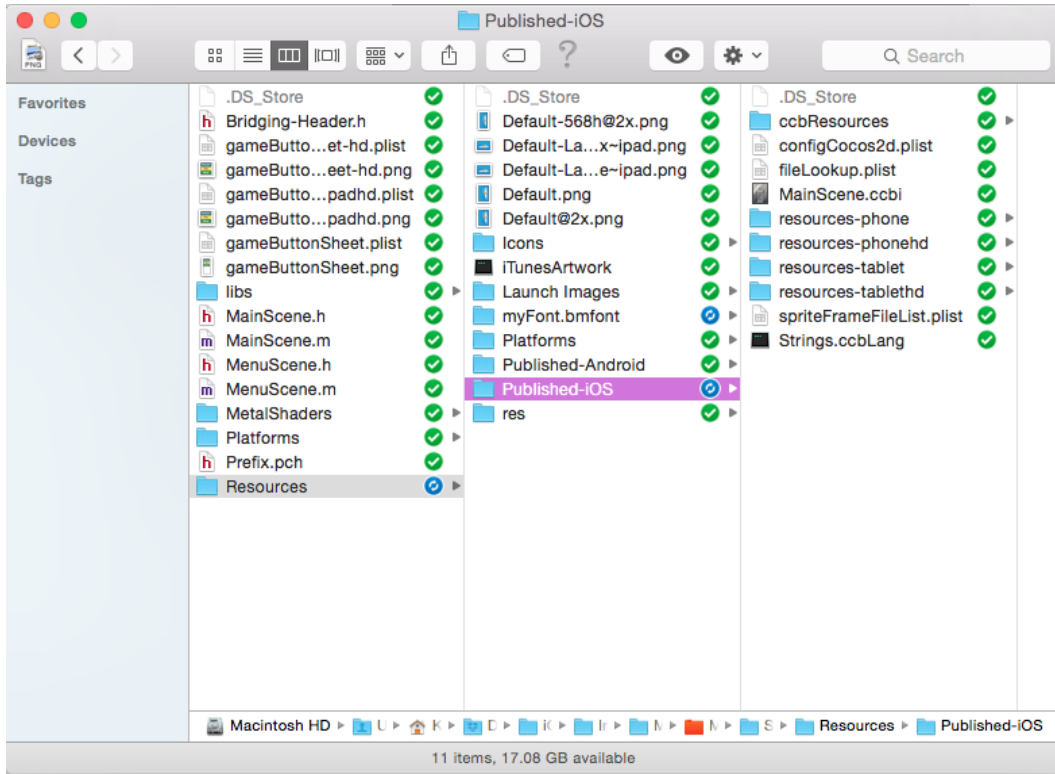
				2			2	

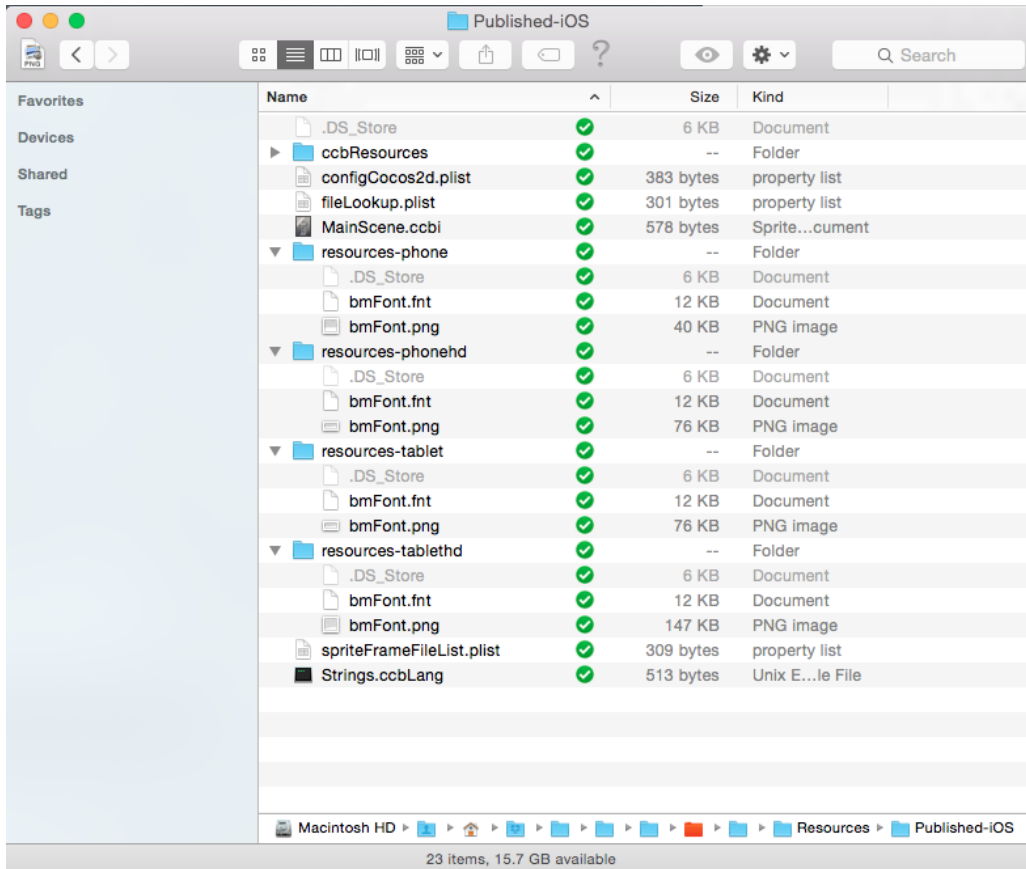








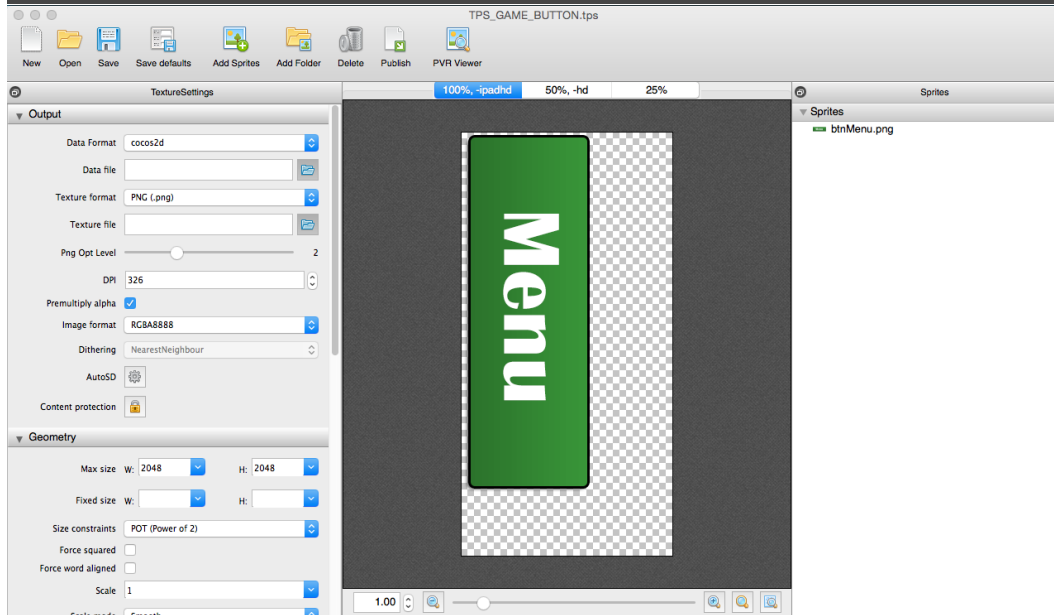


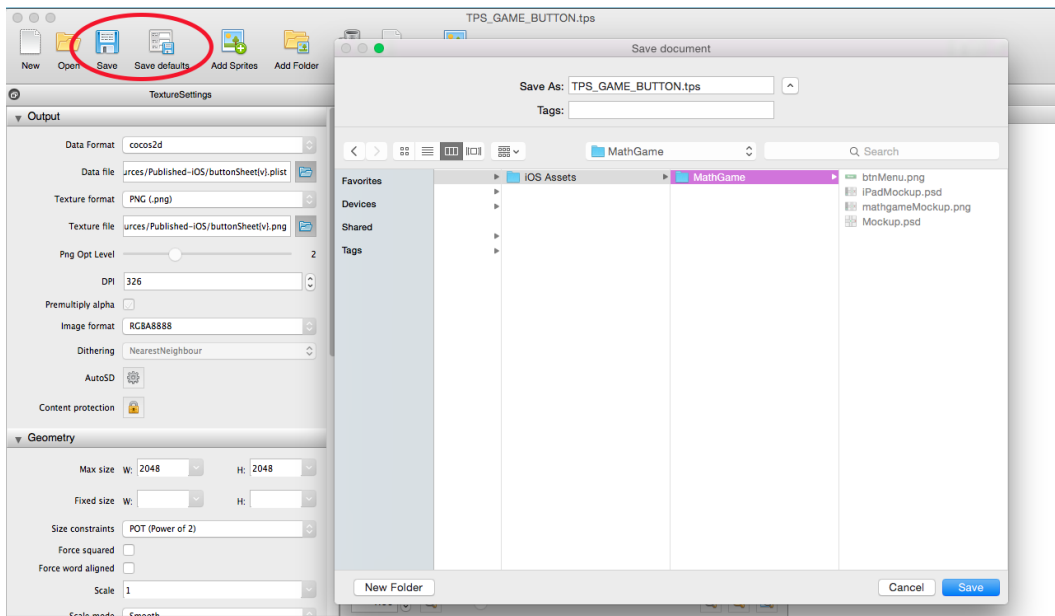
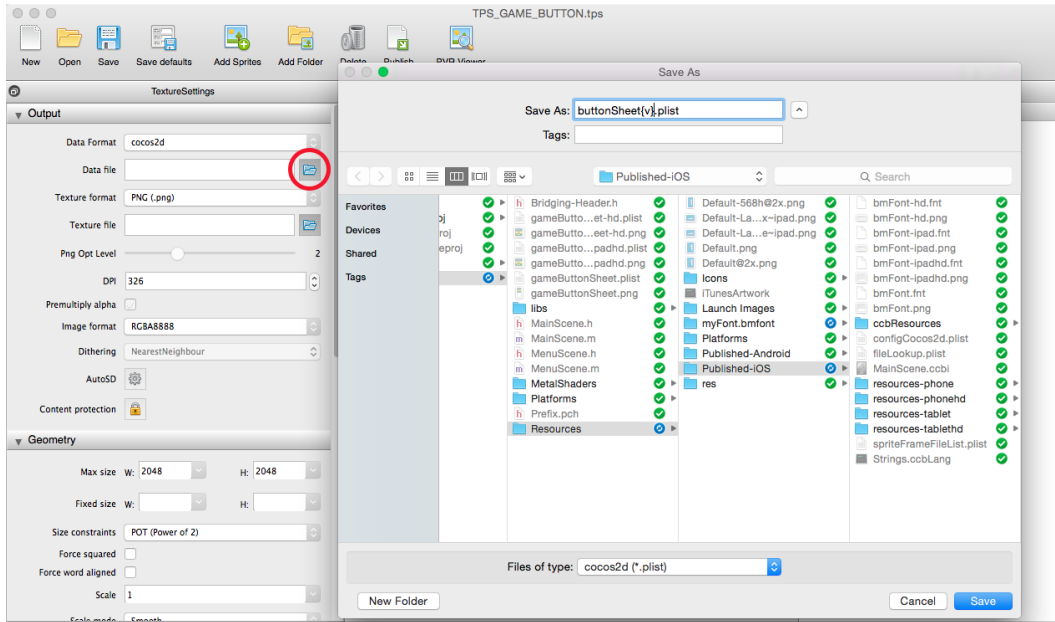


Turns Survived:
0

Units Killed:
0

Total Score:
1





Turns Survived:
0

Units Killed:
0

Total Score:
1

Menu

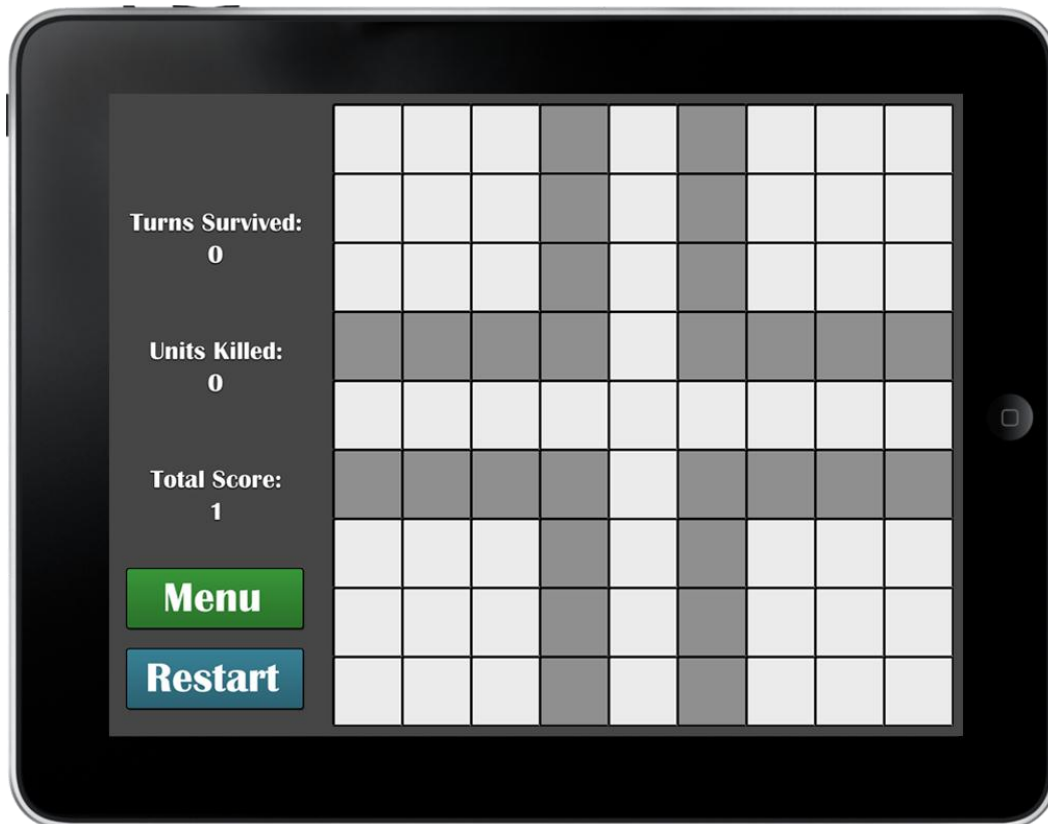
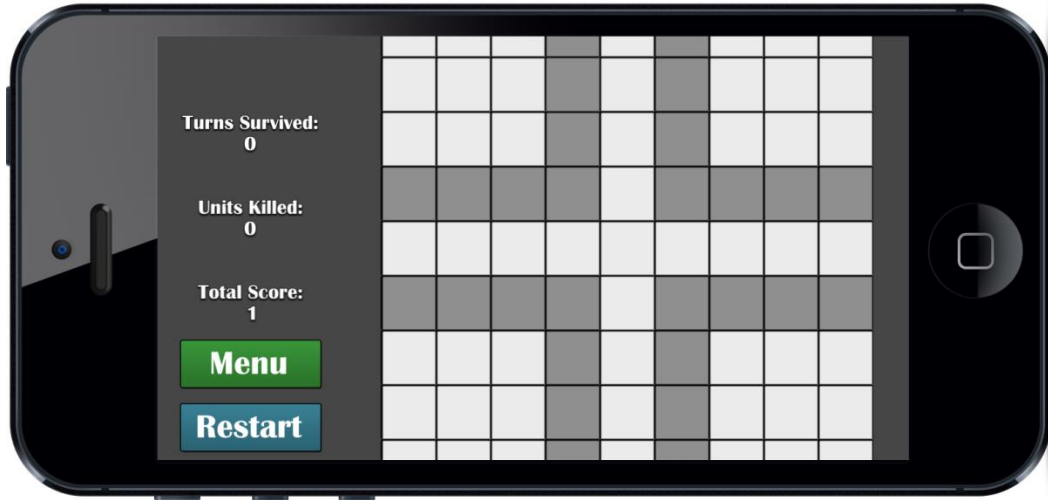
Turns Survived:
0

Units Killed:
0

Total Score:
0

Menu

Restart



Turns Survived:
0

Units Killed:
0

Total Score:
1

Menu

Restart

				1				
			2					

Turns Survived:
6

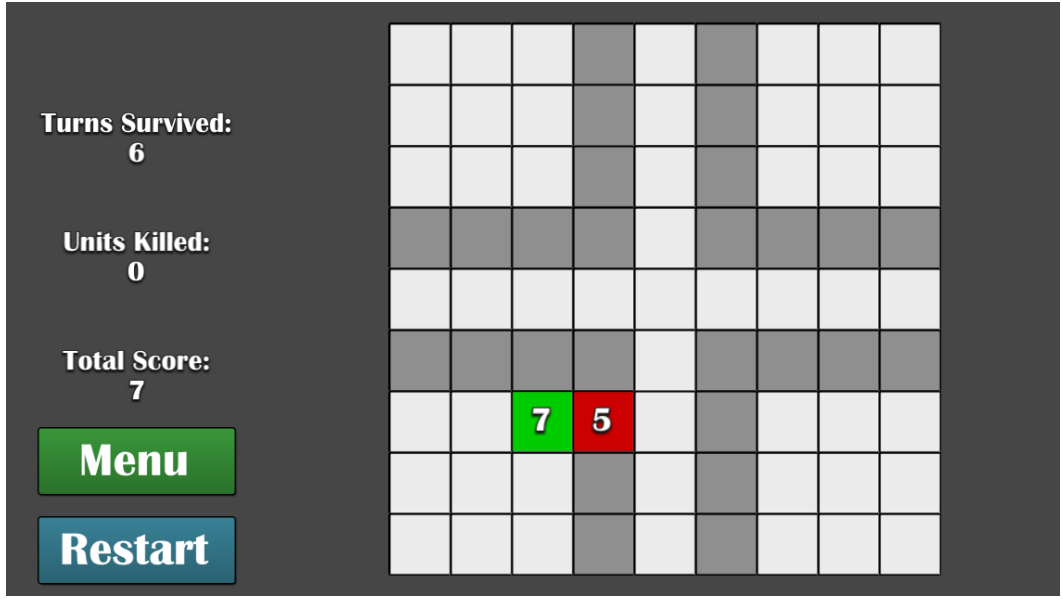
Units Killed:
0

Total Score:
7

Menu

Restart

		7	5					



```

MathGame - KaitZer
Finished running MathGame on KaitZer

Source > MainScene.m -init
cocos2d::GL supports NPOT textures: YES
cocos2d::GL supports discard_framebuffer: YES
cocos2d::GL supports shareable VAO: NO
cocos2d::CCGraphicsBufferClass: CCGraphicsBufferGLUnsynchronized
cocos2d::CCGraphicsBufferBindingsClass: CCGraphicsBufferBindingsGL

CCLabelBMFont *lblTurnsSurvivedDesc = [CCLabelBMFont labelWithString:@"Turns Survived:" fntFile:@"bmFont.fnt"];
lblTurnsSurvivedDesc.position = ccp(winSize.width * 0.1, winSize.height * 0.8);
[self addChild:lblTurnsSurvivedDesc];

CCLabelBMFont *lblUnitsKilledDesc = [CCLabelBMFont labelWithString:@"Units Killed:" fntFile:@"bmFont.fnt"];
lblUnitsKilledDesc.position = ccp(winSize.width * 0.1, winSize.height * 0.6);
[self addChild:lblUnitsKilledDesc];

CCLabelBMFont *lblTotalScoreDesc = [CCLabelBMFont labelWithString:@"Total Score:" fntFile:@"bmFont.fnt"];
lblTotalScoreDesc.position = ccp(winSize.width * 0.1, winSize.height * 0.4);
[self addChild:lblTotalScoreDesc];

CCLabelBMFont *lblTurnsSurvived = [CCLabelBMFont labelWithString:@"0" fntFile:@"bmFont.fnt"];
lblTurnsSurvived.position = ccp(winSize.width * 0.1, winSize.height * 0.75);
[self addChild:lblTurnsSurvived];

CCLabelBMFont *lblUnitsKilled = [CCLabelBMFont labelWithString:@"0" fntFile:@"bmFont.fnt"];
lblUnitsKilled.position = ccp(winSize.width * 0.1, winSize.height * 0.55);
[self addChild:lblUnitsKilled];

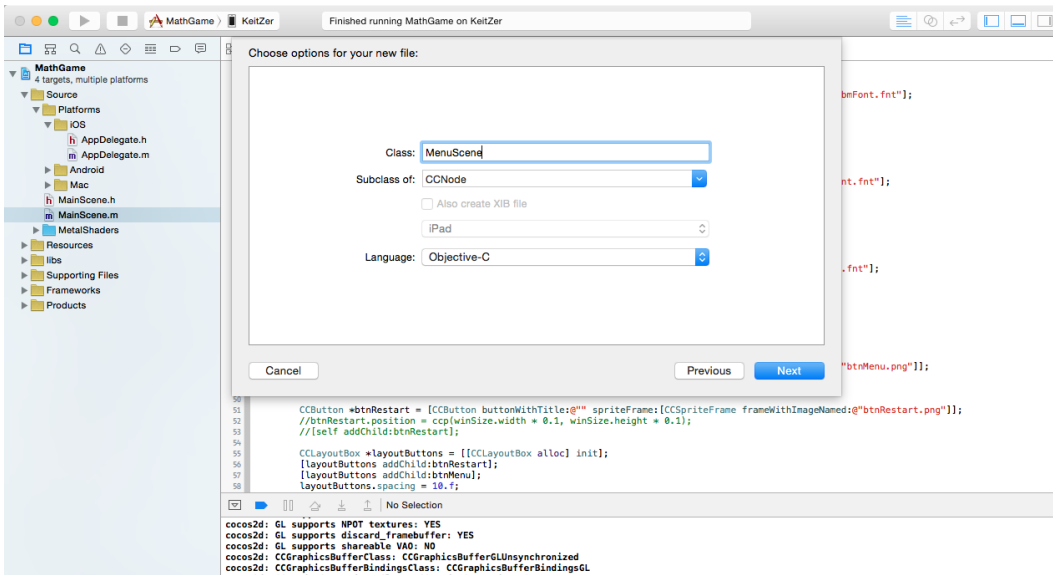
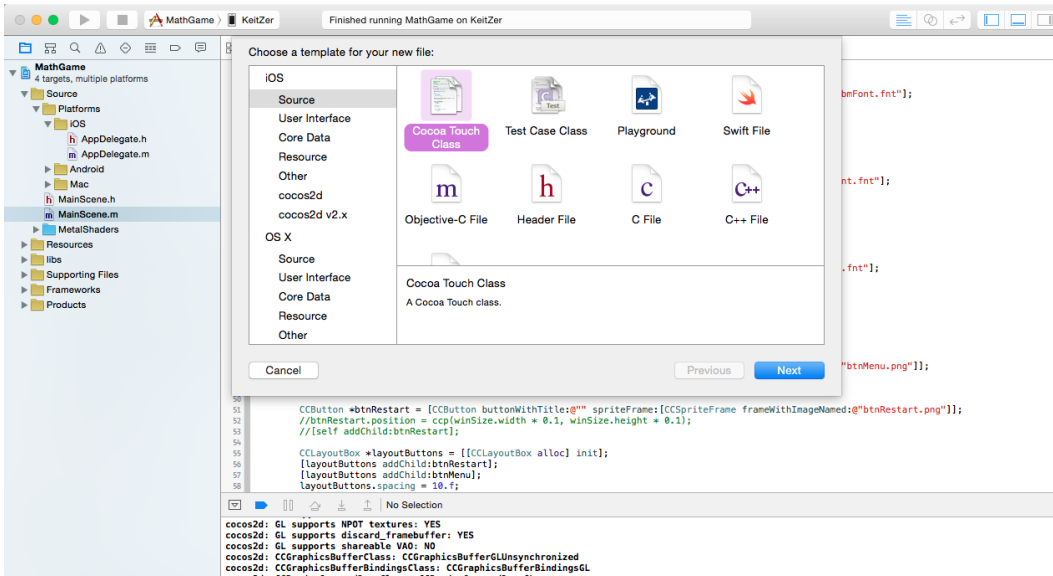
CCLabelBMFont *lblTotalScore = [CCLabelBMFont labelWithString:@"1" fntFile:@"bmFont.fnt"];
lblTotalScore.position = ccp(winSize.width * 0.1, winSize.height * 0.35);
[self addChild:lblTotalScore];

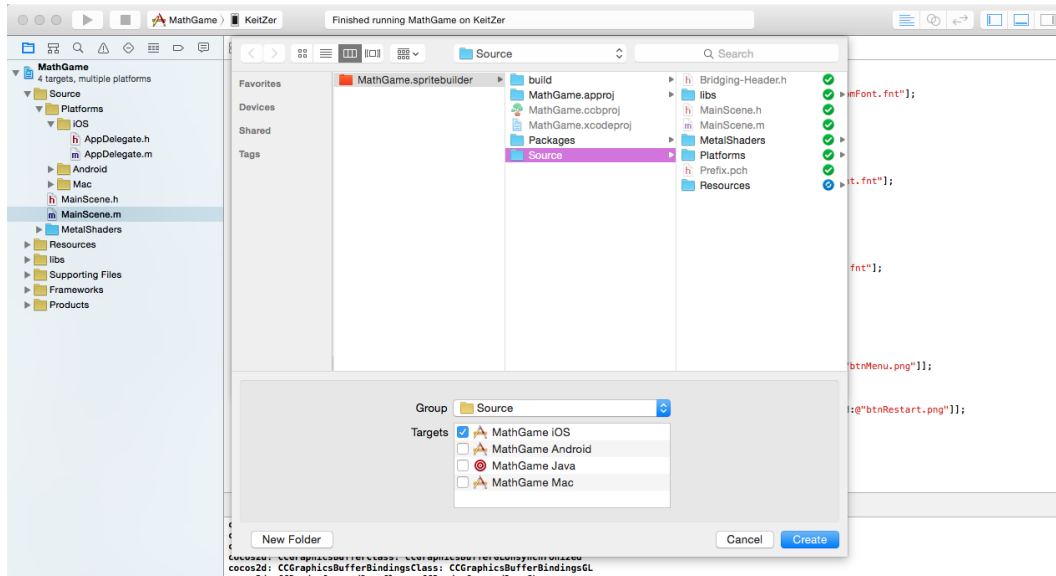
CCButton *btnMenu = [CCButton buttonWithTitle:@"Menu" spriteFrame:[CCSpriteFrame frameWithImageNamed:@"btnMenu.png"]];
//btnMenu.position = ccp(winSize.width * 0.1, winSize.height * 0.1);
//self addChild:btnMenu];

CCButton *btnRestart = [CCButton buttonWithTitle:@"Restart" spriteFrame:[CCSpriteFrame frameWithImageNamed:@"btnRestart.png"]];
//btnRestart.position = ccp(winSize.width * 0.1, winSize.height * 0.1);
//self addChild:btnRestart];

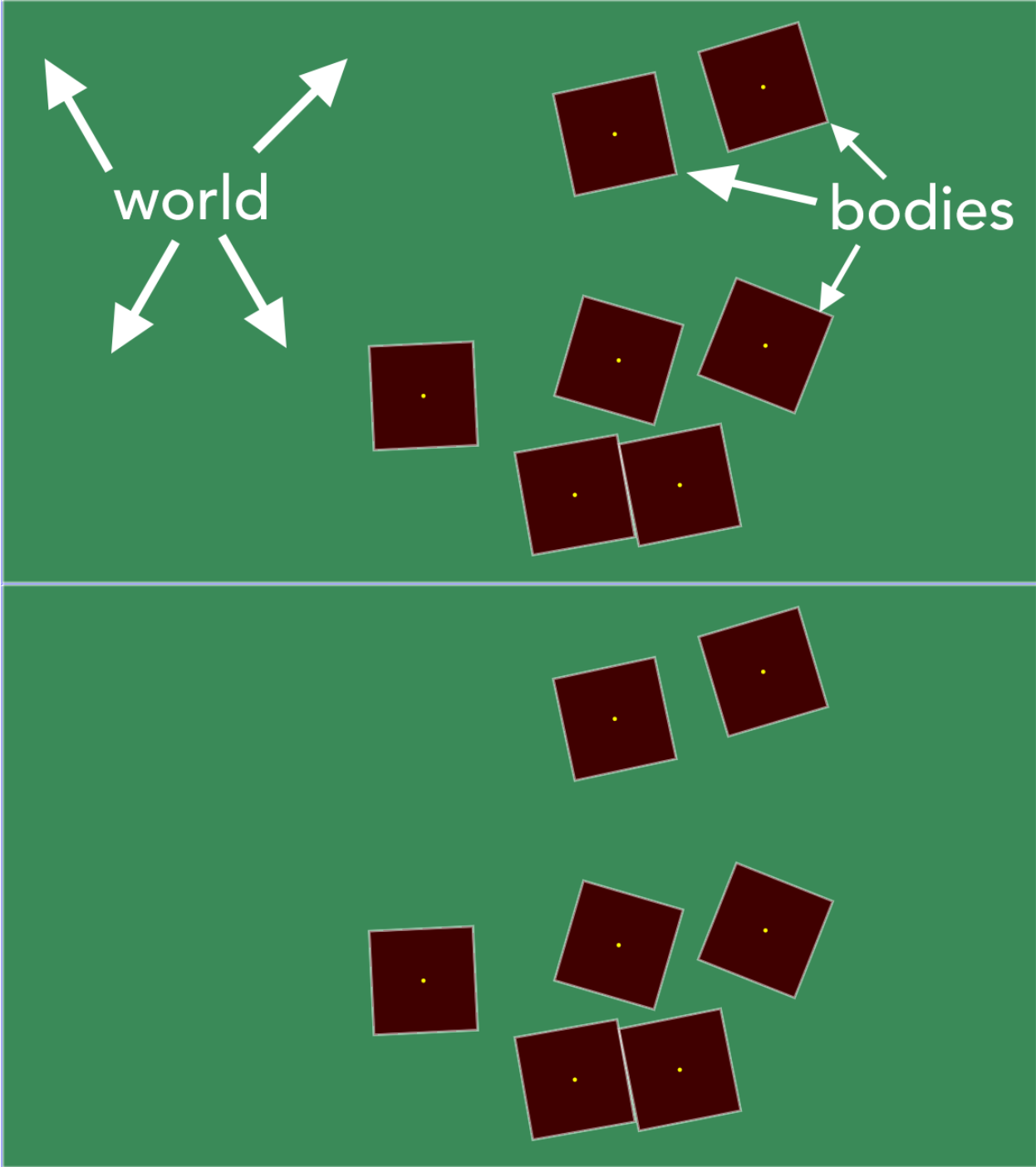
CCLayoutBox *layoutButtons = [[CCLayoutBox alloc] init];
[layoutButtons addChild:btnRestart];
[layoutButtons addChild:btnMenu];
layoutButtons.spacing = 10.f;

```





Chapter 3, Focusing on Physics



Chapter 4, Sound and Music

MathGame
4 targets, multiple platforms

- Source
 - Platforms
 - IOS
 - AppDelegate.h
 - AppDelegate.m
 - Android
 - Mac
 - MainScene.h
 - MainScene.m
 - MenuScene.h
 - MenuScene.m
 - Unit.h
 - Unit.m
 - MetalShaders
 - Resources
 - libs
 - Supporting Files
 - Frameworks
 - Products

Choose options for adding these files:

Destination: Copy items if needed

Added folders: Create groups
 Create folder references

Add to targets:

- MathGame iOS
- MathGame Android
- MathGame Java
- MathGame Mac

Cancel Finish

```
33     }  
34     return self;  
35 }
```

...e:88/255.f]};
...btnPlay.png"]];



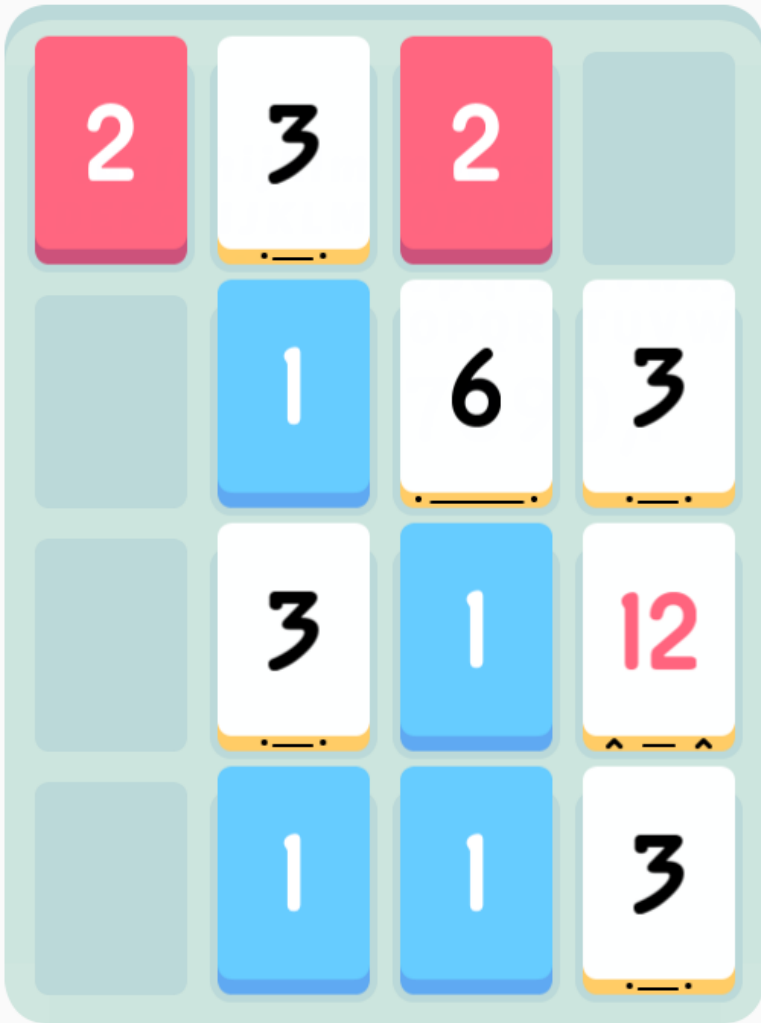
menu



next

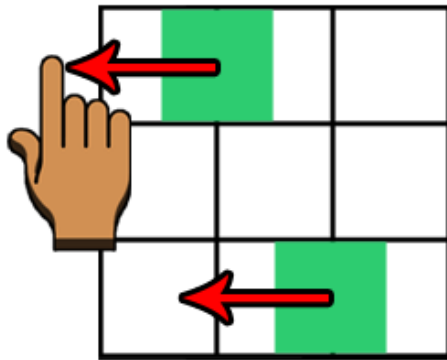


stats





Chapter 5, Creating Cool Content



Direction & Distance:

Top left; Bottom left
Move dist: -10

Result:

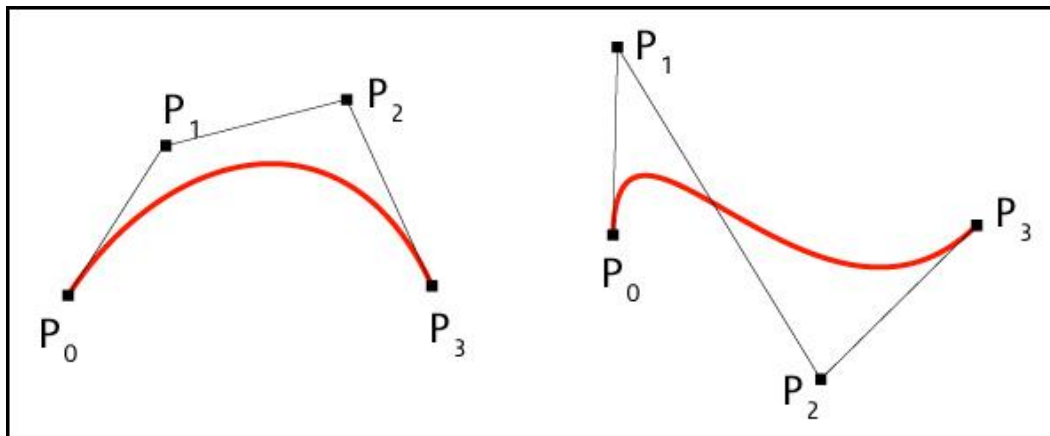
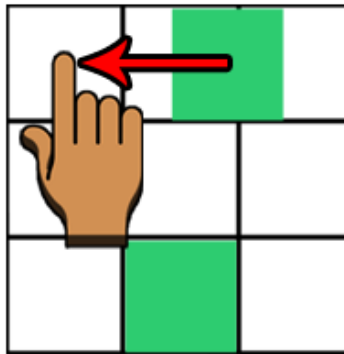
Both move left by 10

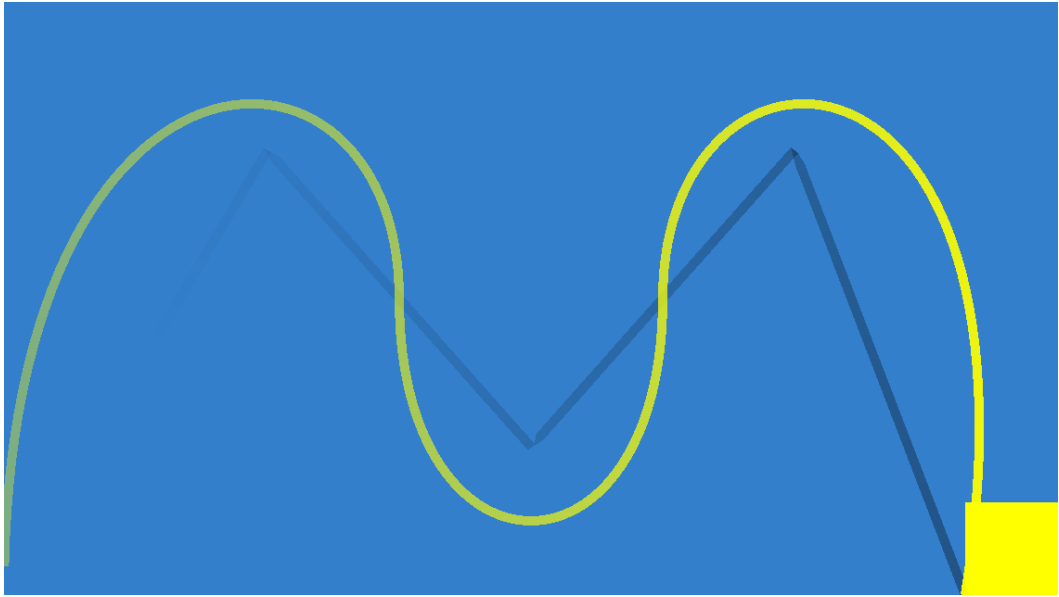
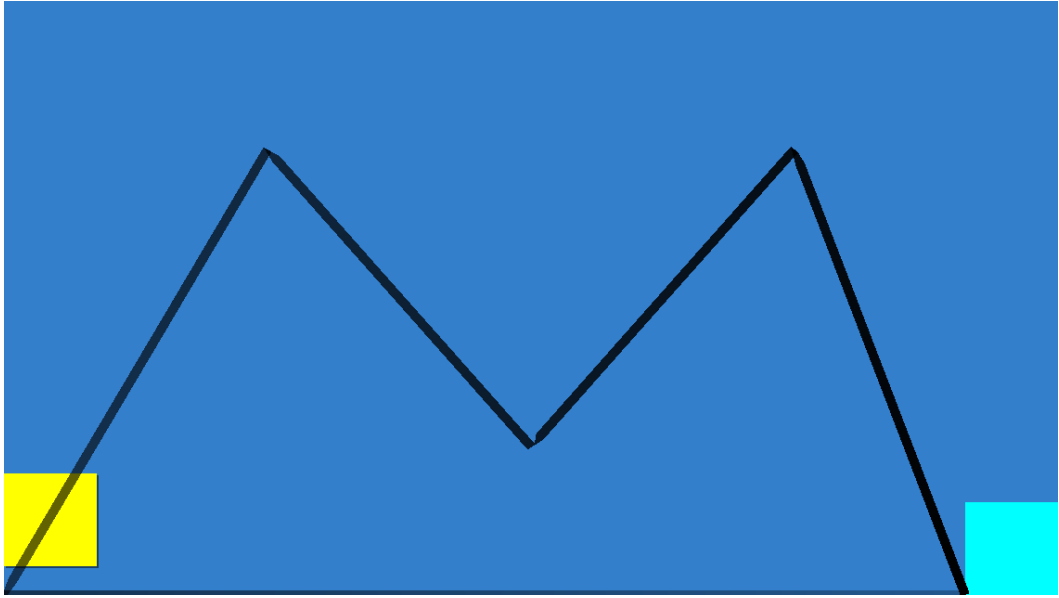
Direction & Distance:

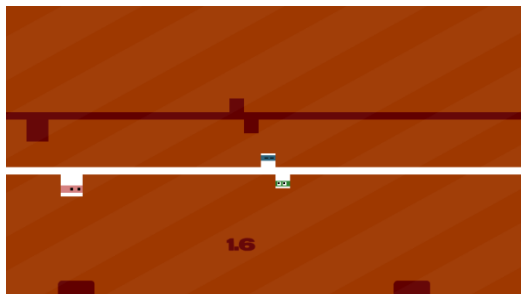
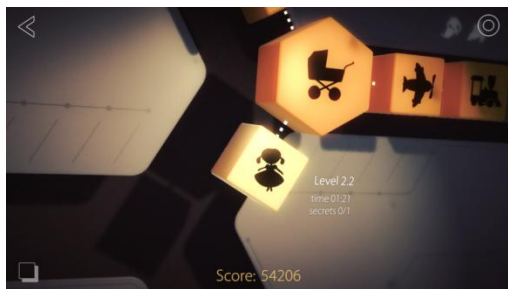
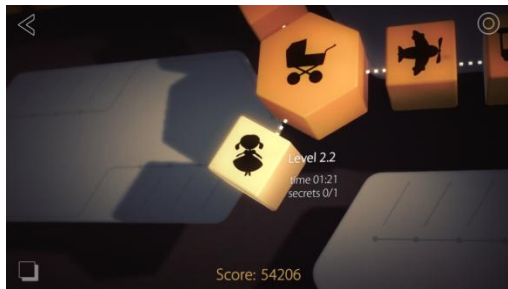
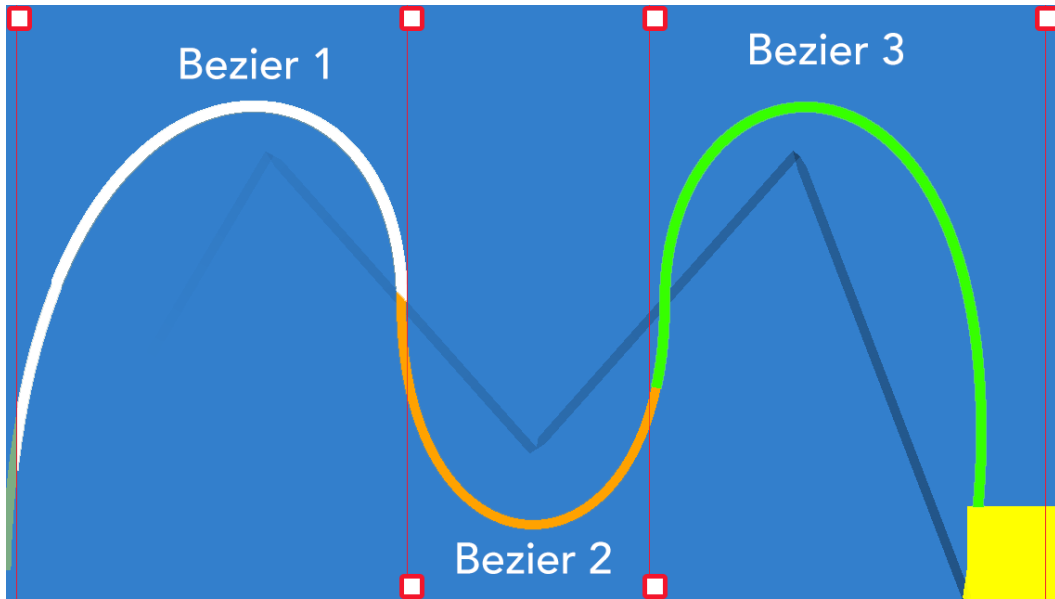
Top left; Bottom right
Move dist: -10

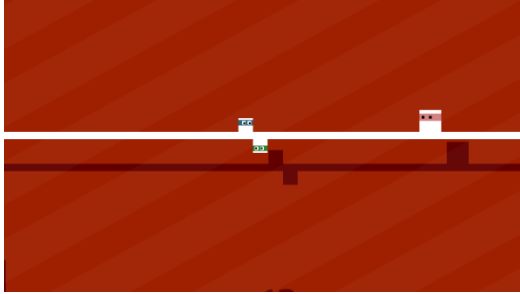
Result:

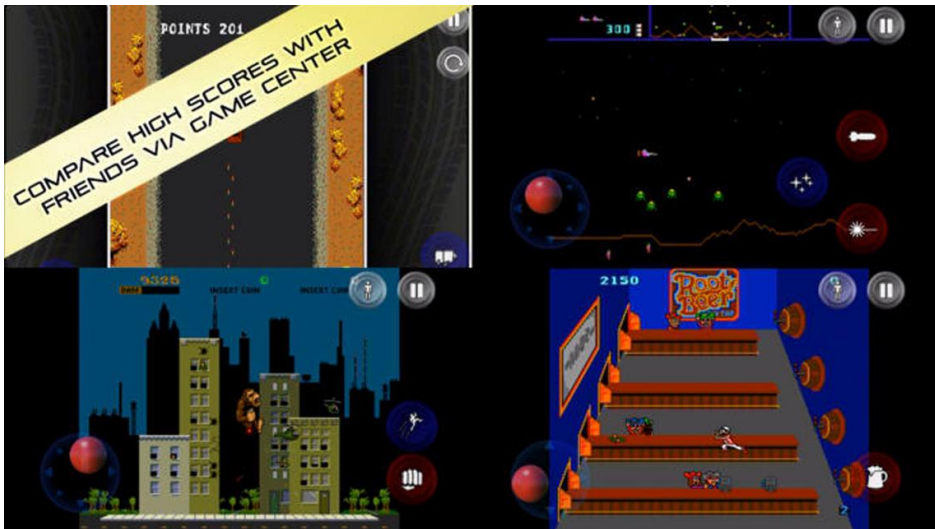
Top moves left 10
Bottom *doesn't*
move right 10

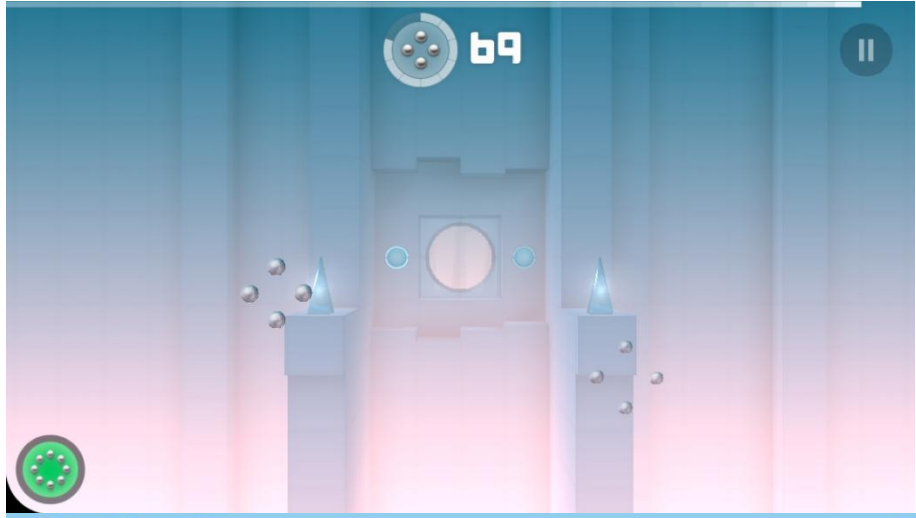


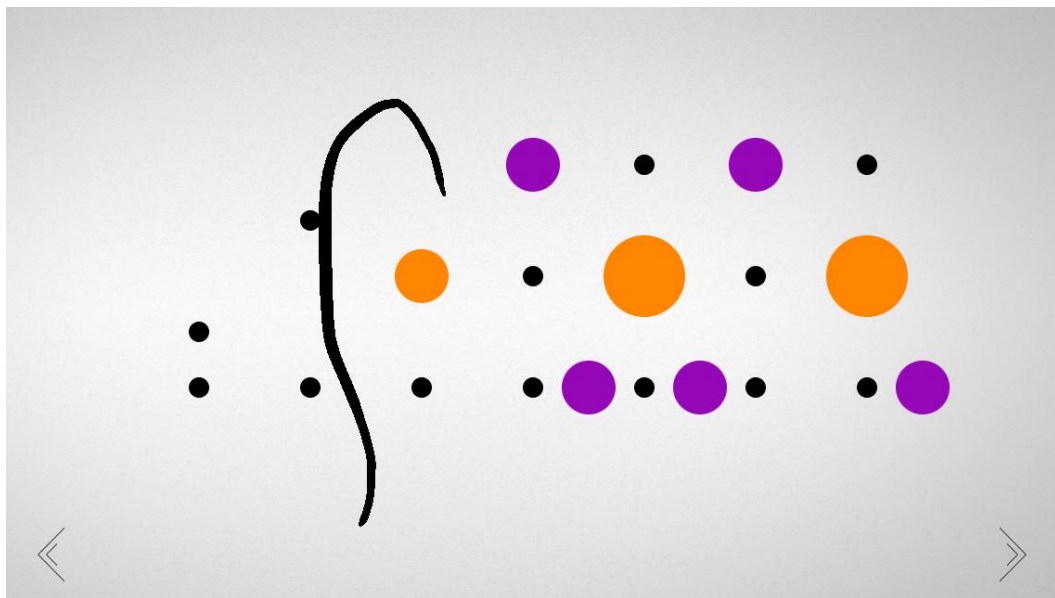






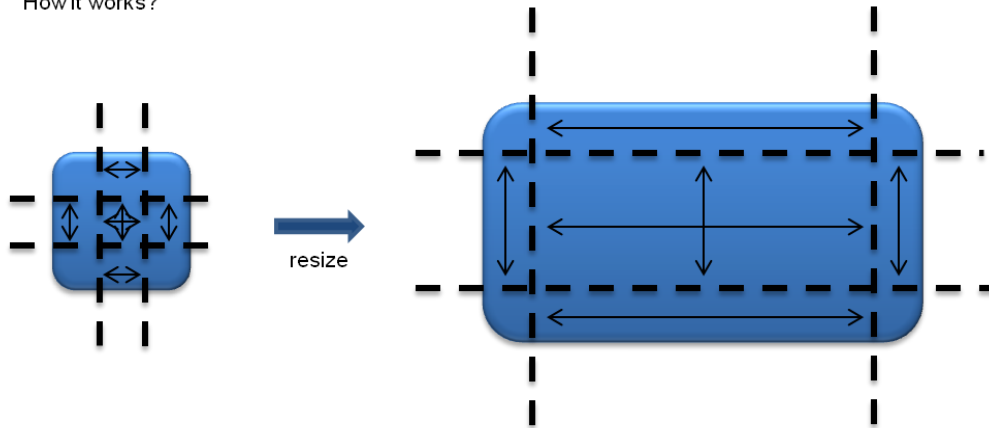






9-Patch Sprite

How it works?



Turns Survived:

0

Units Killed:

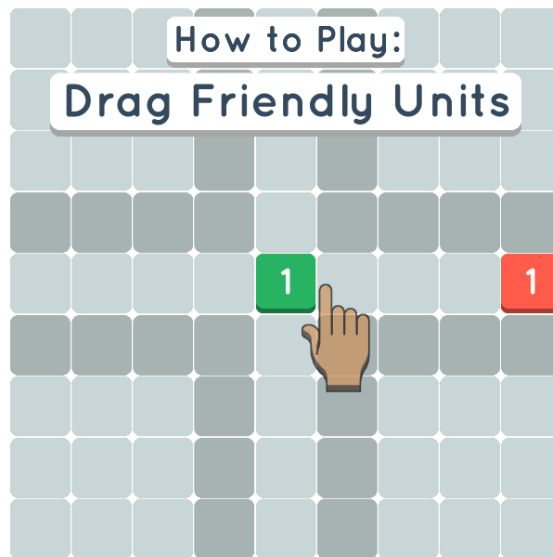
0

Total Score:

1

Menu ☰

Restart ↺



Turns Survived: 7
Units Killed: 0
Total Score: 21

Message Mail Twitter Facebook

Copy More


Menu ☰
Restart ↻

Turns Survived: 94
79
59
49

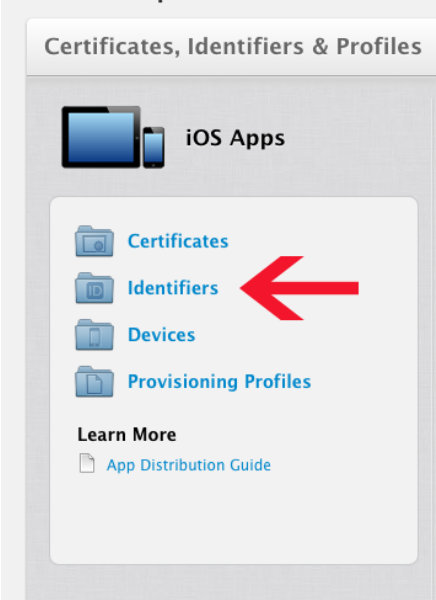
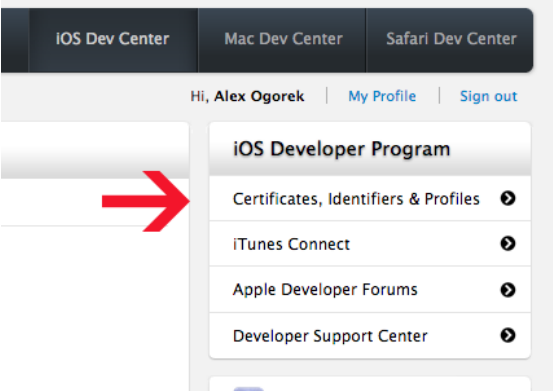
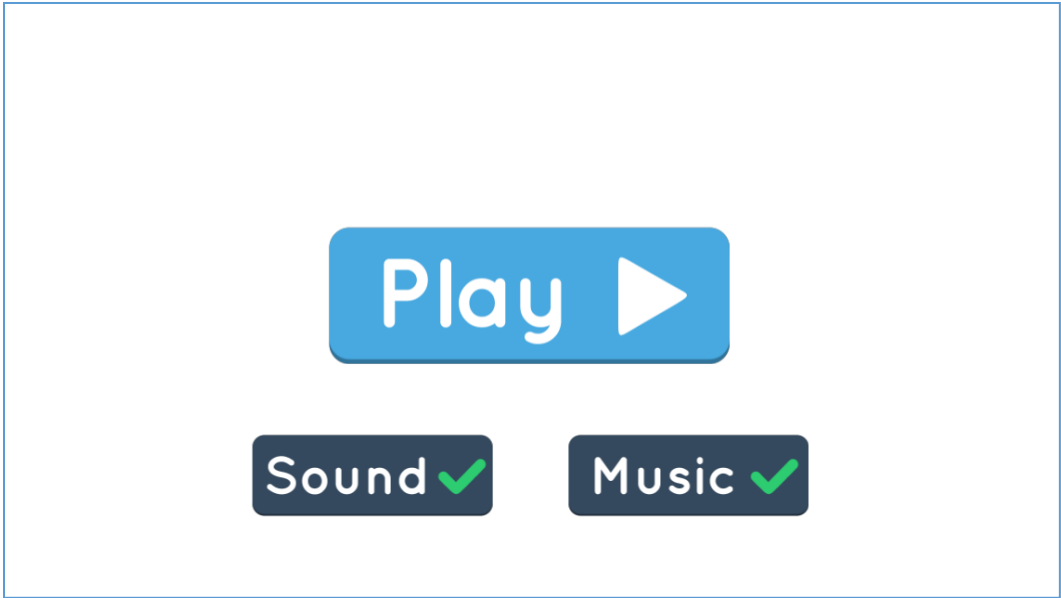
Cancel

Cancel Facebook Post

I scored 49 in MathGame! See if you can beat me! <https://itunes.apple.com/app/id123456789>



Q W E R T Y U I O P
A S D F G H J K L
↑ Z X C V B N M ↵
123 😊 🎤 space return



- App Groups
- Merchant IDs
- Devices
 - All
- Provisioning Profiles
 - All
 - Development
 - Distribution

App ID Description

Name:
You cannot use special characters such as @, &, *, ', ',"

App ID Prefix

Value:

App ID Suffix

Explicit App ID
 If you plan to incorporate app services such as Game Center, In-App Purchase, Data Protection, and iCloud, or want a provisioning profile unique to a single app, you must register an explicit App ID for your app.

To create an explicit App ID, enter a unique string in the Bundle ID field. This string should match the Bundle ID of your app.

Bundle ID:
We recommend using a reverse-domain name style string (i.e., com.domainname.appname). It cannot contain an asterisk (*).

Wildcard App ID
 This allows you to use a single App ID to match multiple apps. To create a wildcard App ID, enter an asterisk (*) as the last digit in the Bundle ID field.

[General](#)
[Capabilities](#)
[Info](#)
[Build Settings](#)
[Build Phases](#)
[Build Rules](#)

PROJECT

- MathGame

TARGETS

- MathGame iOS
- MathGame Android
- MathGame Java
- MathGame Mac

Identity

Bundle Identifier:

Version:

Build:

Team:

Apple Inc. [US]
<https://itunesconnect.apple.com/We>

iTunes Connect My Apps ▾

+
⋮

New iOS App

Name ?

Version ?

Primary Language ?

SKU ?

Bundle ID ?

Register a new bundle ID on the [Developer Portal](#).

Cancel

Create

Versions

Prerelease

Pricing

In-App Purchases

Game Center

More ▾

1.0

Cubic! - Game Center

Enable Game Center

To add Game Center to your app binary, you must include the feature in the Game Kit framework. You can start by enabling Game Center for a single game or a group of games. Both options enable multiplayer features including compatibility across multiple apps.



Single Game

Select this option if your app has its own set of leaderboards and achievements.

Enable for Single Game



Group of Games

Select this option if this app shares leaderboards and achievements with other apps you have provided.

Enable for Group Games

Cancel

Single Leaderboard

Leaderboard Reference Name ?

Leaderboard ID ?

Score Format Type ?

Score Submission Type Best Score Most Recent Score ?

Sort Order Low to High High to Low ?

Score Range (Optional) To ?
0 999999

Leaderboard Localization

You must add at least one language below. For each language, provide a score format and a leaderboard name.

[Add Language](#)

1 Localization

Image	Language	Leaderboard Name	Score Format	
	English	Total Score	Integer (100,000,122)	Delete

Add Language

Language ?

Name ?

Score Format ?

Score Format Suffix ?

Score Format Suffix (Plural) ?

Image(Optional) [Choose File](#) ?

[Cancel](#) [Save](#)

bo

must add at least one language below. For each language, provide a score format and a leaderboard name.

[Add Language](#)

MathGame

General Capabilities Info Build Settings Build Phases Build Rules

PROJECT
MathGame

TARGETS
MathGame iOS
MathGame Android
MathGame Java
MathGame Mac

+

Q Search

▶ Target Dependencies (1 item)

▶ Run Script x

▶ Compile Sources (6 items) x

▼ Link Binary With Libraries (11 items) x

Name	Status
libcocos2d.a	Required ⇅
GLKit.framework	Required ⇅
QuartzCore.framework	Required ⇅
OpenGL.framework	Required ⇅
OpenAL.framework	Required ⇅
AudioToolbox.framework	Required ⇅
AVFoundation.framework	Required ⇅
UIKit.framework	Required ⇅
Foundation.framework	Required ⇅
CoreGraphics.framework	Required ⇅
CoreText.framework	Required ⇅

+ - Drag to reorder frameworks

▶ Compile Metal Shaders x

▶ Copy Bundle Resources (22 items) x

e

Choose frameworks and libraries to add:

🔍 gamekit

- ▼ iOS 8.1
 - GameKit.framework**

Add Other... Cancel Add

CoreGraphics.framework

CoreText.framework

+ -

Drag

< Settings Game Center

and invite you to multiplayer games over Wi-Fi or Bluetooth.

GAME CENTER PROFILE



FRIEND RECOMMENDATIONS



Contacts



Facebook



Get personalized friend recommendations by uploading your contacts or connecting with Facebook.

DEVELOPER

Sandbox



Logging



[Export Logs](#)

MathGame > Source > MainScene.m > -getRandomEnemy

```

1 #import "MainScene.h"
2 #import "MenuScene.h"
3 #import "Unit.h"
4 #import "GameOverScene.h"
5
6 NSString *const DataHighScores = @"highScores";
7 NSString *const DictTotalScore = @"totalScore";
8 NSString *const DictTurnsSurvived = @"turnsSurvived";
9 NSString *const DictUnitsKilled = @"unitsKilled";
10 NSString *const DictHighScoreIndex = @"hsIndex";
11
12 NSString *const KeySound = @"keySound";
13 NSString *const KeyMusic = @"keyMusic";
14 NSString *const KeyFinishedTutorial = @"keyFinishedTutorial";
15
16 @implementation MainScene
17
18 +(CCScene *)scene
19 {
20     return [[self
21
22 }
23
24 -(id)init
25 {
26     if ([self isKindOfClass:[CCScene class]])
27     {
28         //used for
29         winSize
30         isSound
31
32         CCNode *
33         backgro
34         backgro
35         [self a
36
37         CCLabel *
38         lblTurn
39         [self a
40
41         lblTurn
42         [self a
43
44         CCLabel *
45         lblUnit
46         [self a
47
48         [self addChild:[CCLabelWithString:@"Total Score"]];
49
50         [self addChild:[CCLabelWithString:@"Turns Survived"]];
51
52         [self addChild:[CCLabelWithString:@"Units Killed"]];
53
54         [self addChild:[CCLabelWithString:@"High Scores"]];
55
56         [self addChild:[CCLabelWithString:@"Key Sound"]];
57
58         [self addChild:[CCLabelWithString:@"Key Music"]];
59
60         [self addChild:[CCLabelWithString:@"Key Finished Tutorial"]];
61
62     }
63 }

```

MathGame > 4 targets, multiple platforms

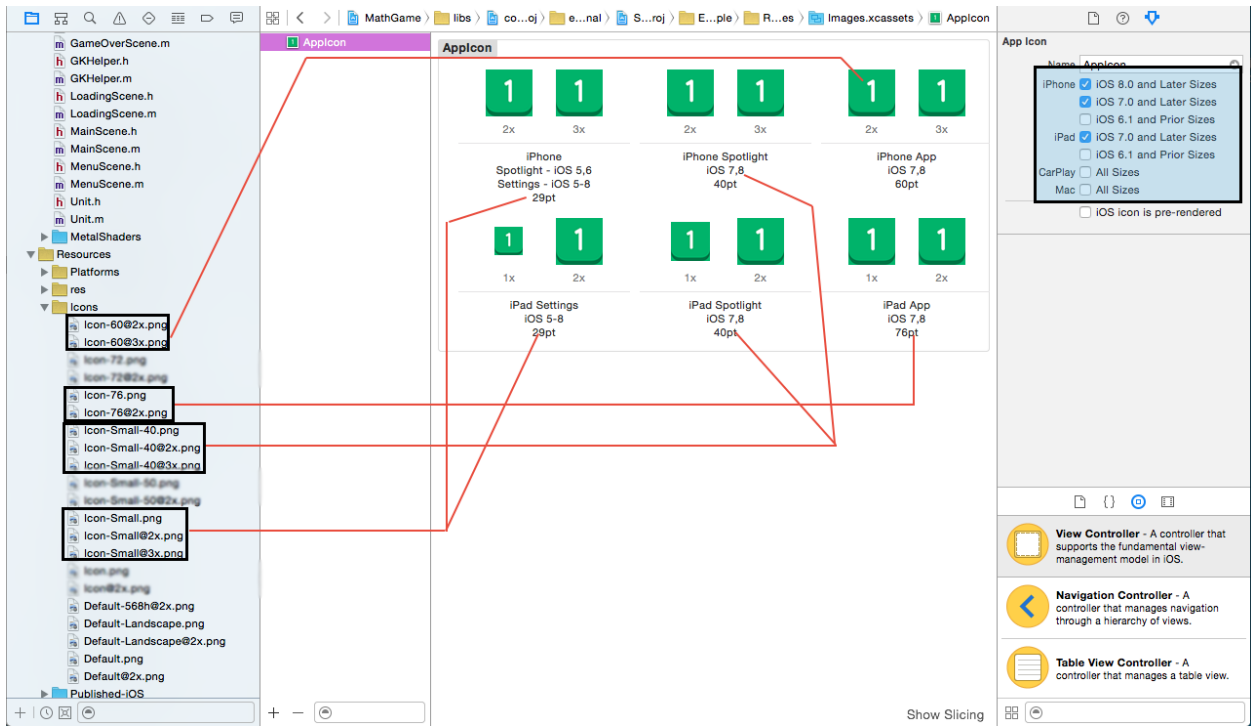
PROJECT: MathGame

TARGETS:

- MathGame iOS
- MathGame Android
- MathGame Java
- MathGame Mac

General tab:

- Hide status bar:
- App Icons and Launch Images:
 - App Icons Source: (highlighted with a red box)
 - Launch Images Source:
 - Launch Screen File:
- Embedded Binaries: Add embedded binaries here



All Applications > TestAppName > iPhone SDK

Your new application '██████████' was successfully created.

Your unique application key is: ██████████

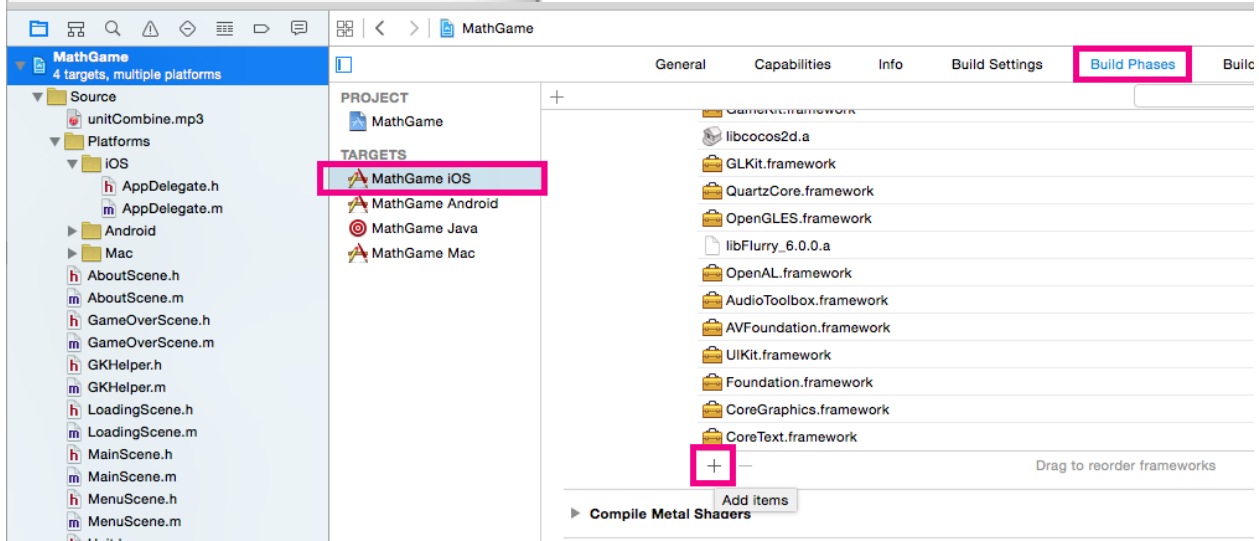
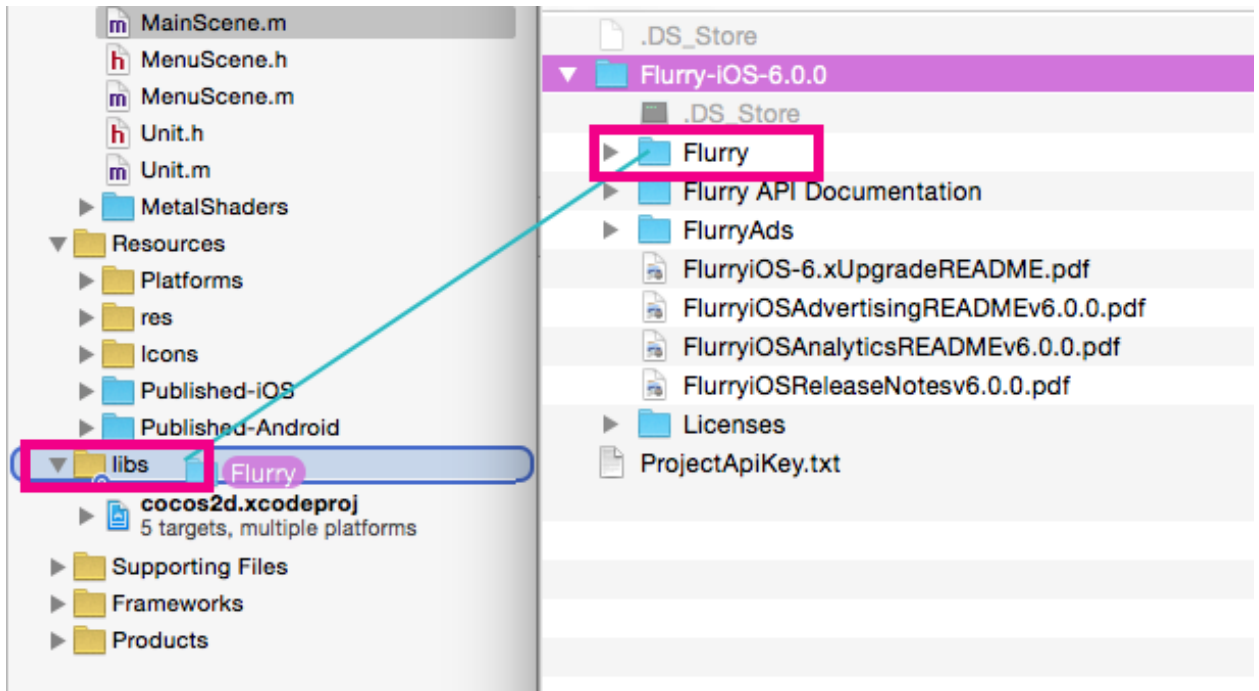
Download the Flurry SDK (viPhone SDK 6.0.0) for iPhone [Download](#)

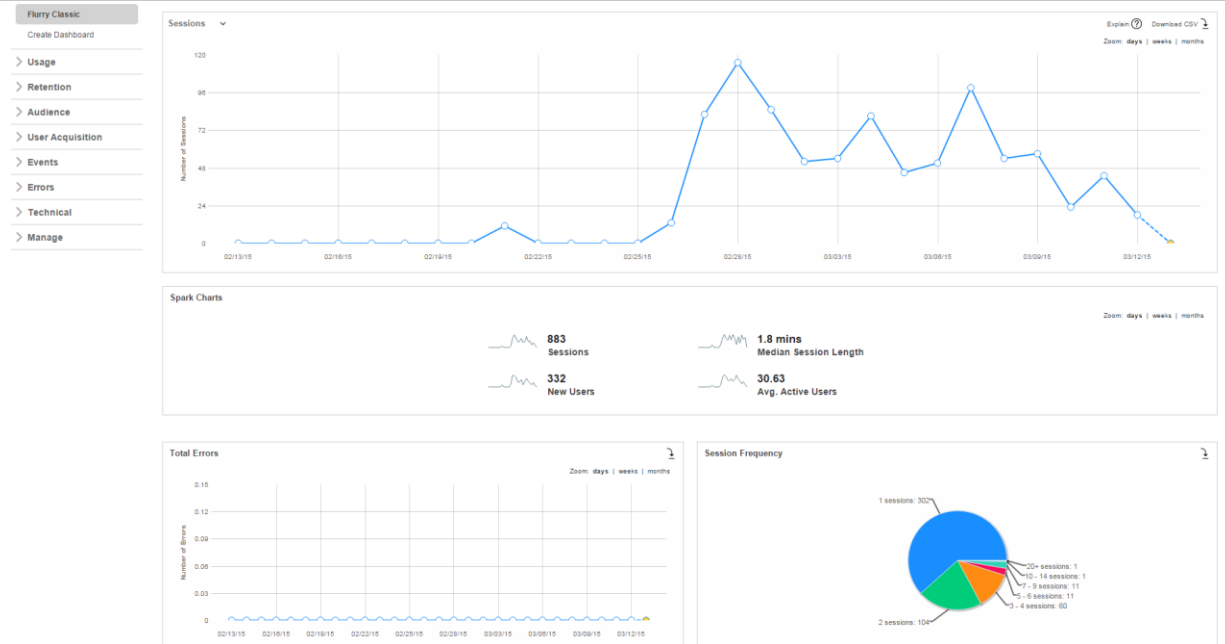
Please note: Flurry's latest SDKs (5.4 and above) are compatible with Xcode 6. If you are developing in Xcode 5 please use our SDK 5.3. You can download Flurry SDK 5.3 [from this link](#).

[Analytics Integration Instructions](#)

[Flurry Publisher Integration Instr](#)

[Release Notes](#)





Set up Beta testers

Change the price of your app

View app's reviews

Submit app once ready

Manage LBs/Achievements

Manage In-App Purchases

Screenshots and Video Preview for the...

- iPad
- iPhone Pre-5
- iPhone 5/5s/5c
- iPhone 6+
- iPhone 6

0/1 App Video Preview and 0/5 Screenshots

Cubicle! Version 1.0 Save Submit for Review

The name that will appear in the App Store

Name: Cubicle!

Description: [Large text area]

Keywords: [Text area]

Support URL: <http://example.com>

Marketing URL:

Privacy Policy URL:

Words people can search to find your app/game in the App Store

Your website

The description of the app in the App Store

General App Information

Cubicle! Version 1.0 Save Submit for Review

Copyright Information

General App Information

App Icon (1024x1024)

App's ID

Version # of current version

Categories the app will appear under

Rating of your app (eg: 4+, 9+, etc)

Which Build you want to submit for this version

Your contact information

Copyright

Trade Representative Contact Information

First name, Last name, App, website, URL (optional), Phone number, Email

Routing App Coverage File

Build

Submit your builds using Xcode 5.1.1 or later, or Application Loader 3.0 or later.

Cubicle! Version 1.0 Save Submit for Review

Game Center Enabling LBs/Achievements

Newsstand

App Review Information

Contact Information

First name, Last name, Phone number, Email

Demo Account

Username, Password

Notes to the reviewer

Version Release

This app version can be automatically released right after it has been approved by [Account]

Automatically release this version

Manually release this version

When the game should be released

Additional Information


Status History

Version Summary

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Organizer — Archives

Projects Archives



Cubic!

MathGame

Archive Type: iOS App Archive

Creation Date: February 8, 2015 at 9:20 PM

Version: 1.0


Identifier: com.keitgames.cubic

Estimated App Store Size:

Name	Creation Date	Comment	Status
MathGame	February 8, 2015 at 9:20 PM		

Projects Archives


Summary:



MathGame.ipa

Signing Identity: iPhone Distribution: Alex Ogorek

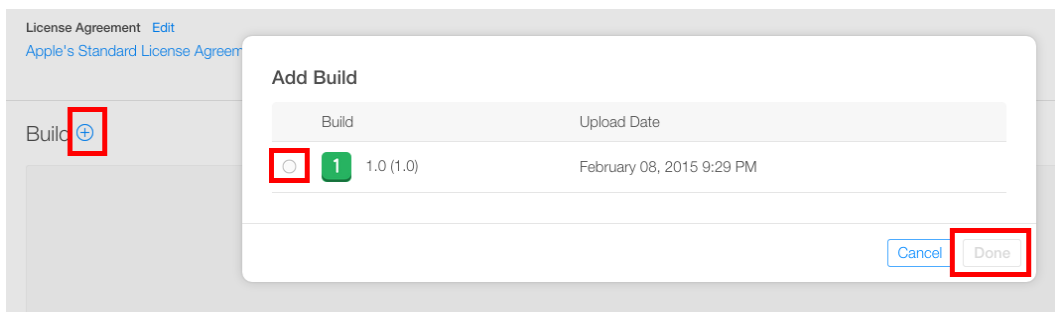
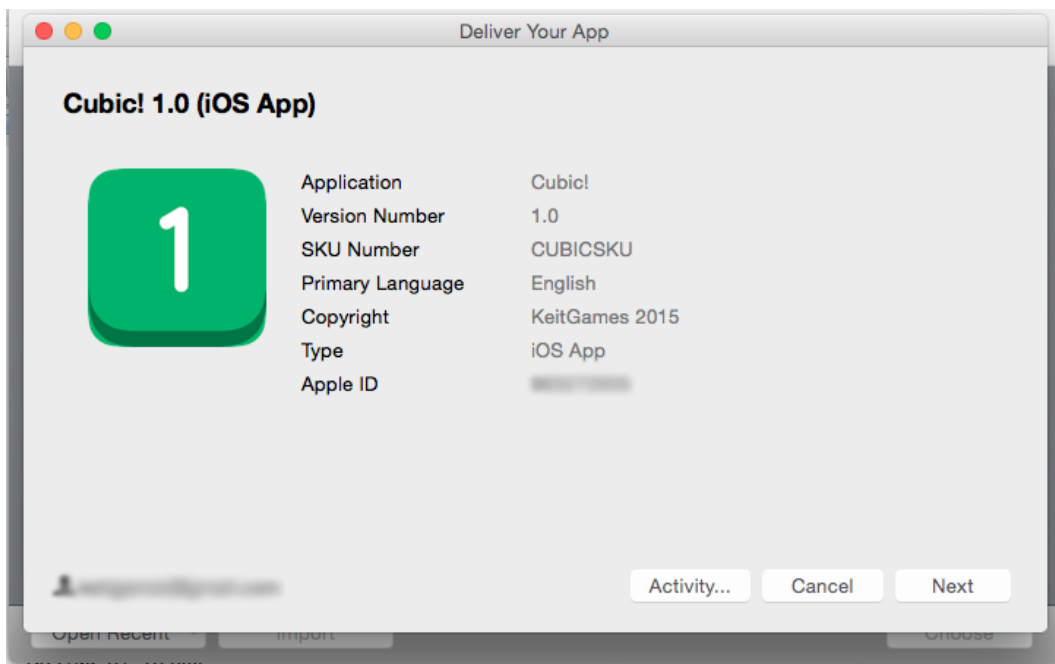
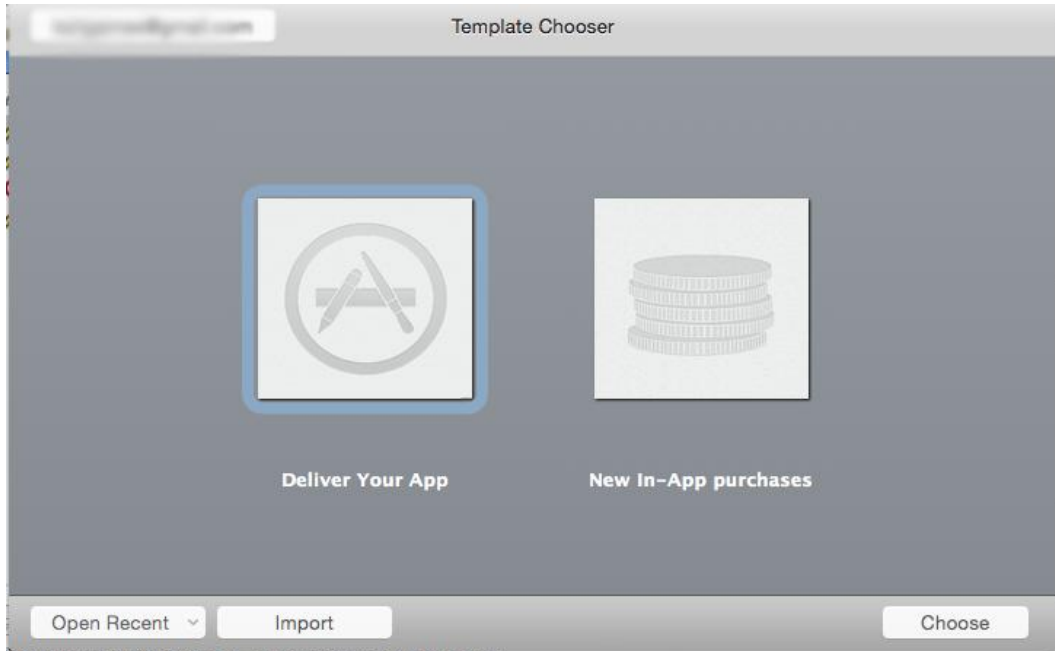
Binary and Entitlements

▶  **MathGame.app** (6 Entitlements)

Provisioning Profile

XC: com.keitgam... ↕

Include app symbols for your application to receive symbolicated crash logs from Apple. [Learn More](#)




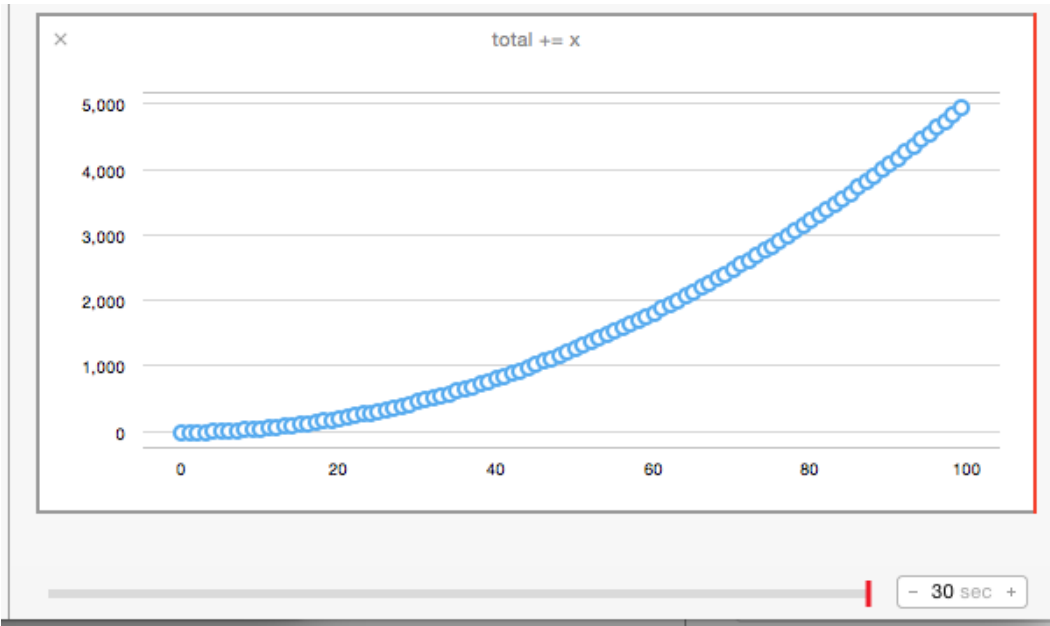
Chapter 8, Exploring Swift

```
87 //
88 //For syntax
89 var total = 0
90 //up to but not including 100
91 for x in 0..<100 {
92     total += x
93 }
94 total
95
```

```
0
(100 times)
4,950
[52, 976, 294, 14]
```

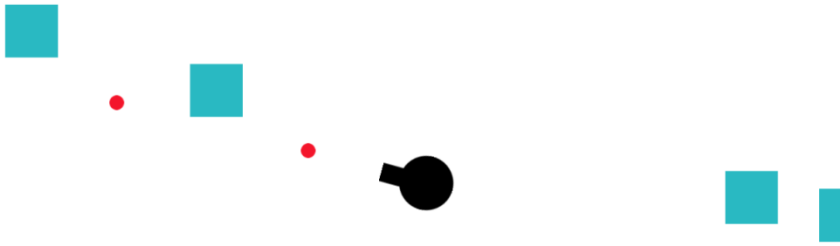
```
0
(100 times)
4,950
[52, 976, 294, 14]
```

 Value History

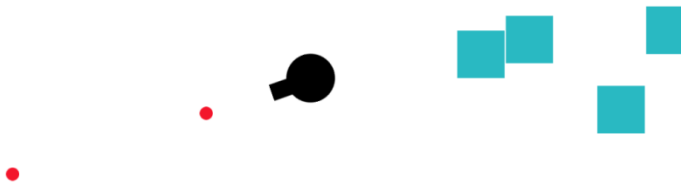


ie", "Ni...

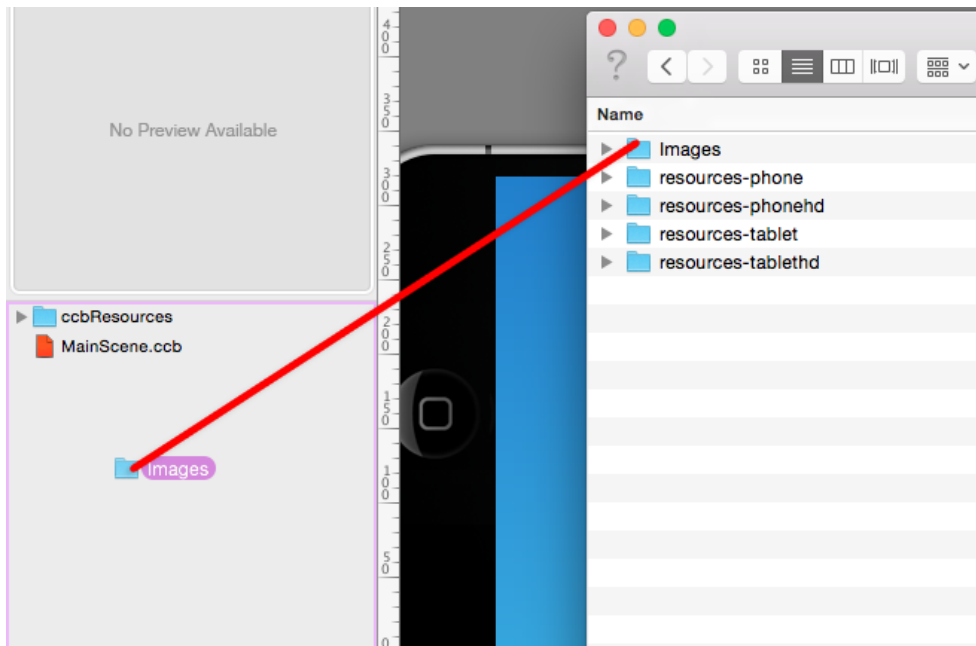
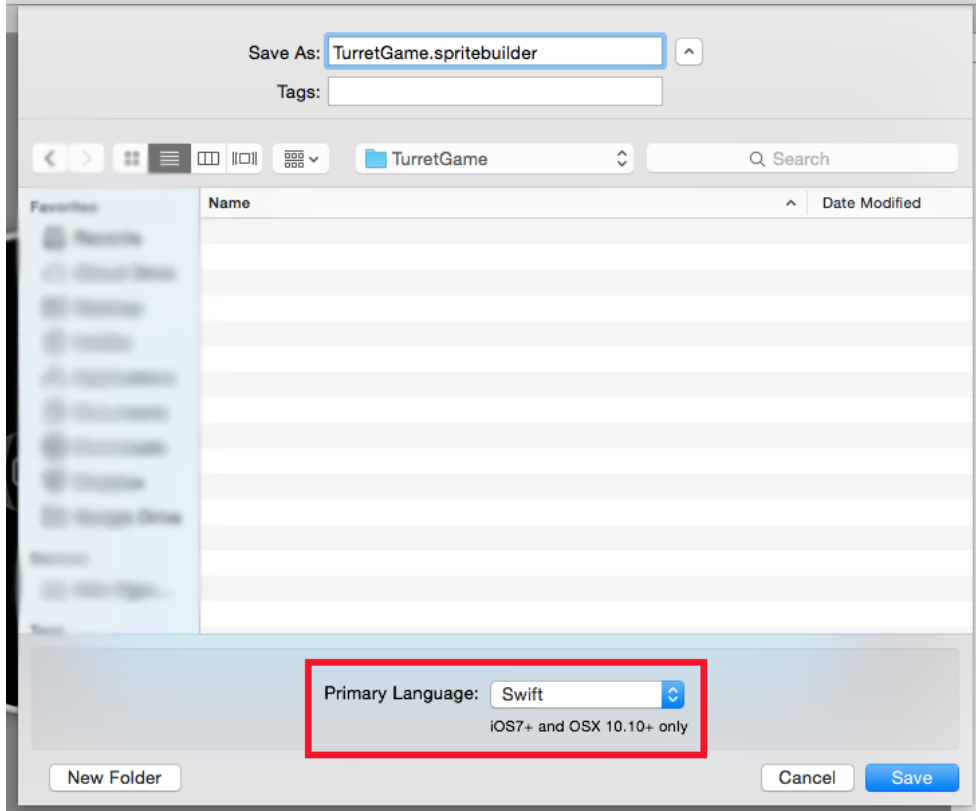


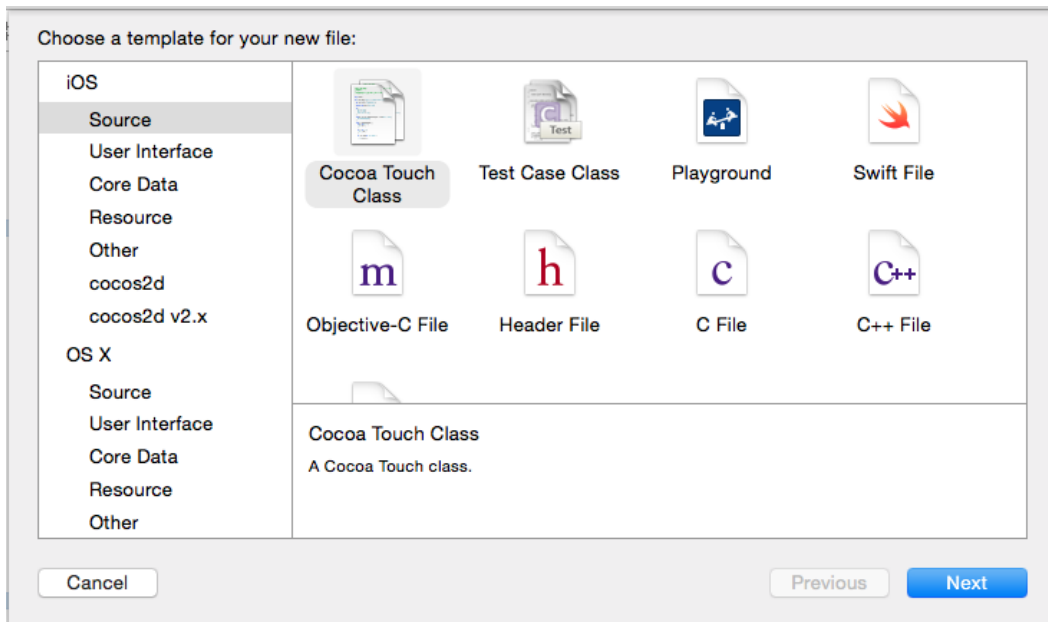
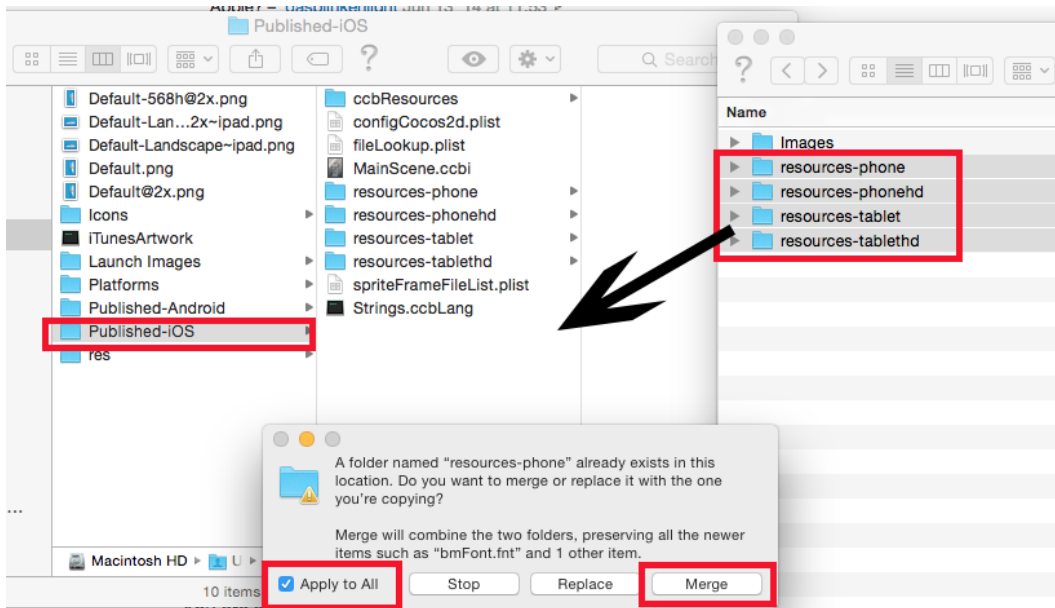
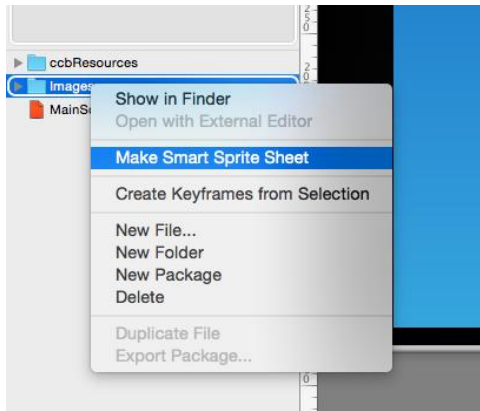


6497



1803





Choose options for your new file:

Class:

Subclass of:

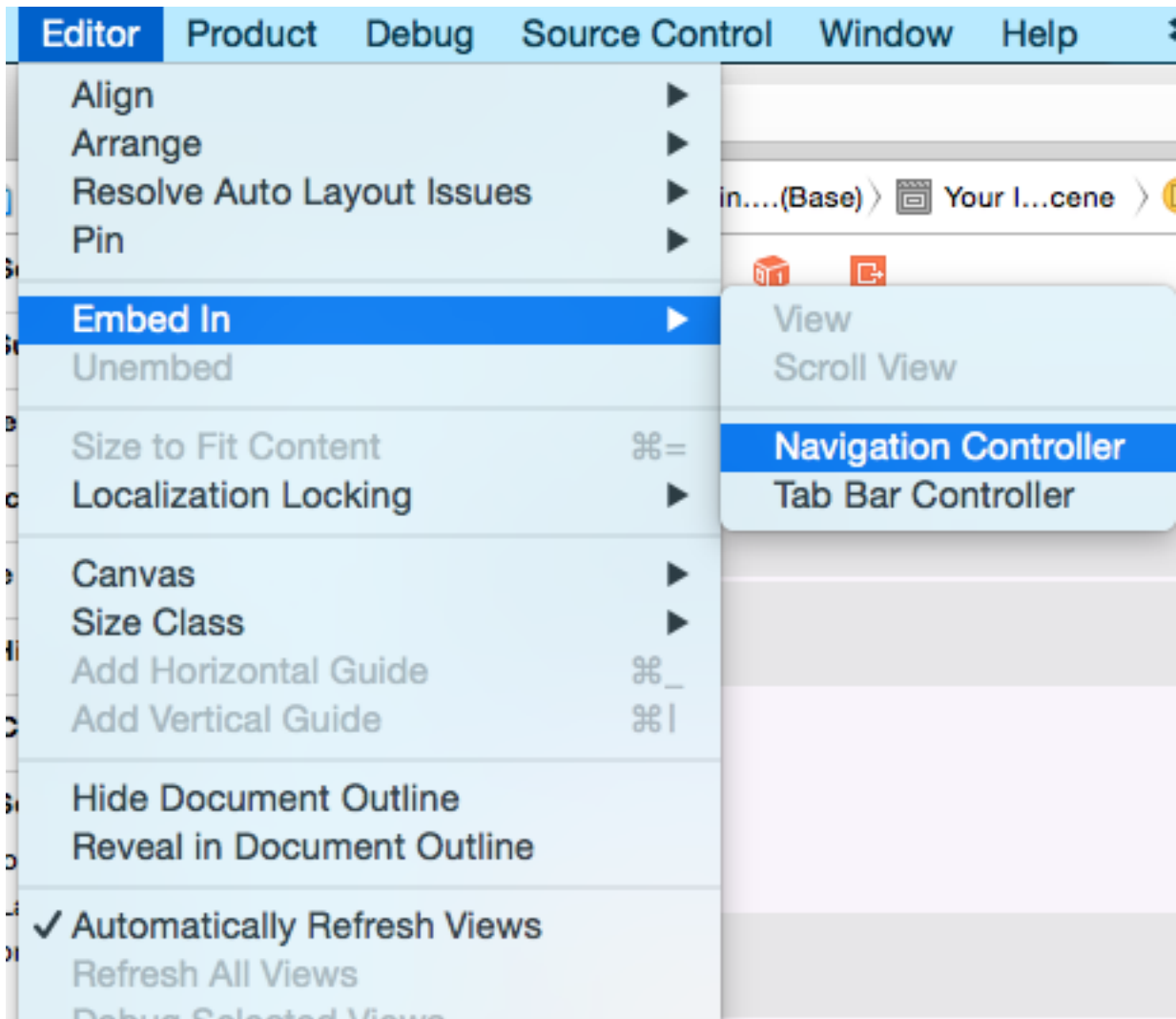
Also create XIB file

Language:

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Product Name:

Organization Name:

Organization Identifier:

Bundle Identifier:

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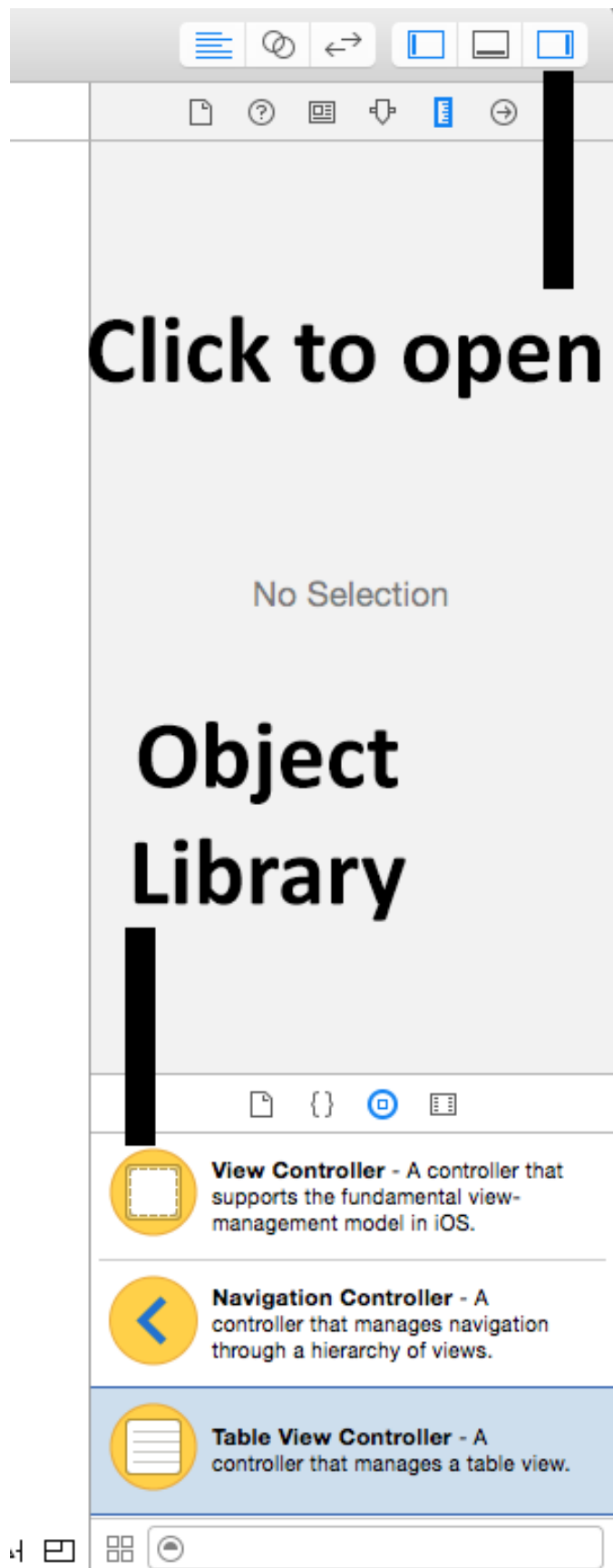
Devices:

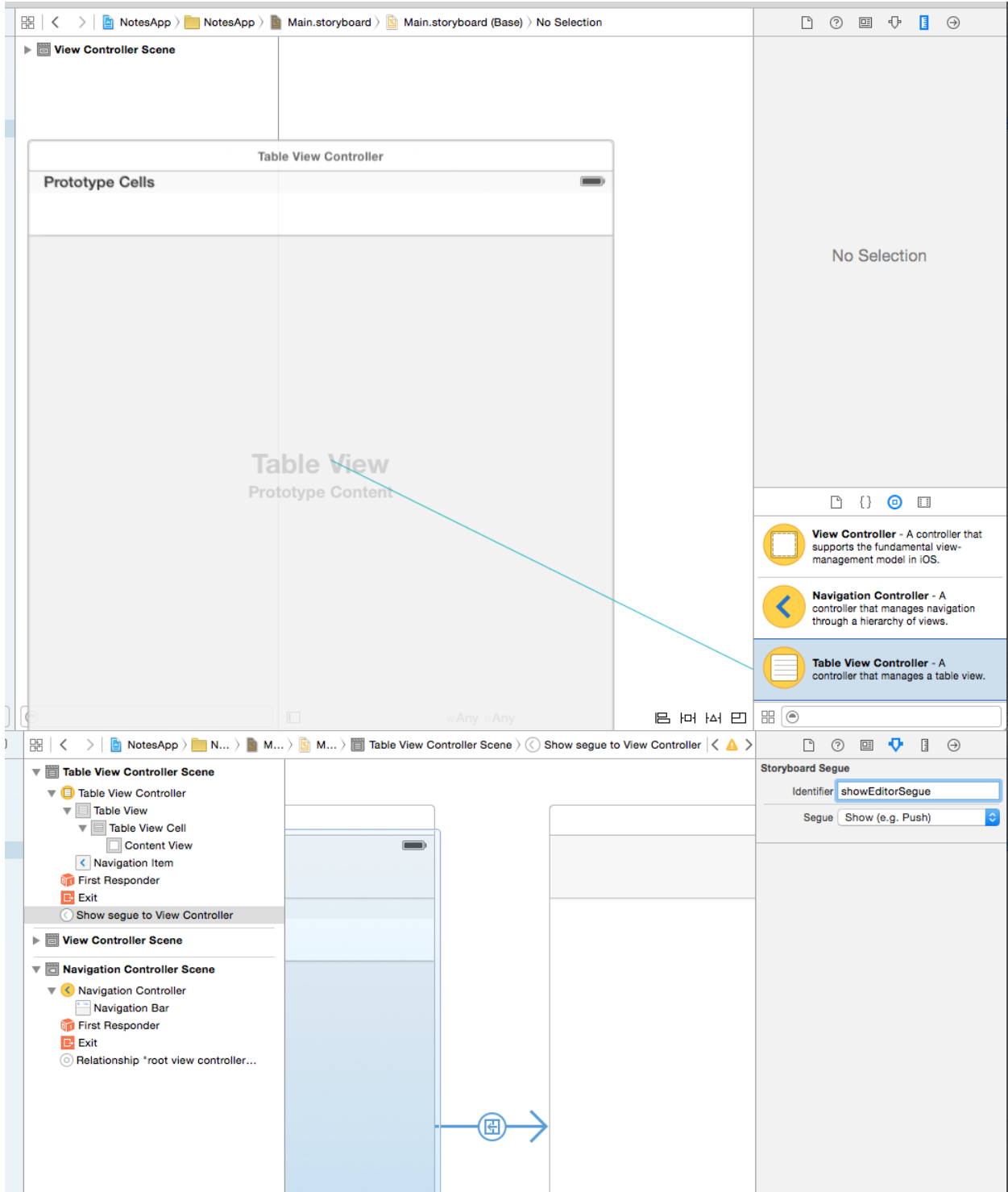
Use Core Data

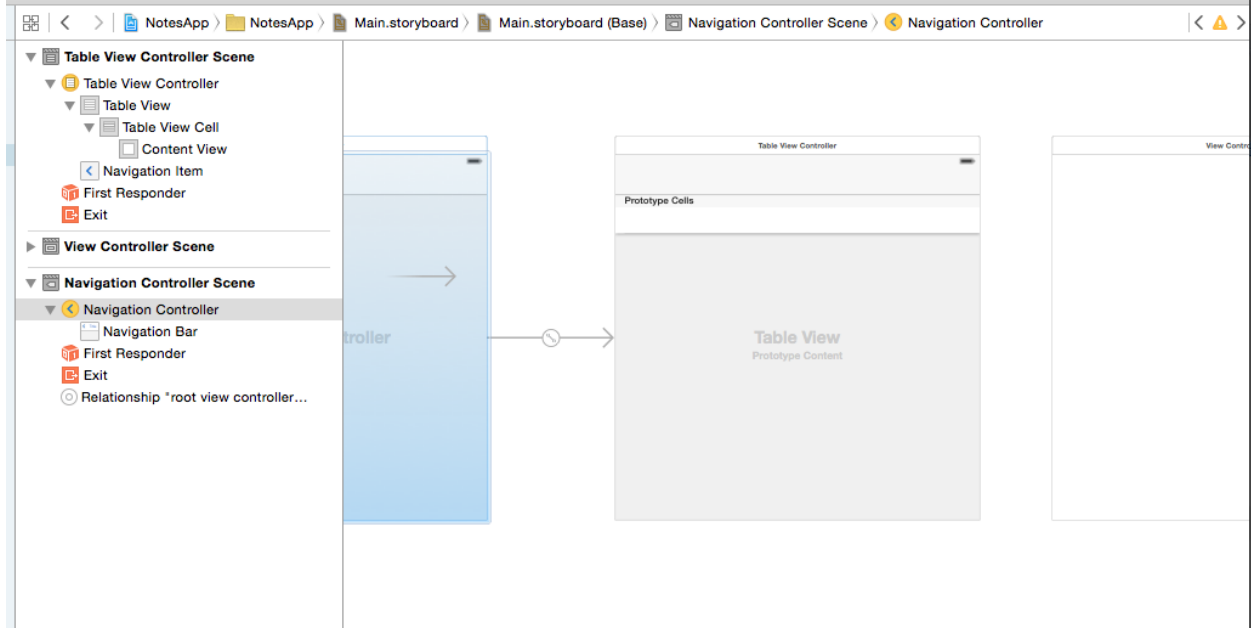
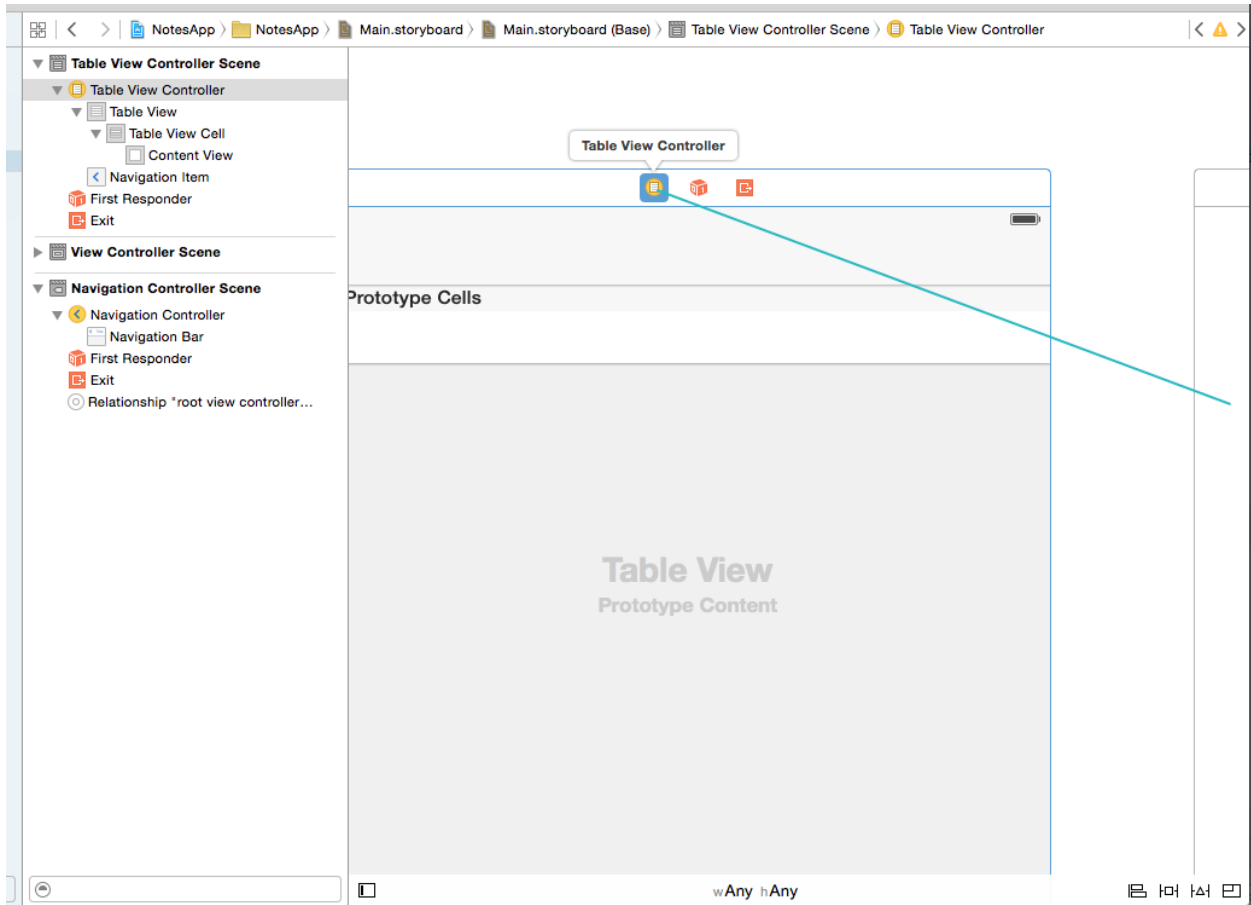
Cancel

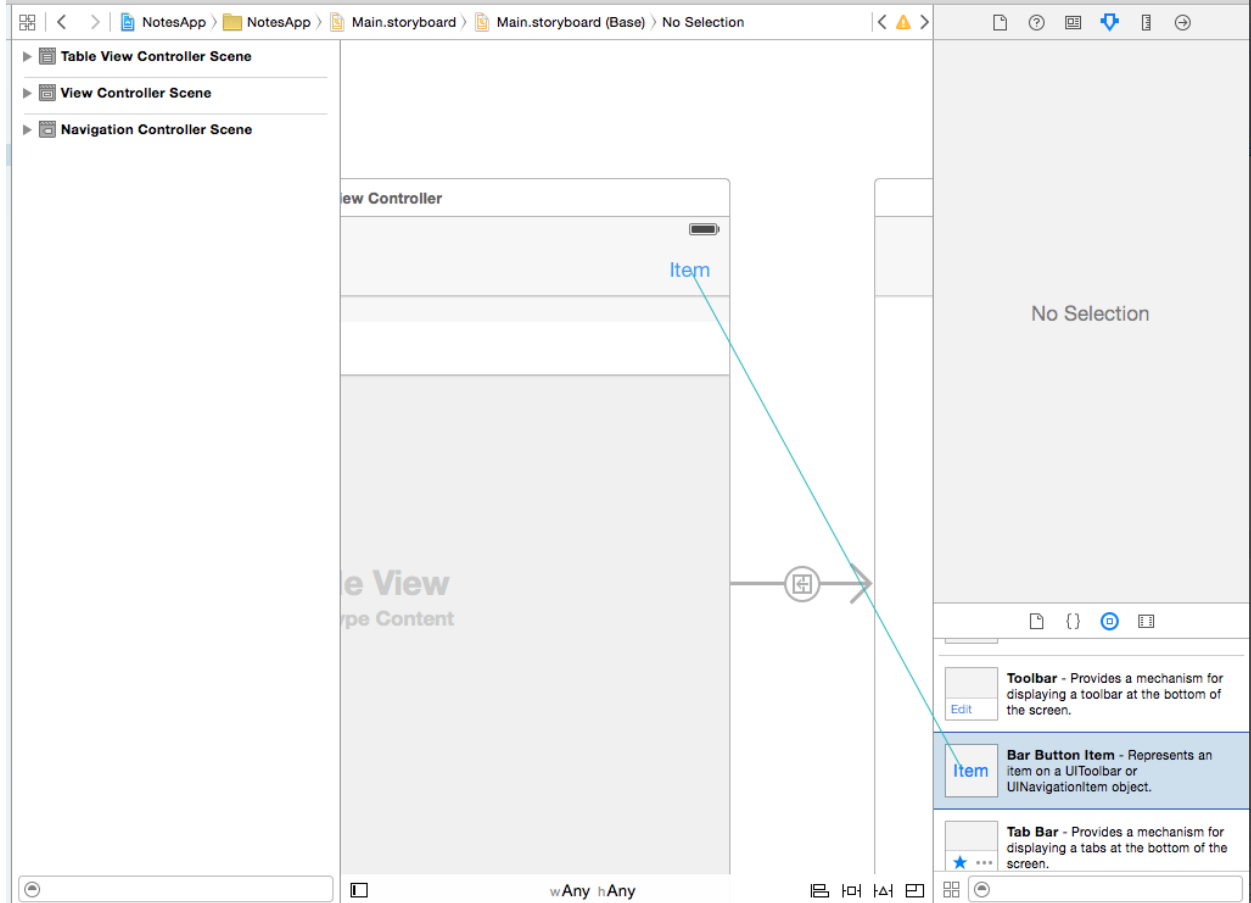
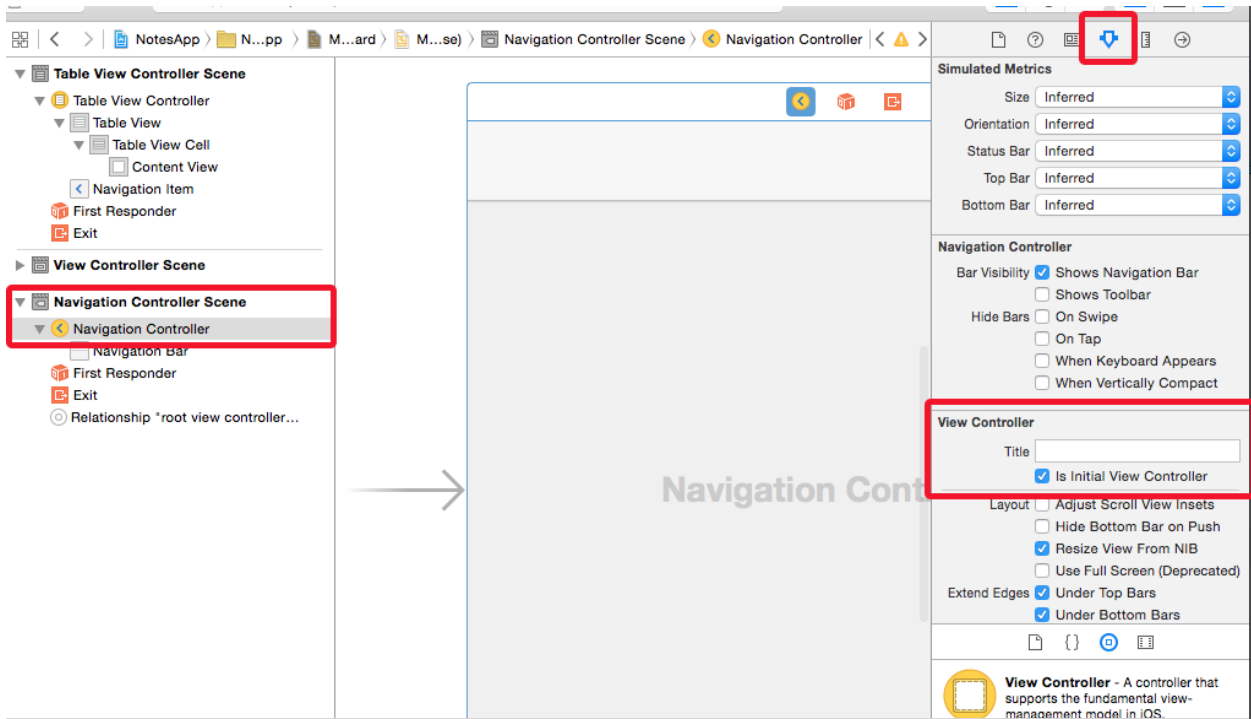
Previous

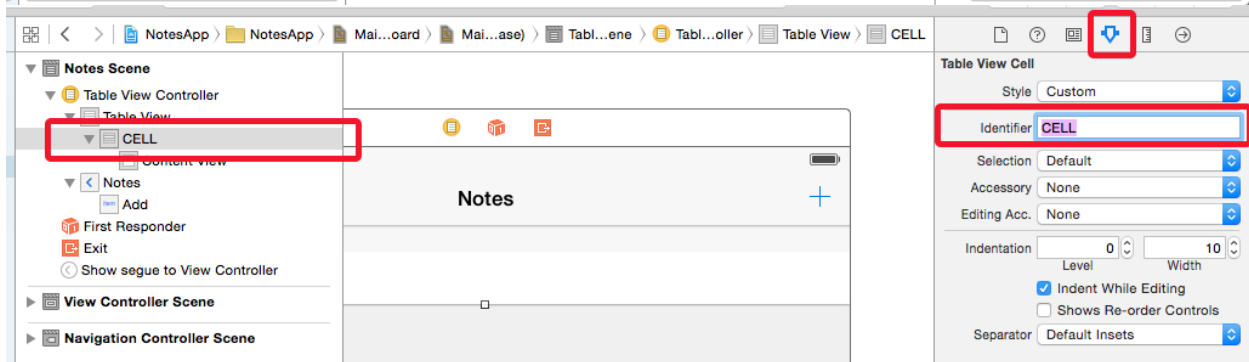
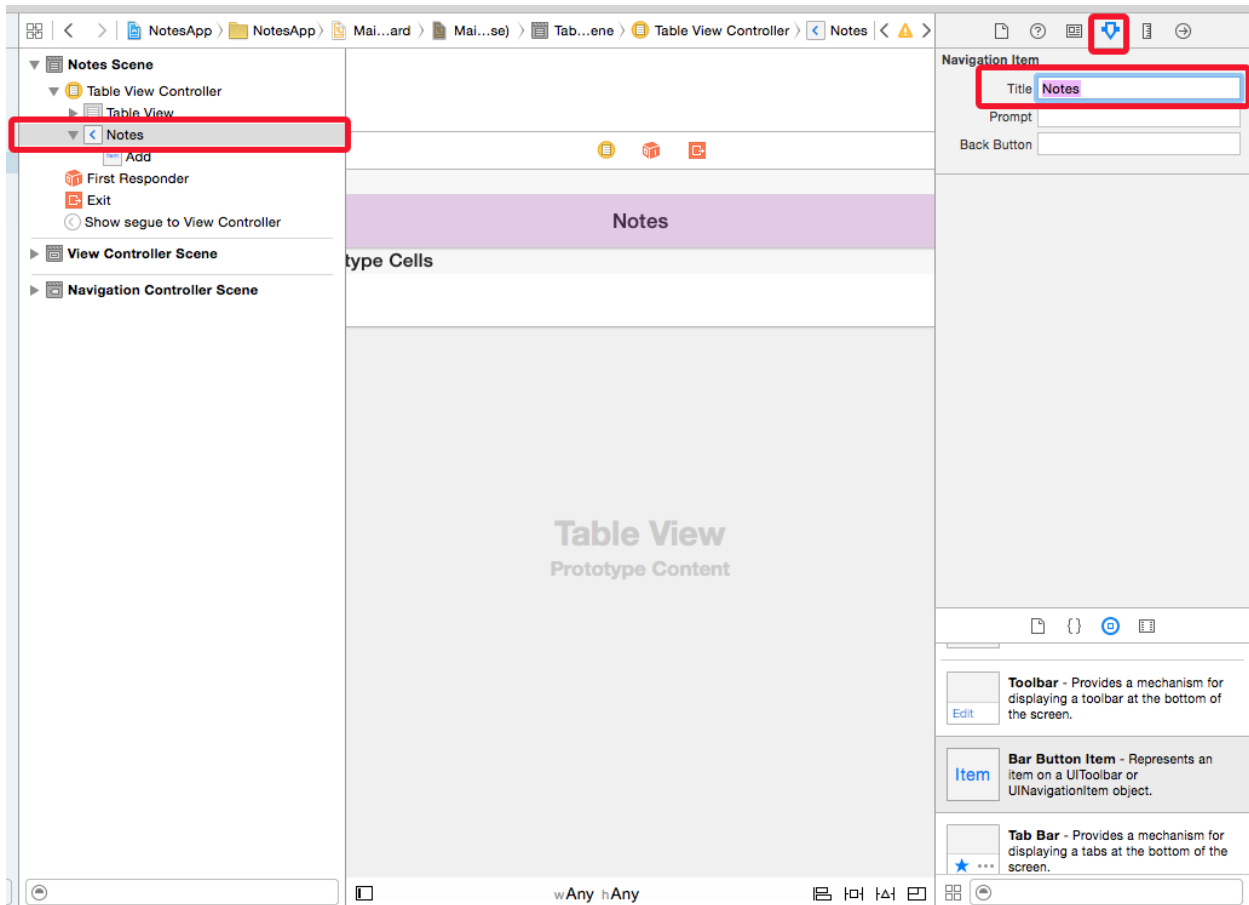
Next

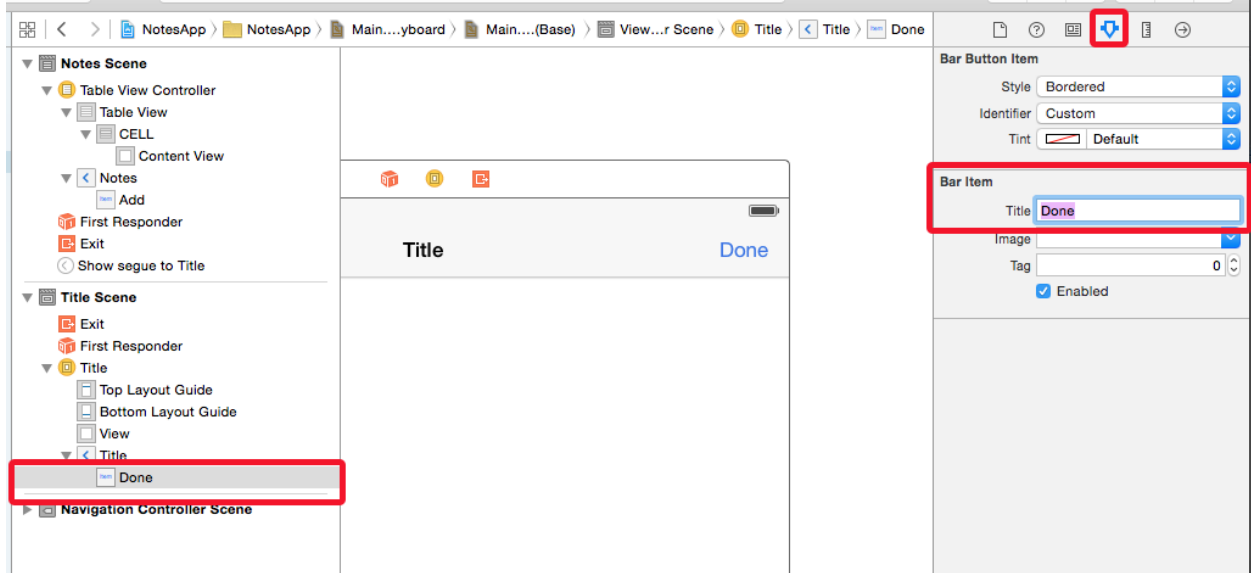
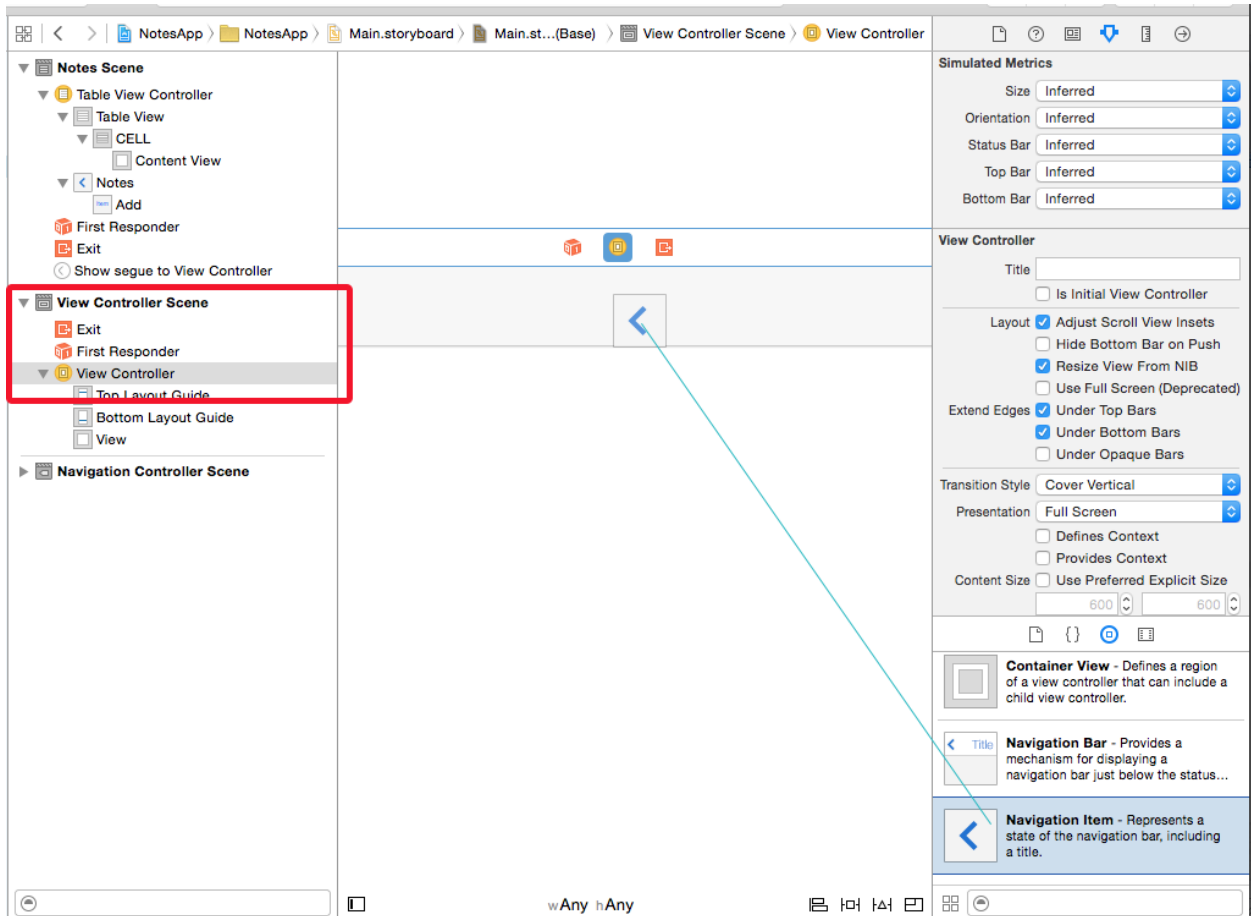


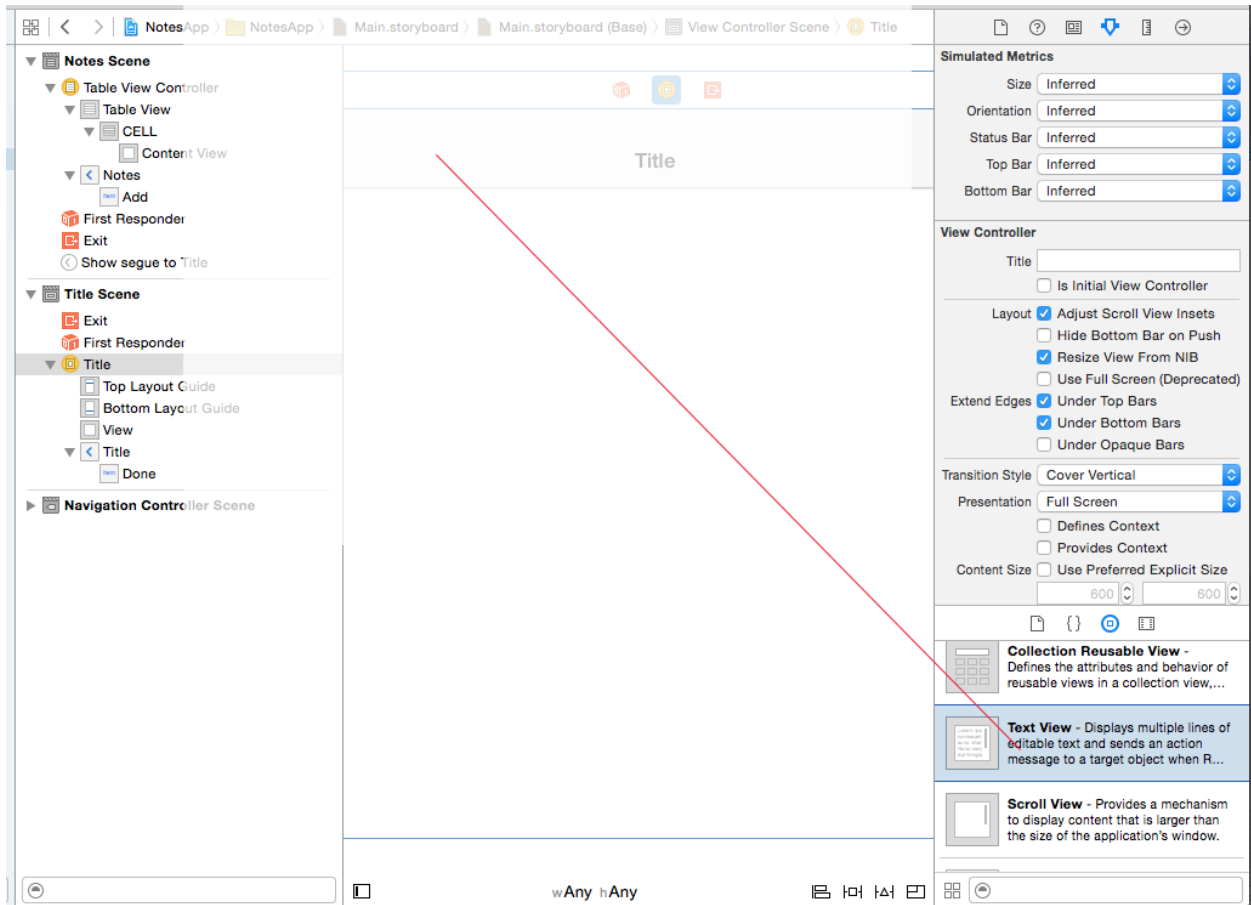


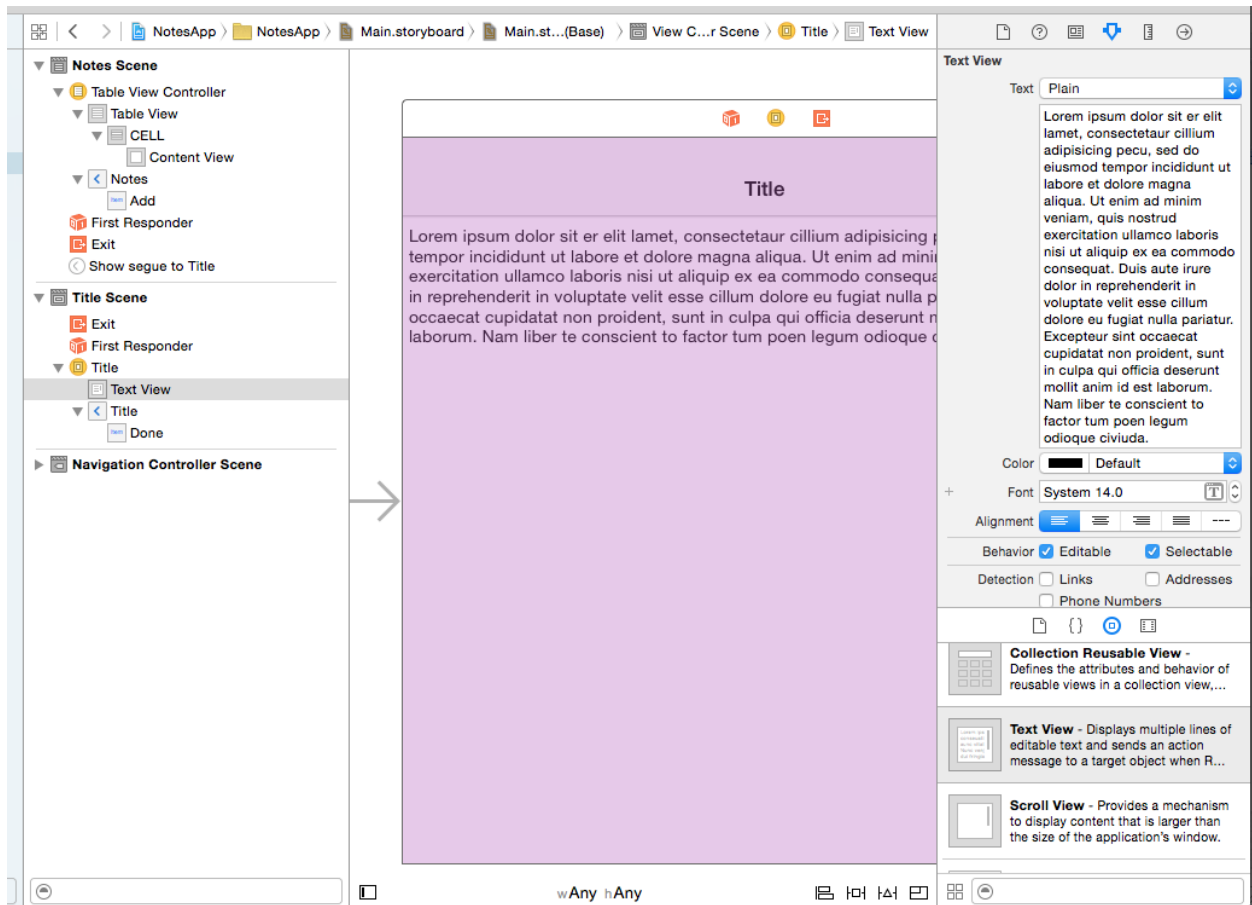








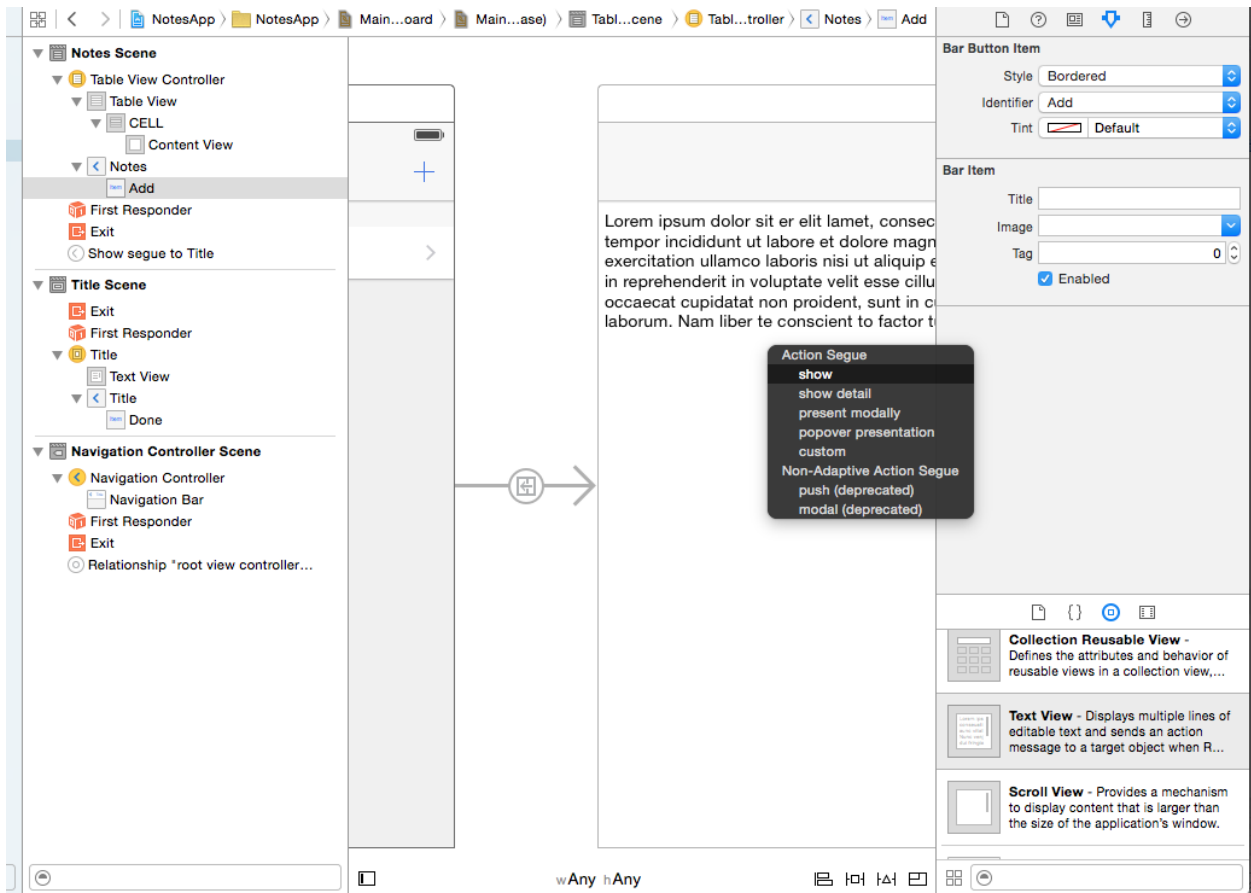


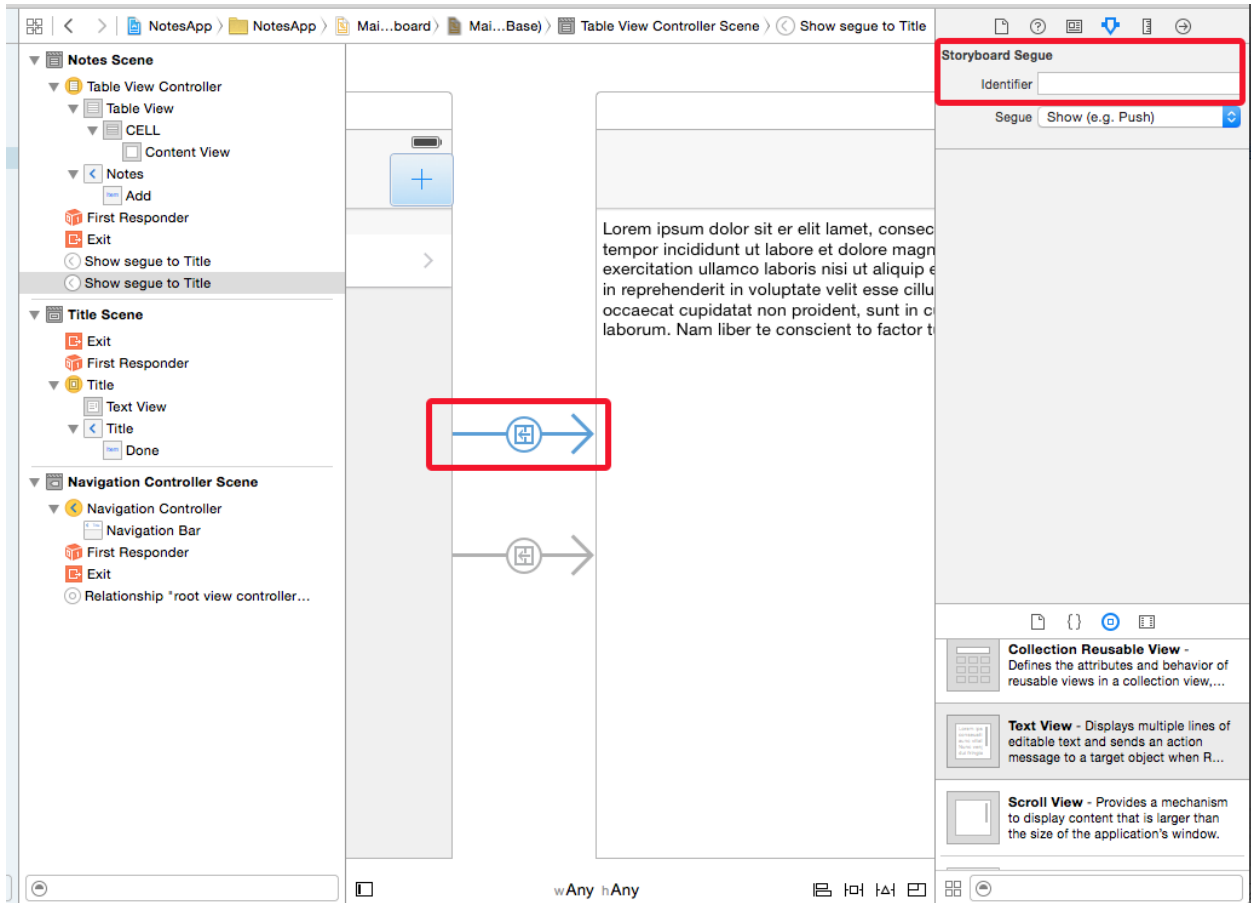


The image shows the Xcode interface for editing a storyboard. On the left, the 'Document Outline' shows a hierarchy of scenes and view controllers:

- Notes Scene
 - Table View Controller
 - Table View
 - CELL
 - Content View
 - Notes
 - Add
 - First Responder
 - Exit
 - Show segue to Title
 - Title Scene
 - Exit
 - First Responder
 - Title
 - Text View
 - Title
 - Done
 - Navigation Controller Scene
 - Navigation Controller
 - Navigation Bar
 - First Responder
 - Exit
 - Relationship *root view controller...

The main canvas displays a storyboard with a vertical stack of views. A blue arrow points from the 'Add' button in the 'Notes' section to a text view containing Lorem ipsum text. A relationship arrow points from the 'Navigation Controller Scene' to the text view. The right-hand 'Inspector' shows the 'Bar Button Item' settings for the 'Add' button, including Style (Bordered), Identifier (Add), and Tint (Default). Below the inspector are descriptions for 'Collection Reusable View', 'Text View', and 'Scroll View'. The bottom status bar shows 'wAny hAny' and zoom controls.

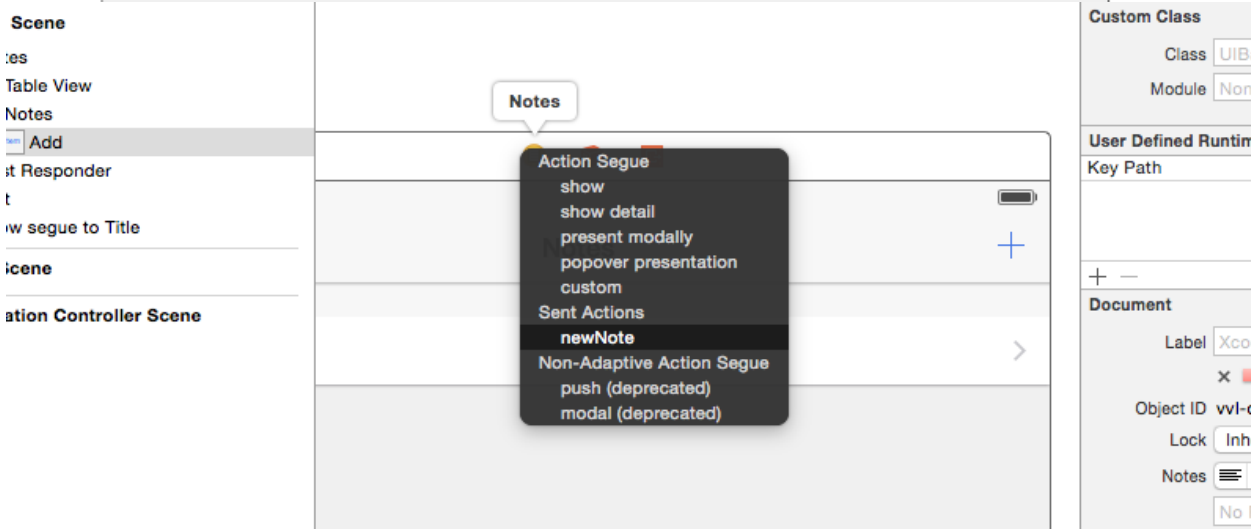
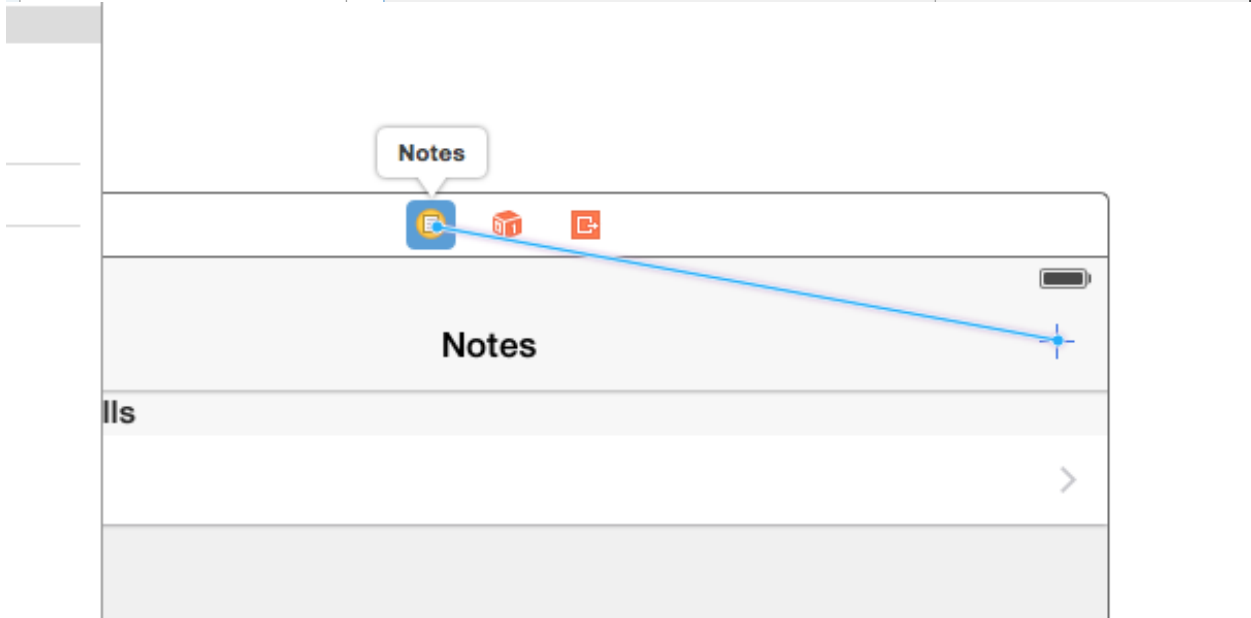
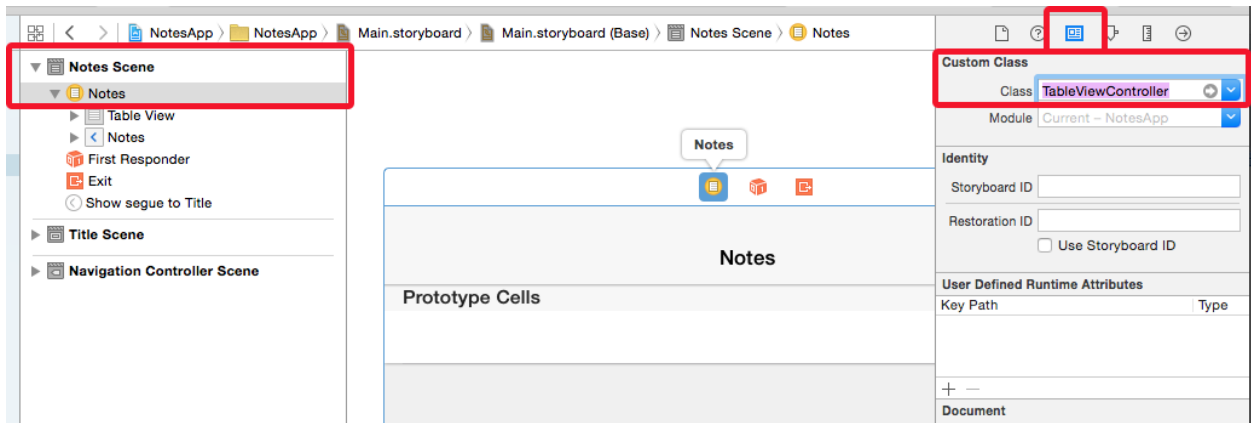


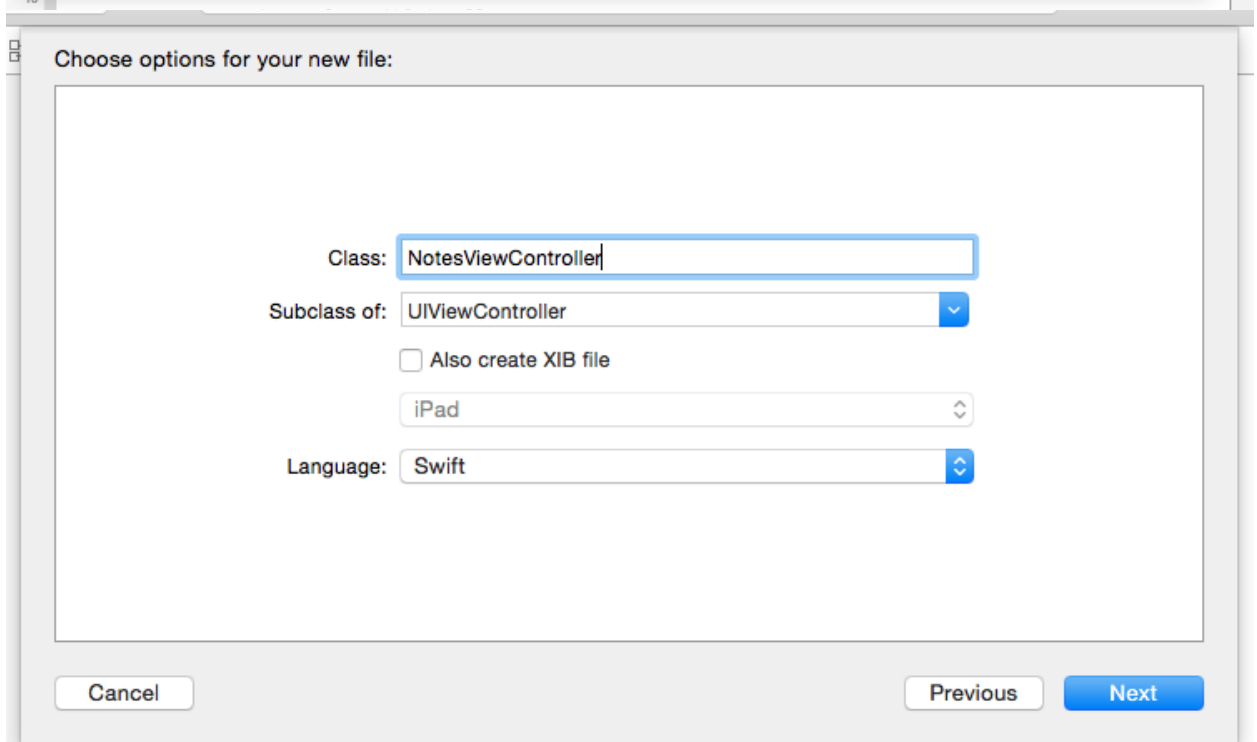
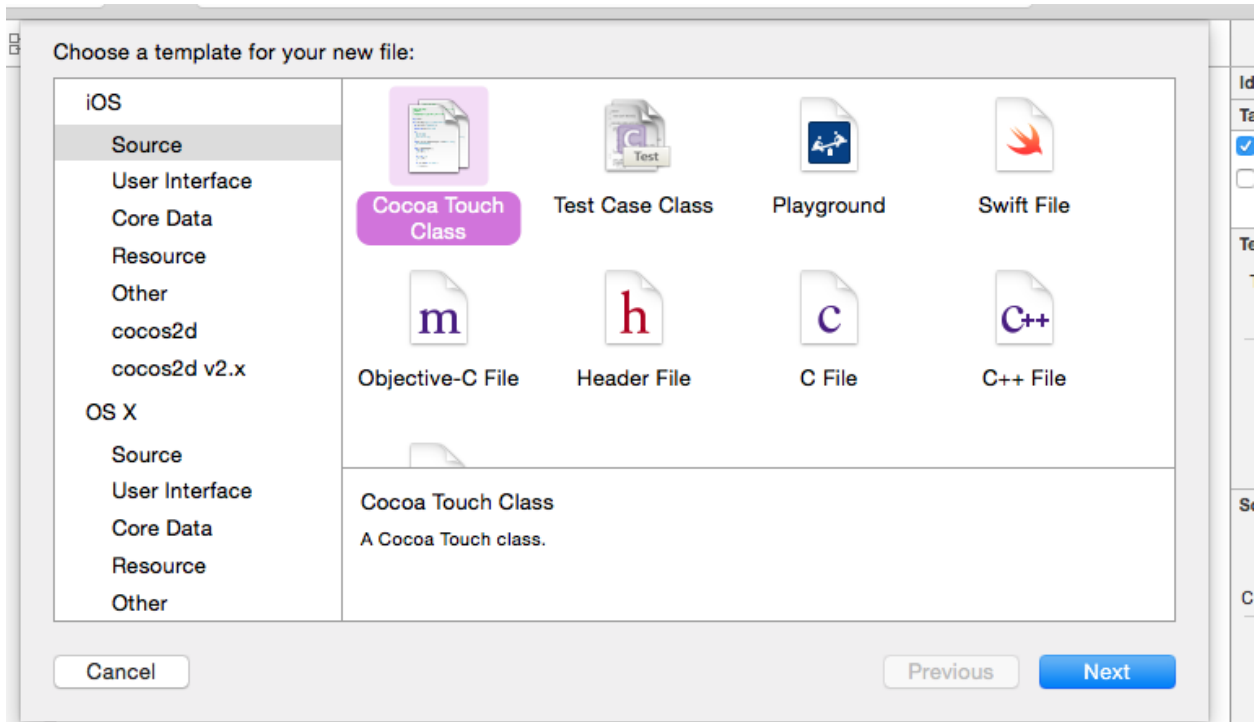


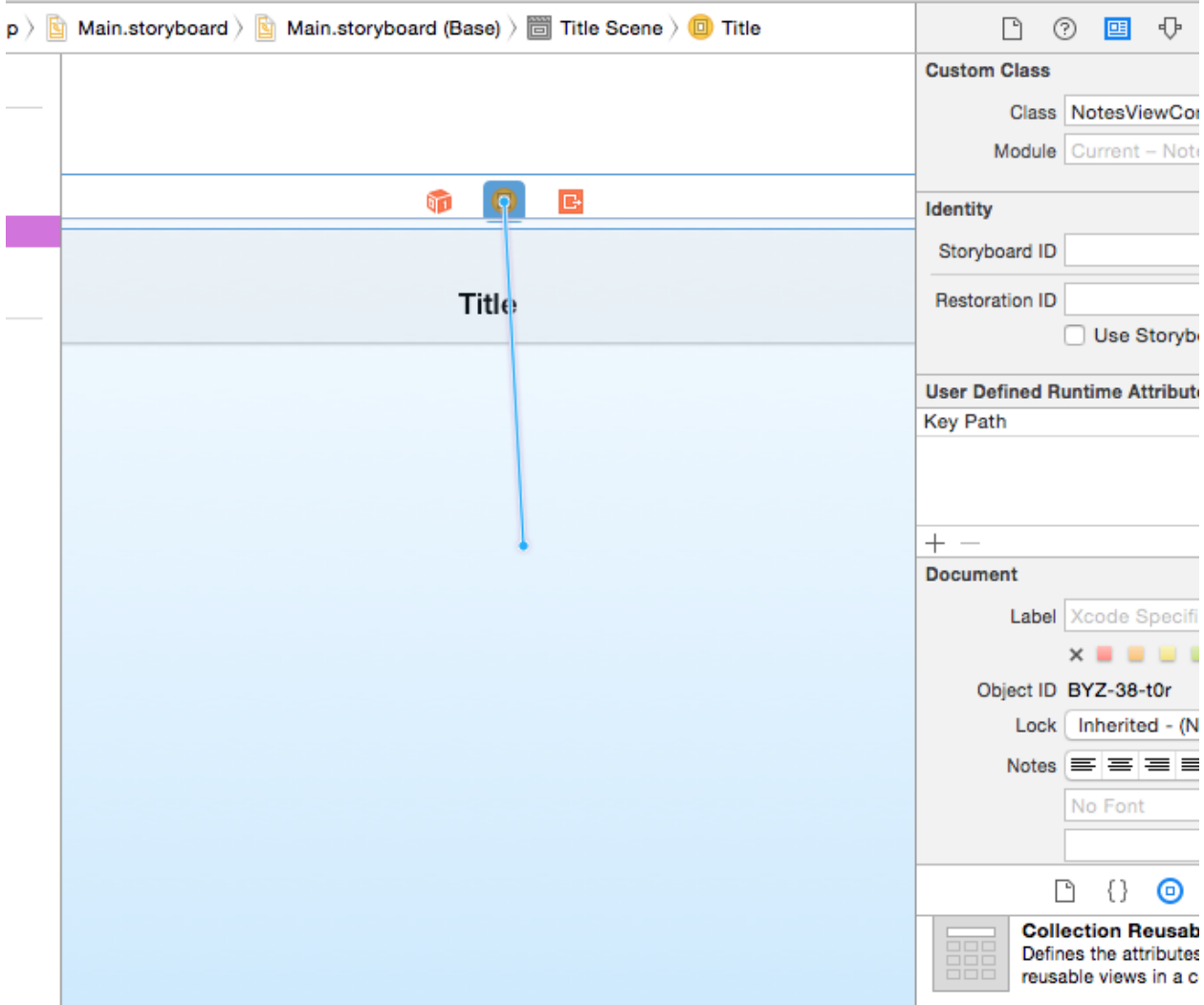
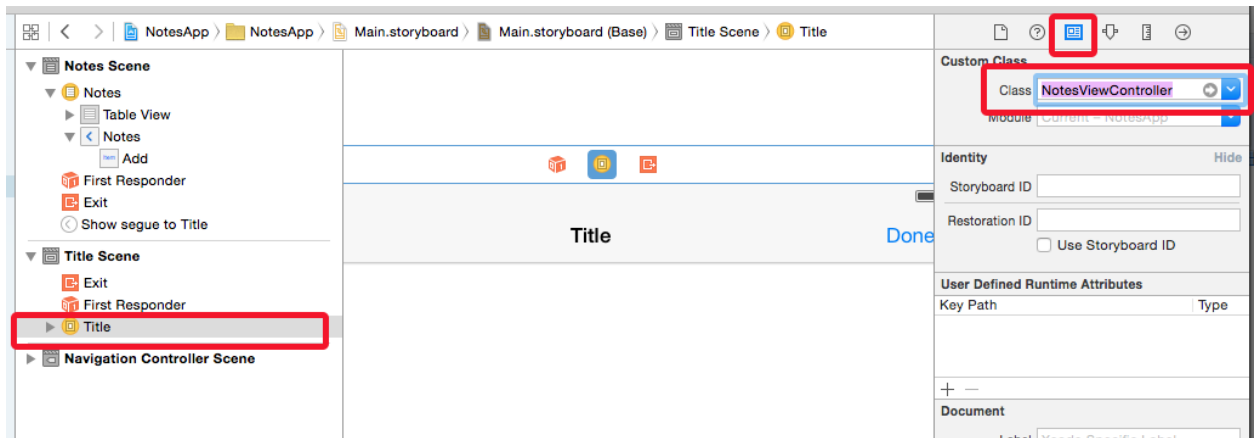
The screenshot shows the Xcode storyboard editor. The storyboard is titled "Title" and contains a text view with the text "Title". The text view is highlighted with a red box. The properties panel on the right shows the text view's settings, including the text "Lorem ipsum dolor sit er elit lamet, consectetur cillum adipiscing pecu, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum. Nam liber te conscient to factor tum poen legum odioque civiuda.", the font "System 14.0", and the behavior "Editable" and "Selectable".

The screenshot shows the source code for the `TableViewController` class in `TableViewController.swift`. The class is highlighted with a red box. The code is as follows:

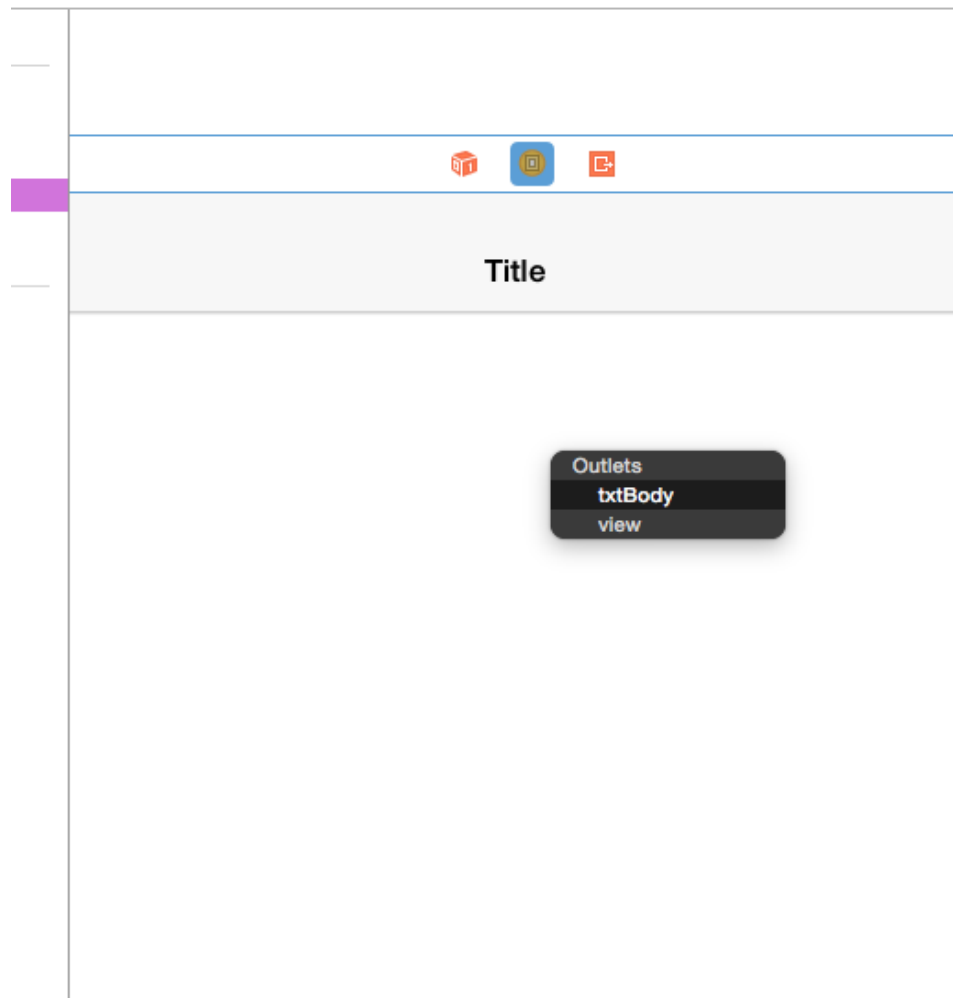
```
1 //
2 // ViewController.swift
3 // NotesApp
4 //
5 // Created by Alex Ogorek on 2/6/15.
6 // Copyright (c) 2015 KeitGames. All rights reserved.
7 //
8
9 import UIKit
10
11
12 class TableViewController: UIViewController {
13
14     override func viewDidLoad() {
15         super.viewDidLoad()
16         // Do any additional setup after loading the view, typically from a nib.
17     }
18
19     override func didReceiveMemoryWarning() {
20         super.didReceiveMemoryWarning()
21         // Dispose of any resources that can be recreated.
22     }
23
24 }
25
26
```







p > Main.storyboard > Main.storyboard (Base) > Title Scene > Title



Custom Class

Class: NotesViewCor
Module: Current - Noti

Identity

Storyboard ID:
Restoration ID:
 Use Storyb

User Defined Runtime Attribut

Key Path:

+ -

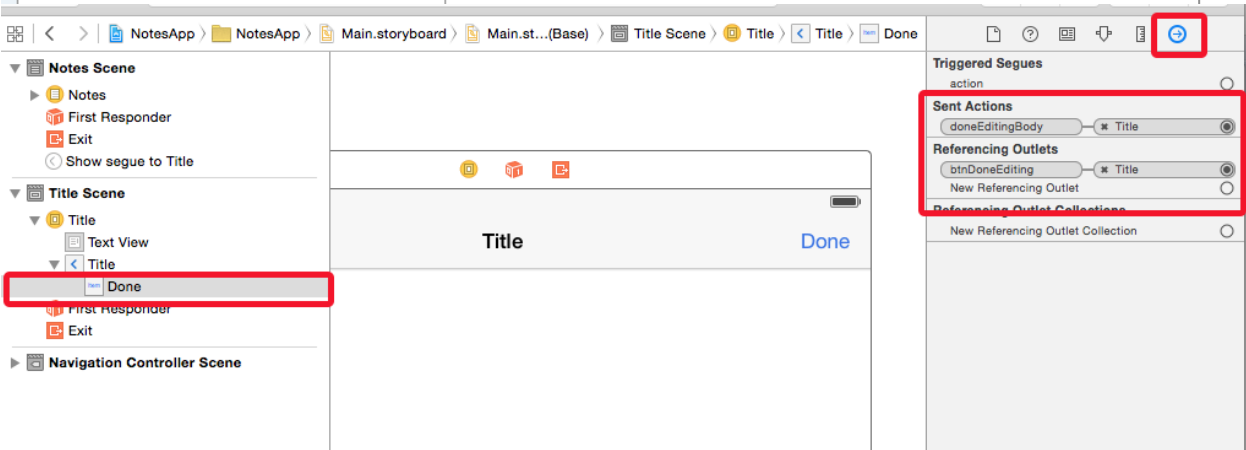
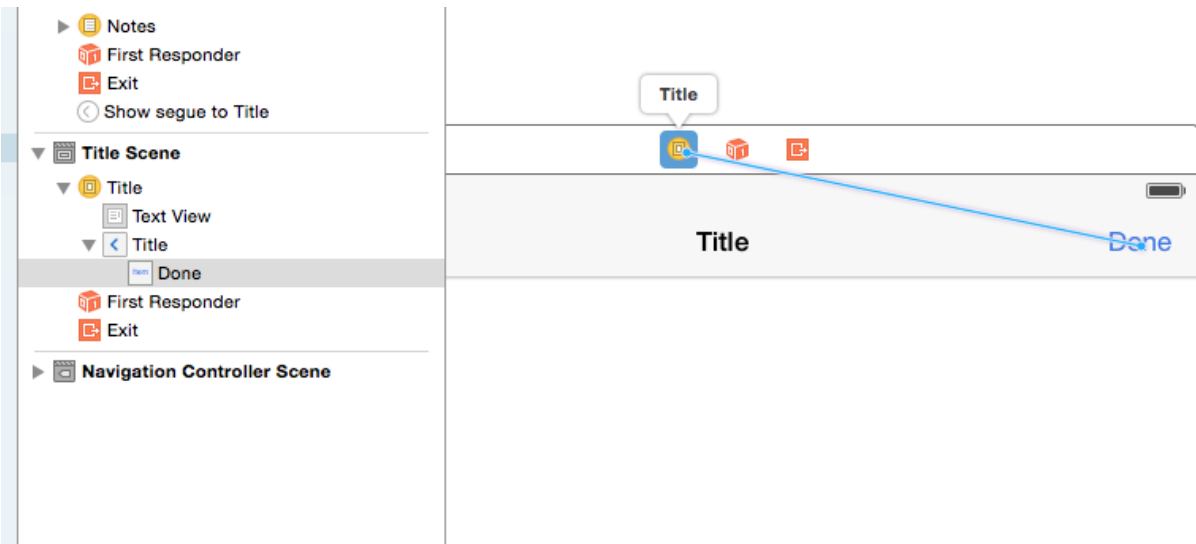
Document

Label: Xcode Specifi
Object ID: BYZ-38-t0r
Lock: Inherited - (N
Notes:
No Font

Collection Reusab
Defines the attributes reusable views in a c

- Notes
- First Responder
- Exit
- Show segue to Title
- Title Scene
 - Title
 - Text View
 - Title
 - First Responder
 - Exit
 - Navigation Controller Scene





Notes



Stuff to do



Apartment ideas



●●●○○ AT&T 4G

12:57 AM

🔒 100% 🔋

⏪ Notes

Stuff to do

Done


Stuff to do

A quick note example.








●●●●○ AT&T 4G

1:54 AM

🔒 100%  ⚡

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iOS Application Framework & Library Other cocos2d cocos2d v2.x OS X Application Framework & Library System Plug-in Other cocos2d cocos2d v2.x	 Master-Detail Application	 Page-Based Application	 Single View Application	 Tabbed Application
	 Game	Single View Application This template provides a starting point for an application that uses a single view. It provides a view controller to manage the view, and a storyboard or nib file that contains the view.		

Cancel

Previous

Next