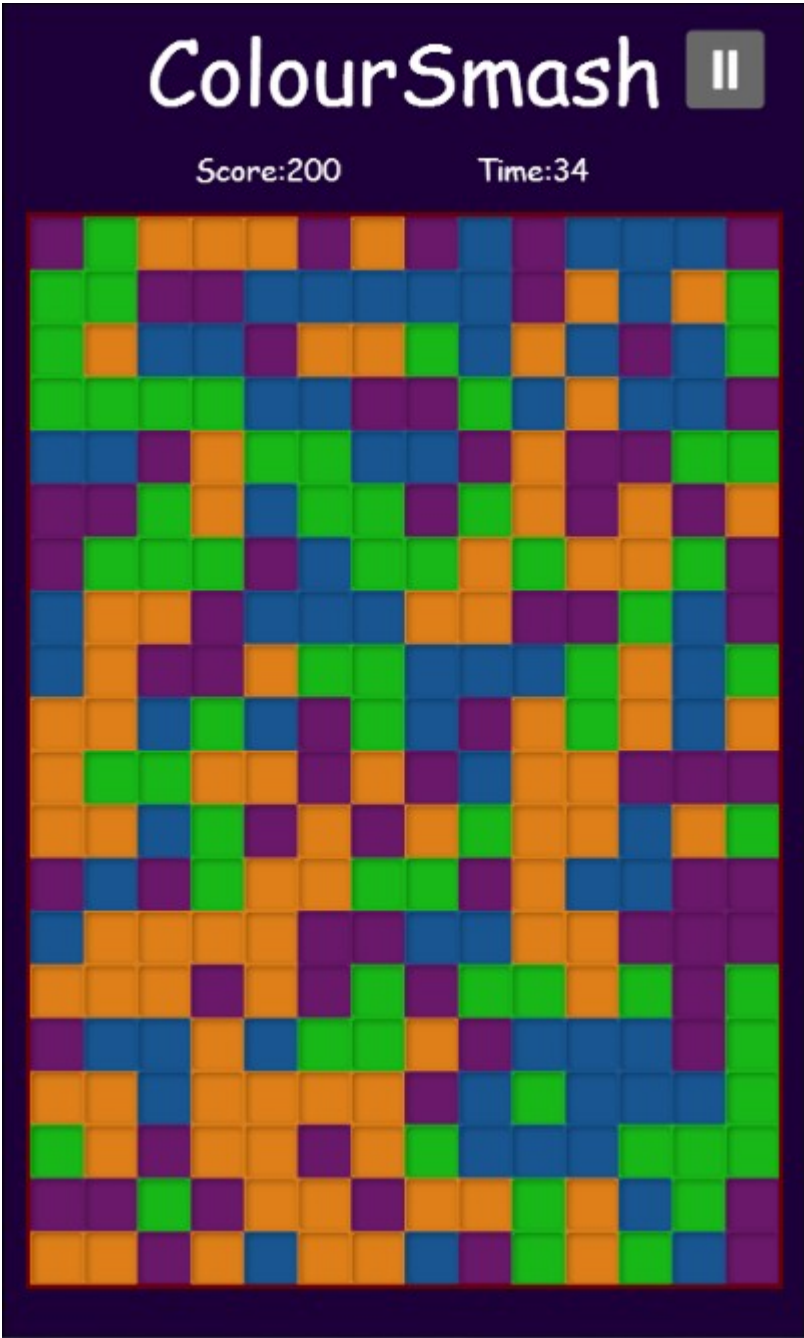


Chapter 1: A Colorful Start

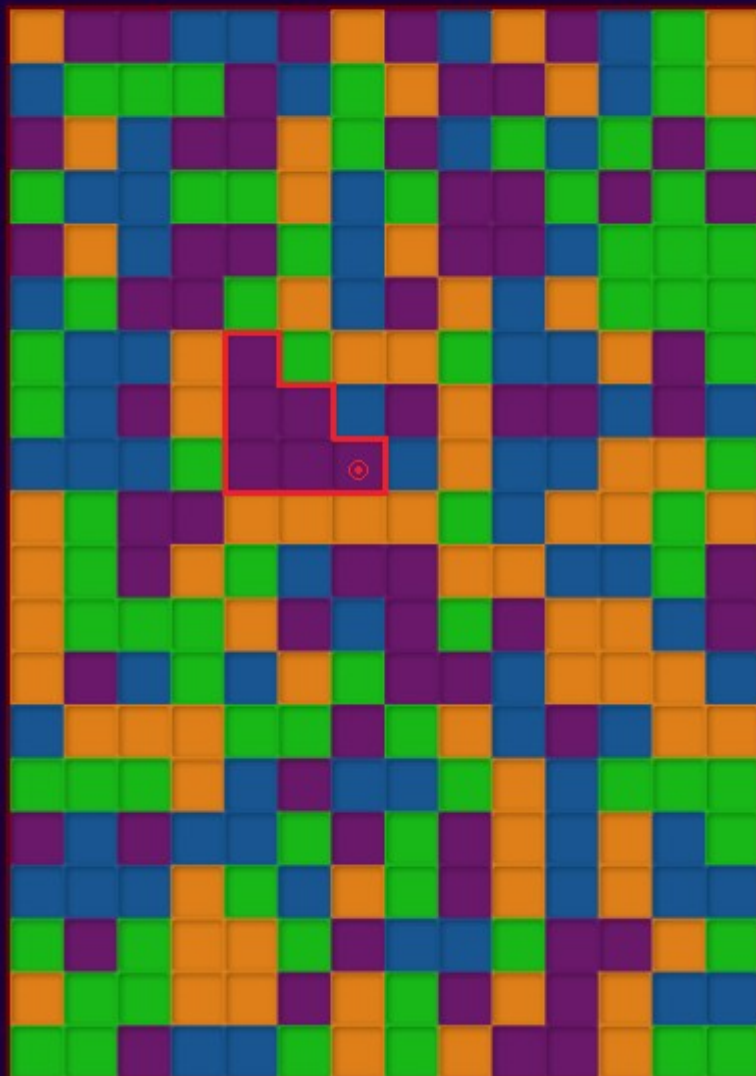


ColourSmash



Score:0

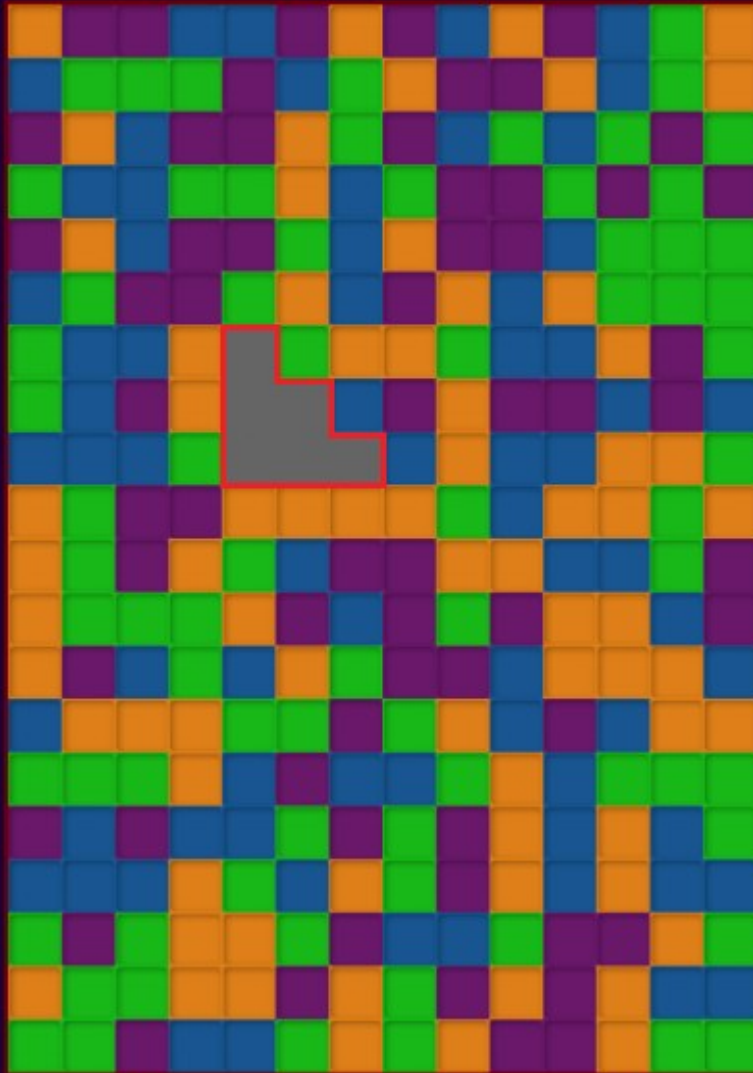
Time:56



ColourSmash

Score:60

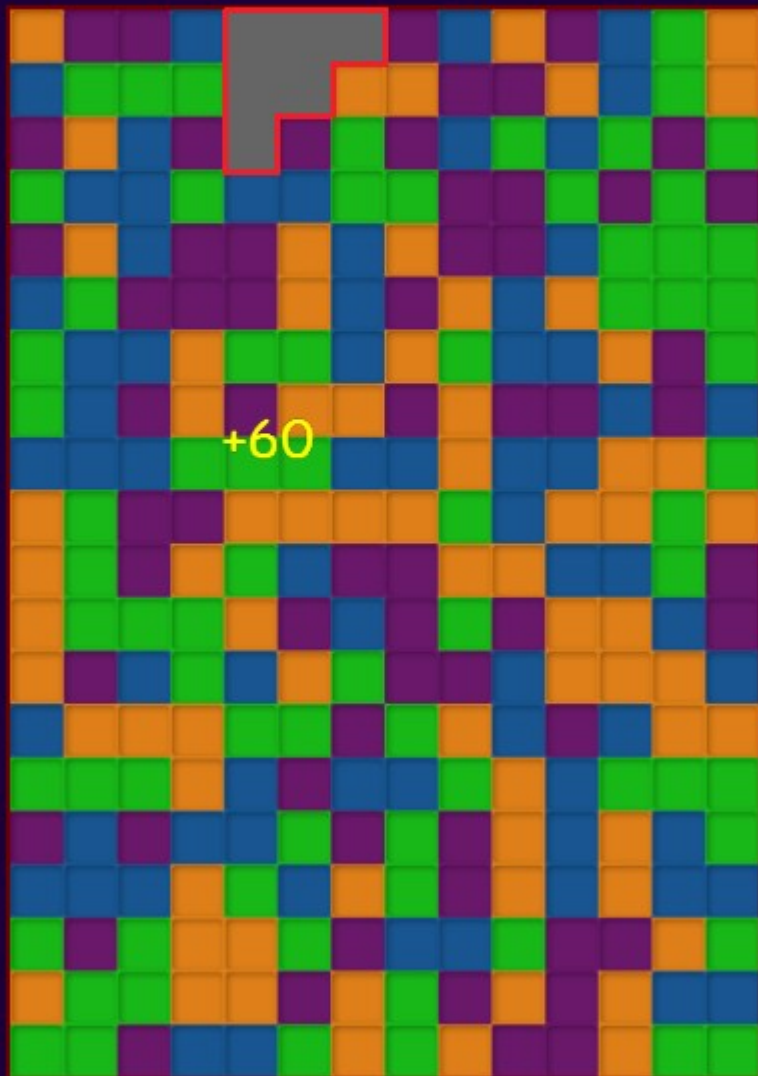
Time:53

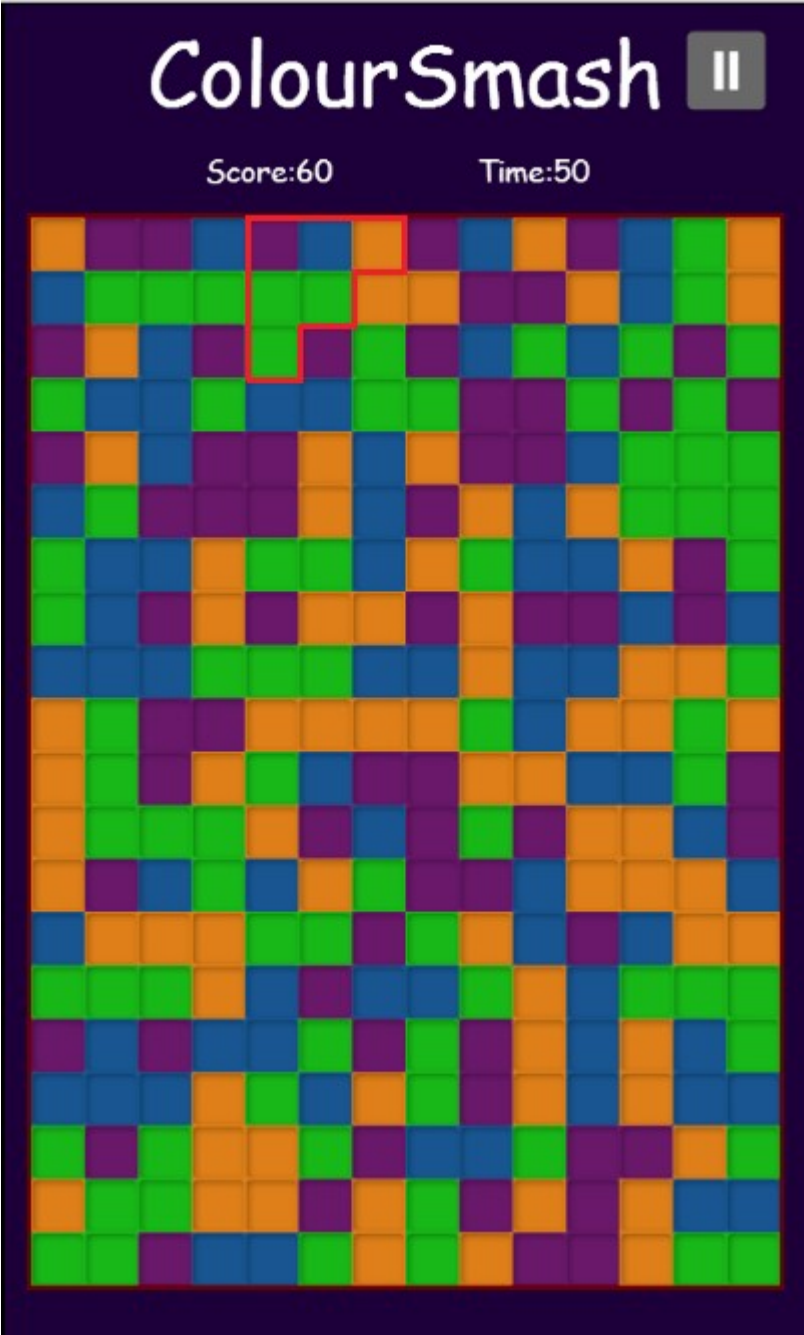









ColourSmash















Score:60

Time:53

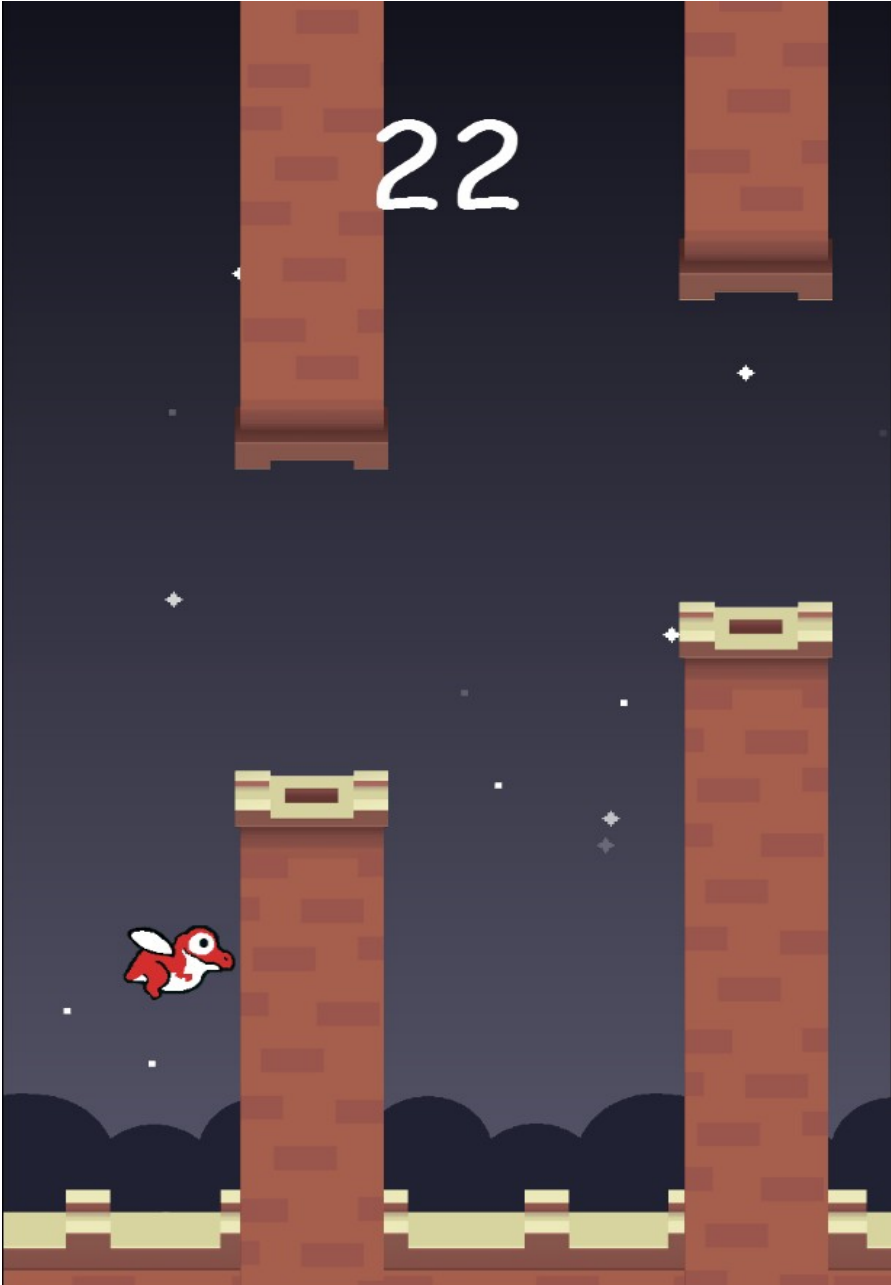




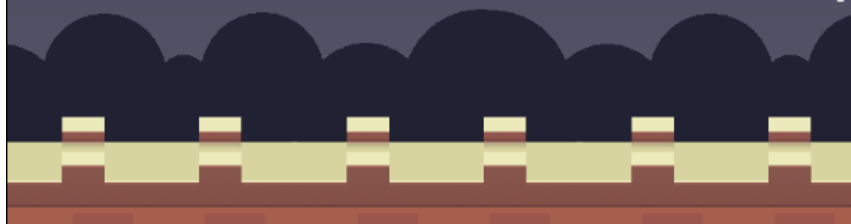
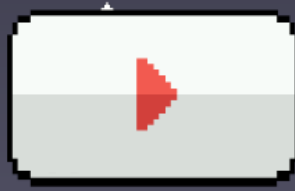
Name	Date modified	Type	Size
 res	3/12/2014 9:21 PM	File folder	
 src	4/18/2014 8:06 AM	File folder	
 build.xml	4/18/2014 8:06 AM	XML File	14 KB
 cocos2d.js	4/18/2014 8:03 AM	JS File	4 KB
 cocos2d-jsb.js	4/18/2014 8:03 AM	JS File	3 KB
 index.html	4/18/2014 8:03 AM	Chrome HTML Do...	1 KB
 main.js	4/18/2014 8:03 AM	JS File	4 KB

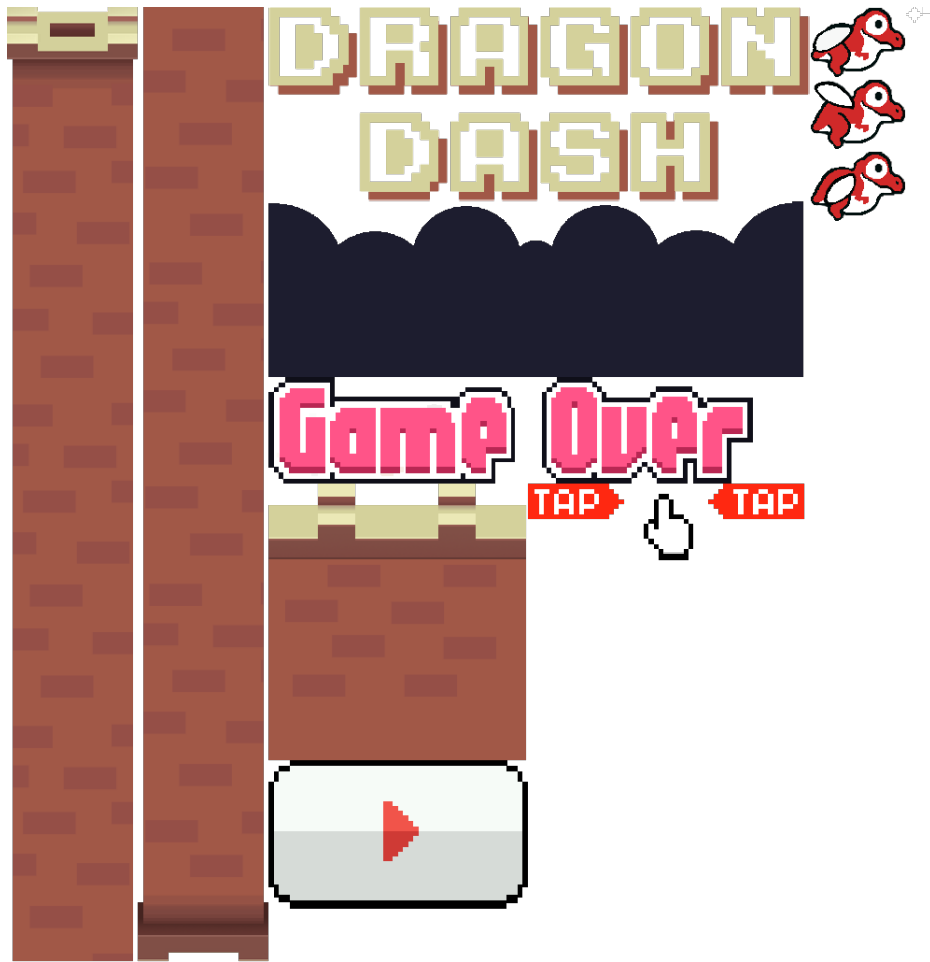
Name	Date modified	Type	Size
 cocos2d	4/23/2014 3:23 PM	File folder	
 ColourSmash	5/18/2015 10:01 PM	File folder	
 extensions	4/23/2014 3:23 PM	File folder	
 external	4/23/2014 3:23 PM	File folder	
 HelloHTML5World	7/28/2014 9:59 AM	File folder	
 lib	4/23/2014 3:18 PM	File folder	
 licenses	12/23/2013 12:14 ...	File folder	
 samples	4/23/2014 3:23 PM	File folder	
 template	4/23/2014 3:23 PM	File folder	
 tools	4/23/2014 3:23 PM	File folder	
 AUTHORS.txt	4/18/2014 8:06 AM	Text Document	7 KB
 CHANGELOG.txt	4/23/2014 3:07 PM	Text Document	18 KB
 index.html	4/18/2014 8:03 AM	Chrome HTML Do...	4 KB
 README.mdown	4/18/2014 8:06 AM	MDOWN File	2 KB

Chapter 2: How to Fly a Dragon!

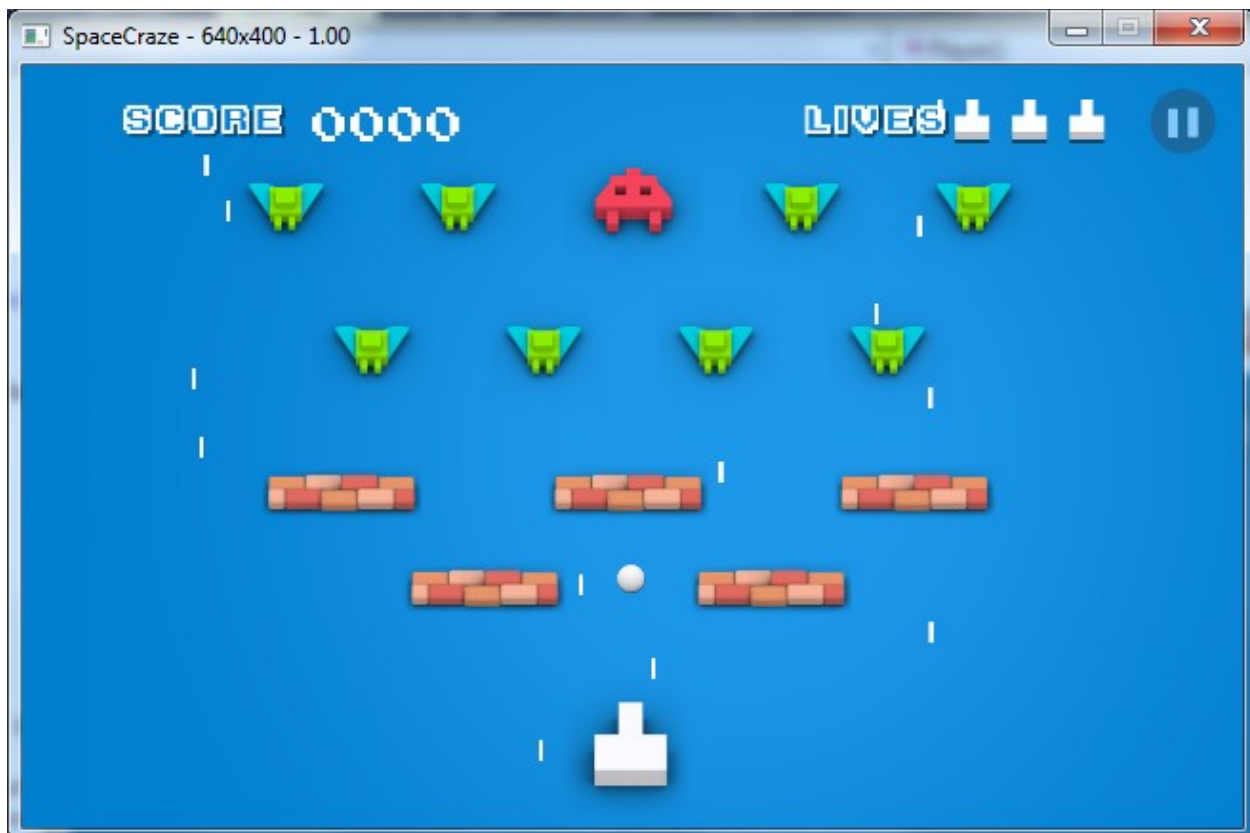


DRAGON DASH





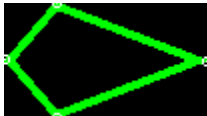
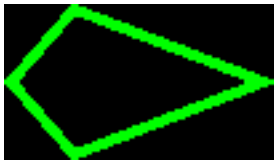
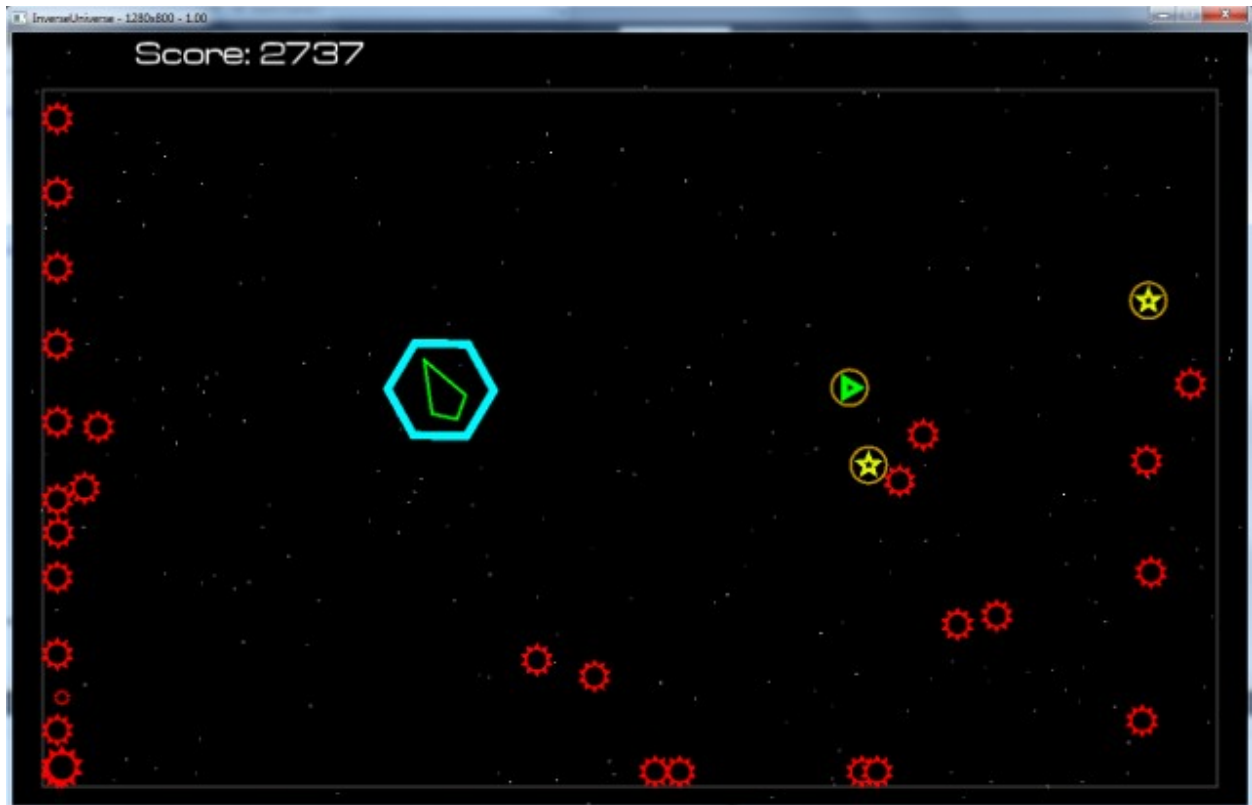
Chapter 3: Not Just a Space Game

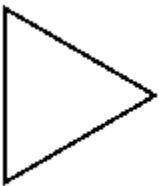


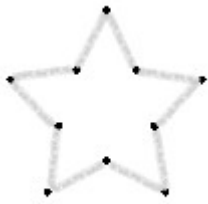
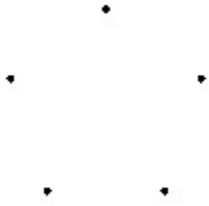
```
cmd: /cygdrive/e/Karan/Work/Cocos/cocos2d-x-2.2.5/tools/project-creator
Karan@Karan-PC ~
$ cd /cygdrive/e/Karan/Work/Cocos/cocos2d-x-2.2.5/tools/project-creator/
Karan@Karan-PC /cygdrive/e/Karan/Work/Cocos/cocos2d-x-2.2.5/tools/project-creator
$ ./create_project.py -project SpaceCraze -package com.karanseq.SpaceCraze -language cpp
proj.ios : Done!
proj.android : Done!
proj.win32 : Done!
proj.winrt : Done!
proj.wp8 : Done!
proj.mac : Done!
proj.blackberry : Done!
proj.linux : Done!
proj.marmalade : Done!
proj.tizen : Done!
proj.wp8-xaml : Done!
New project has been created in this path: /cygdrive/e/Karan/Work/Cocos/cocos2d-x-2.2.5/projects/SpaceCraze
Have Fun!
Karan@Karan-PC /cygdrive/e/Karan/Work/Cocos/cocos2d-x-2.2.5/tools/project-creator
$
```



Chapter 4: Back to the Drawing Board







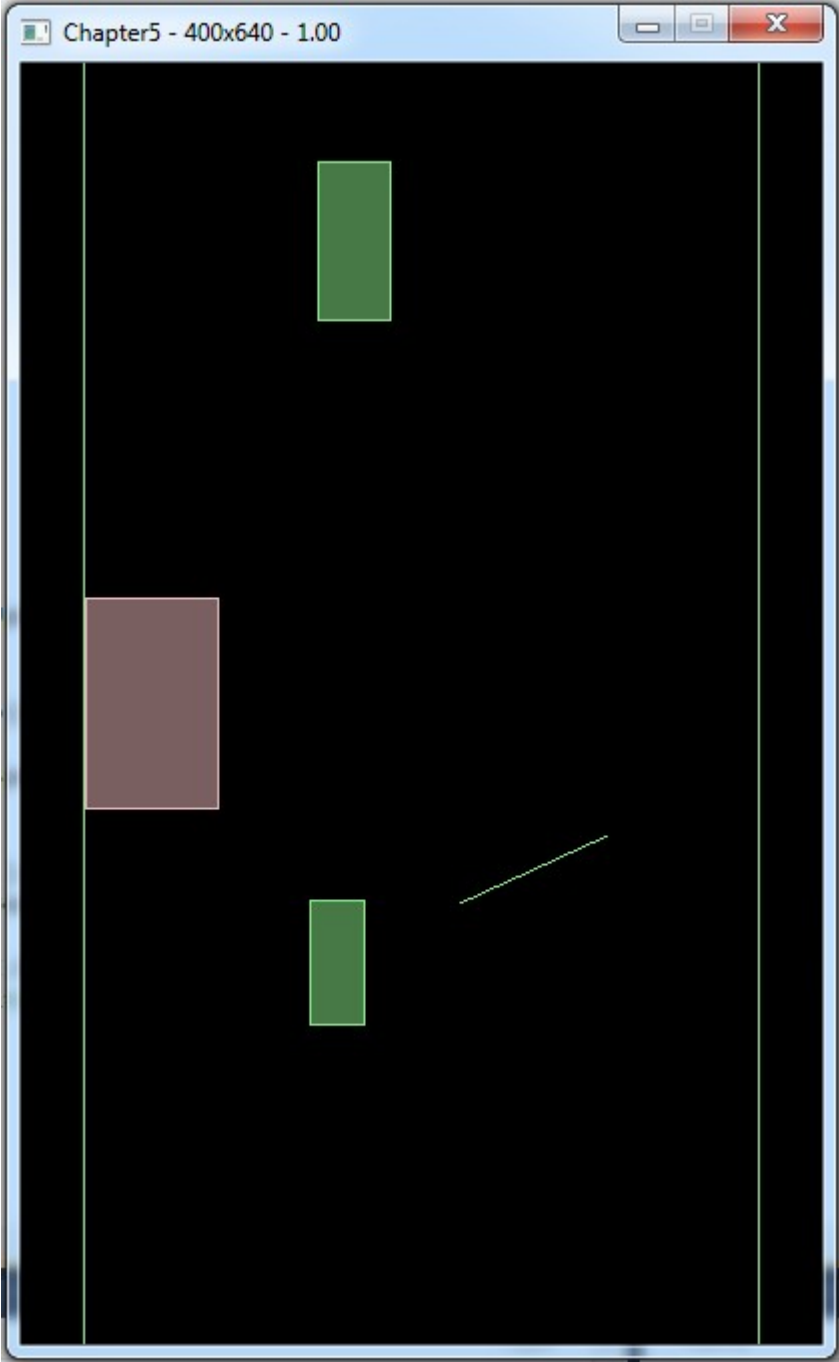
Chapter 5: Let's Get Physical!

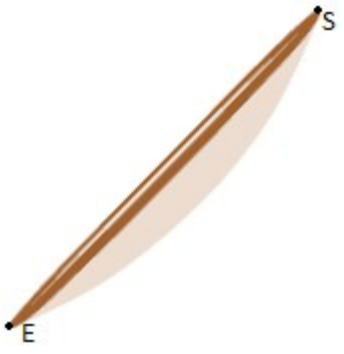
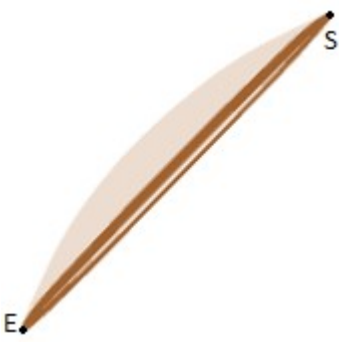
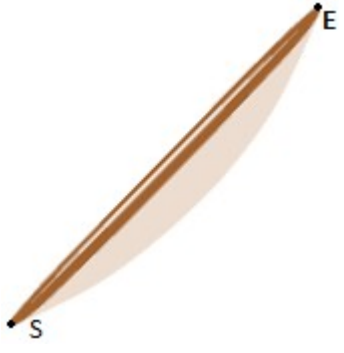
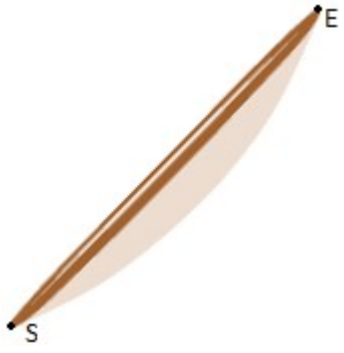
Chapter5 - 400x640 - 1.00

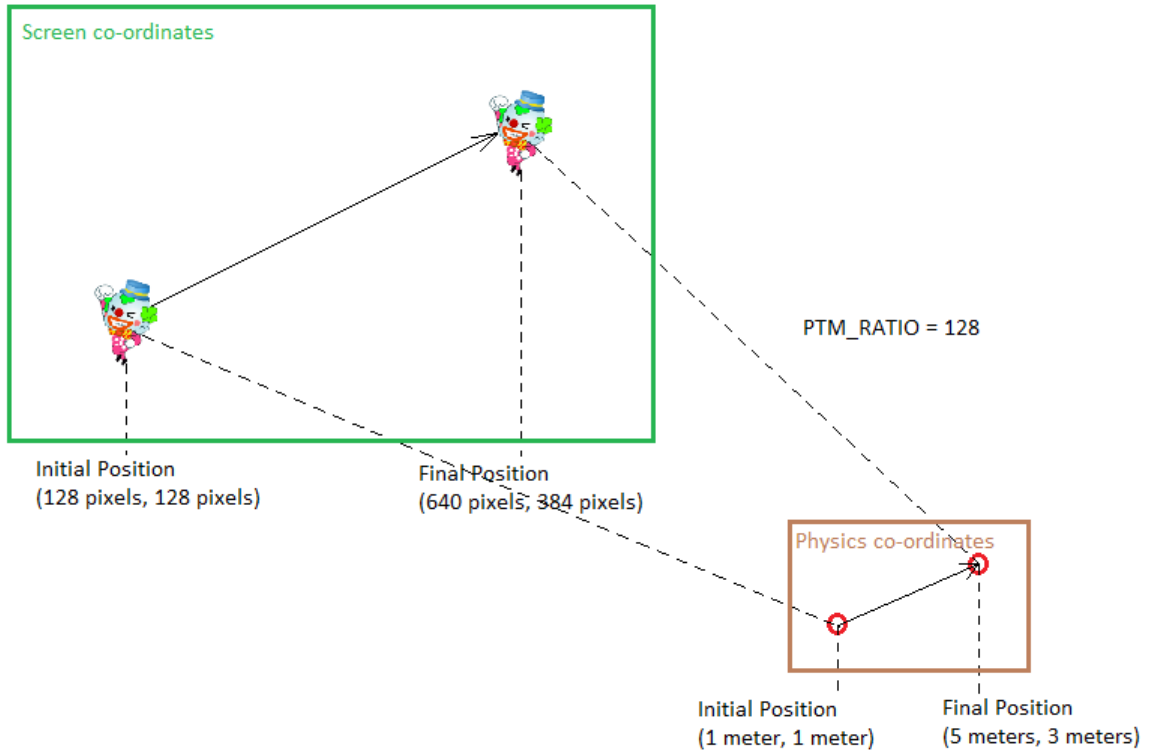


Score:370



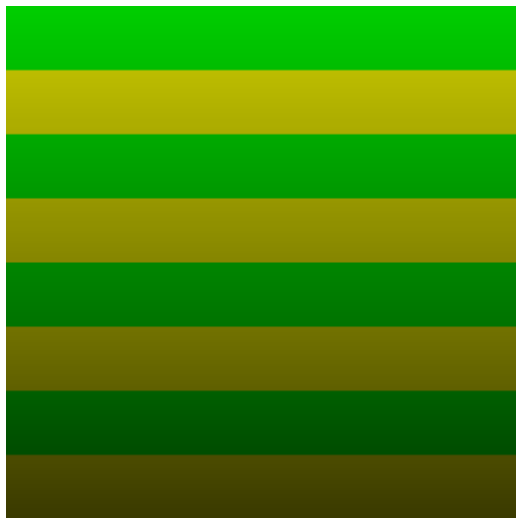
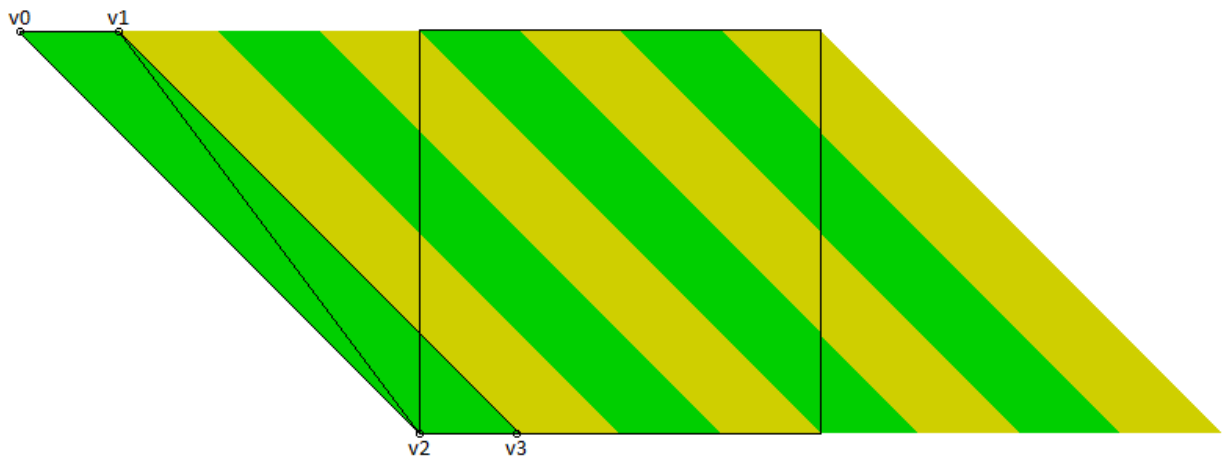
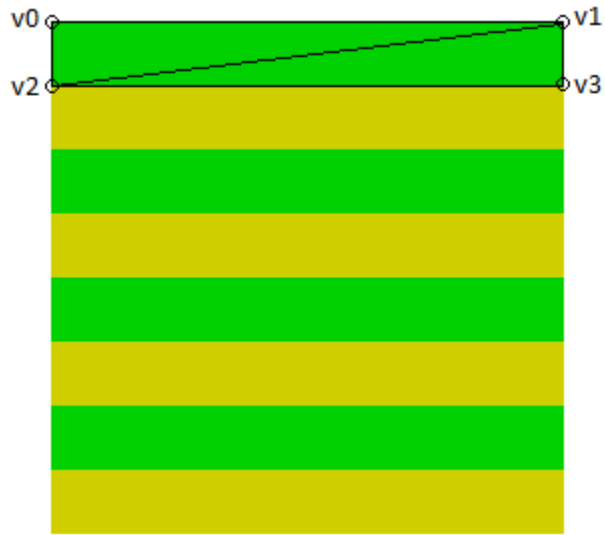


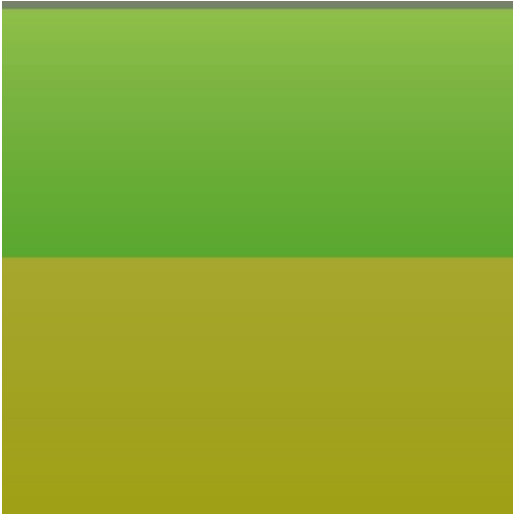
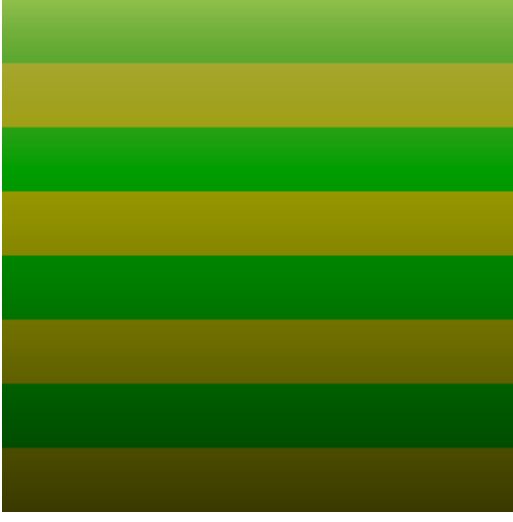


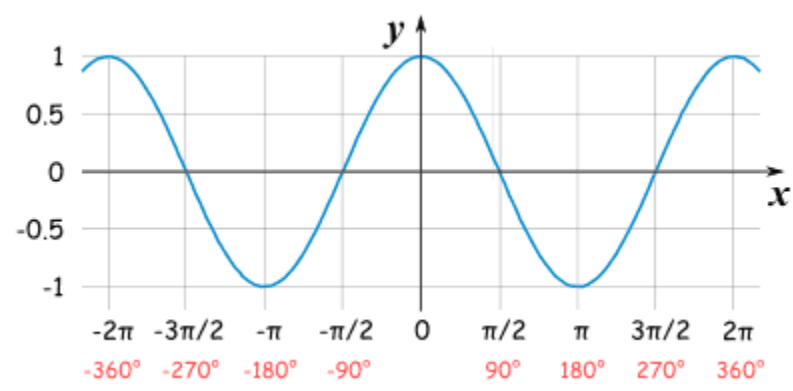
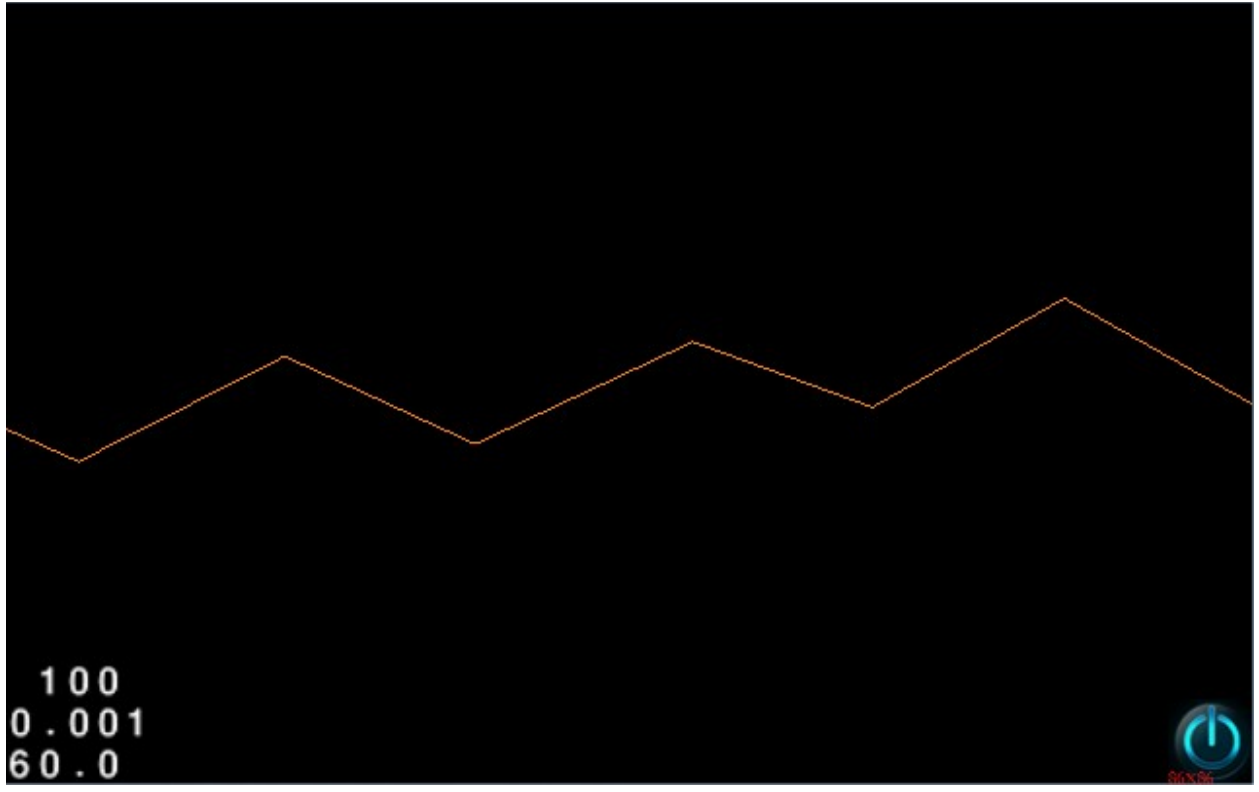


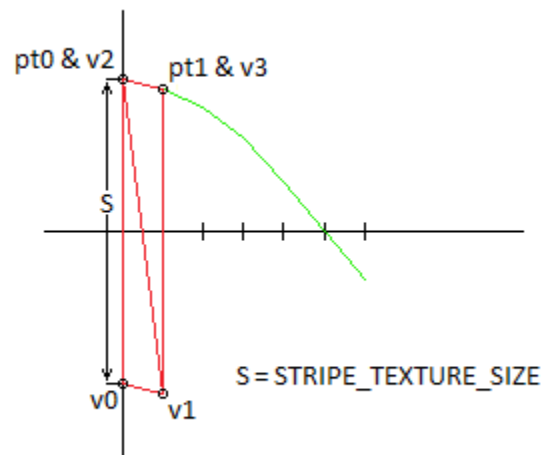
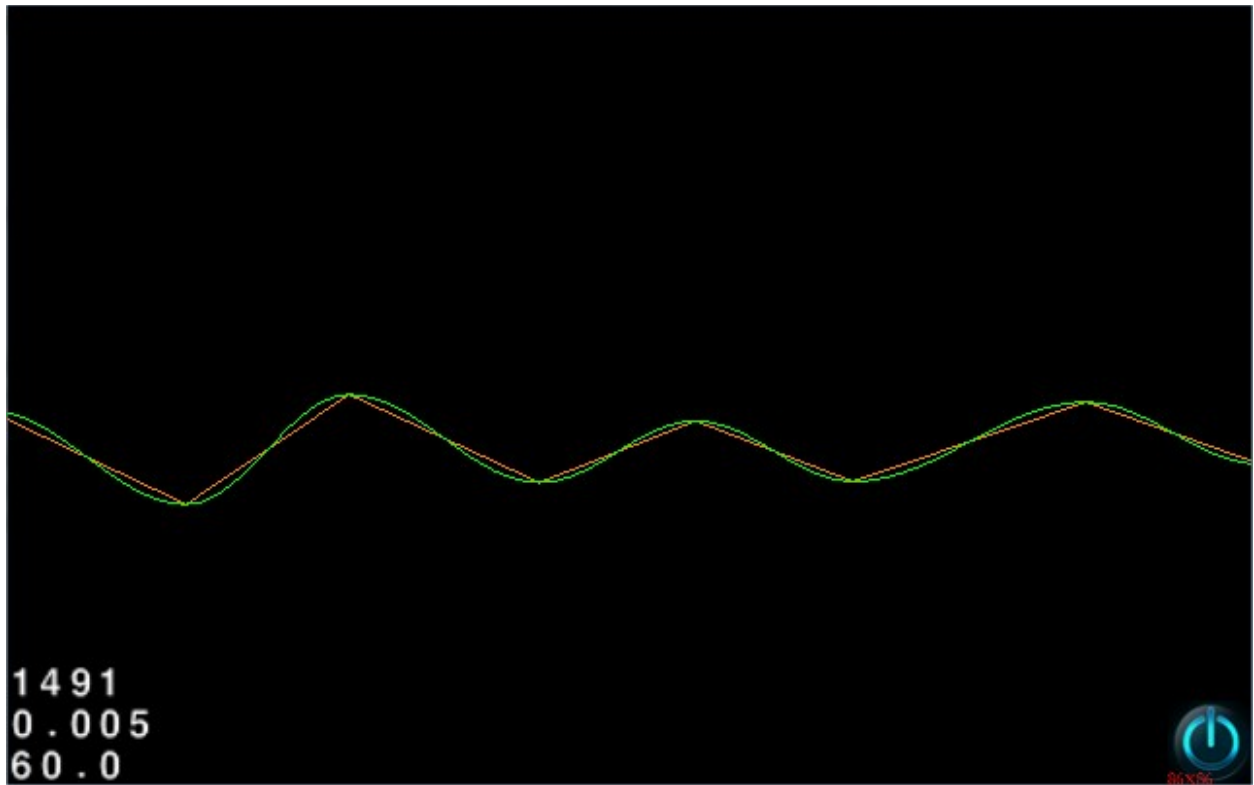
Chapter 6: Creativity with Textures



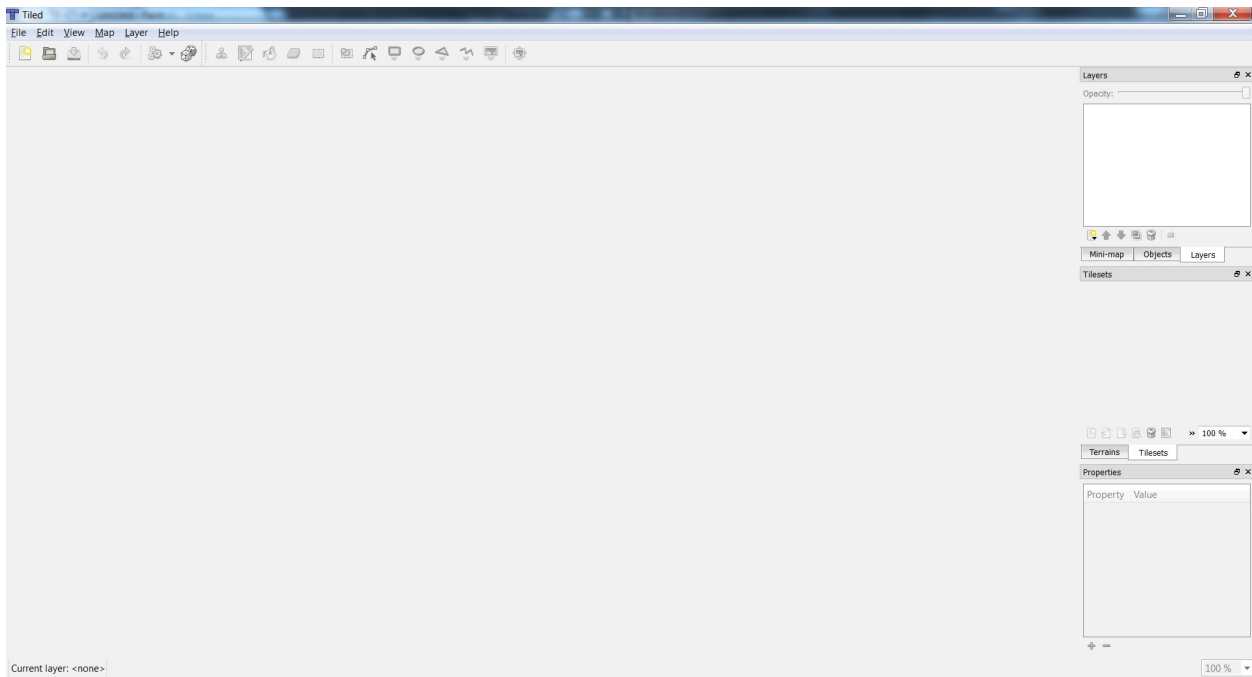
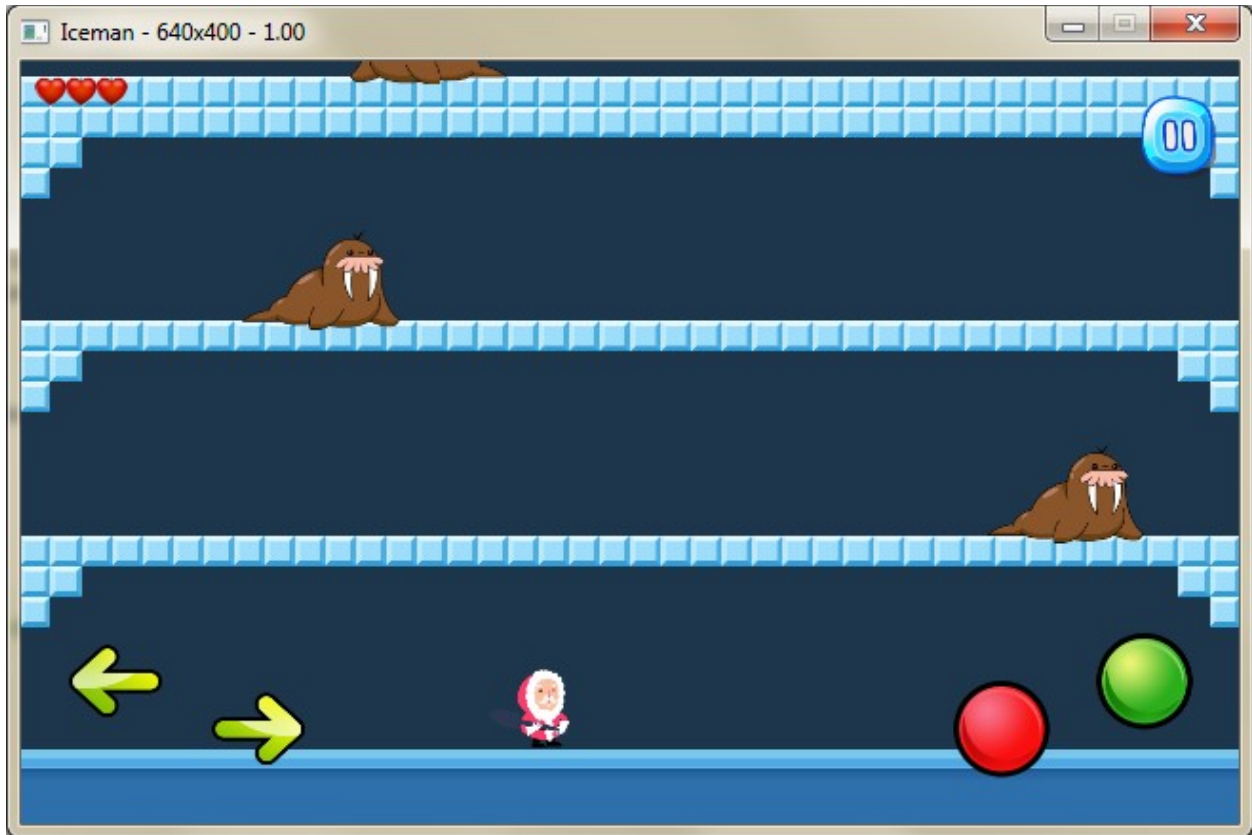


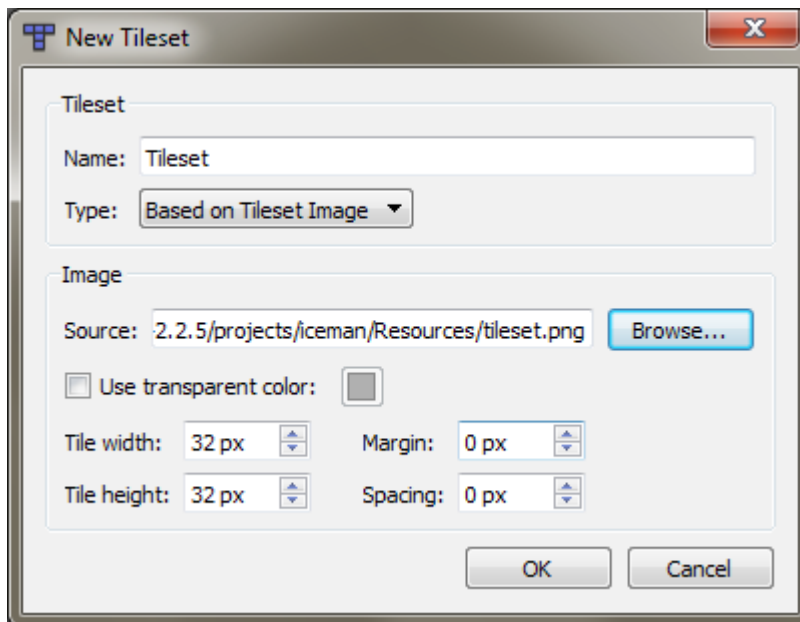
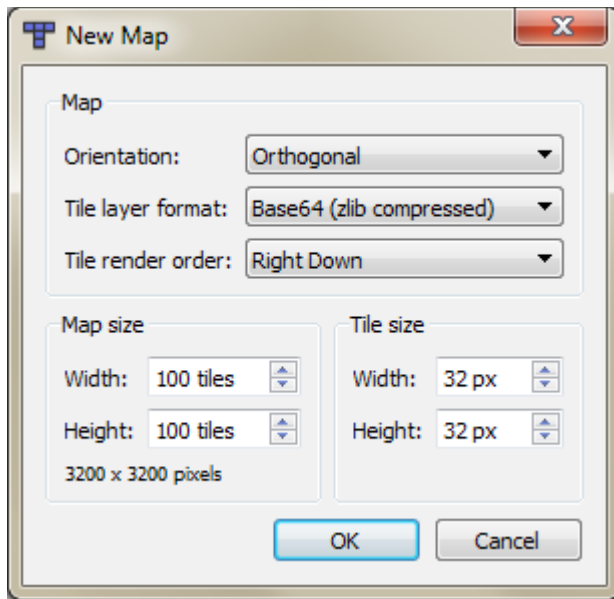


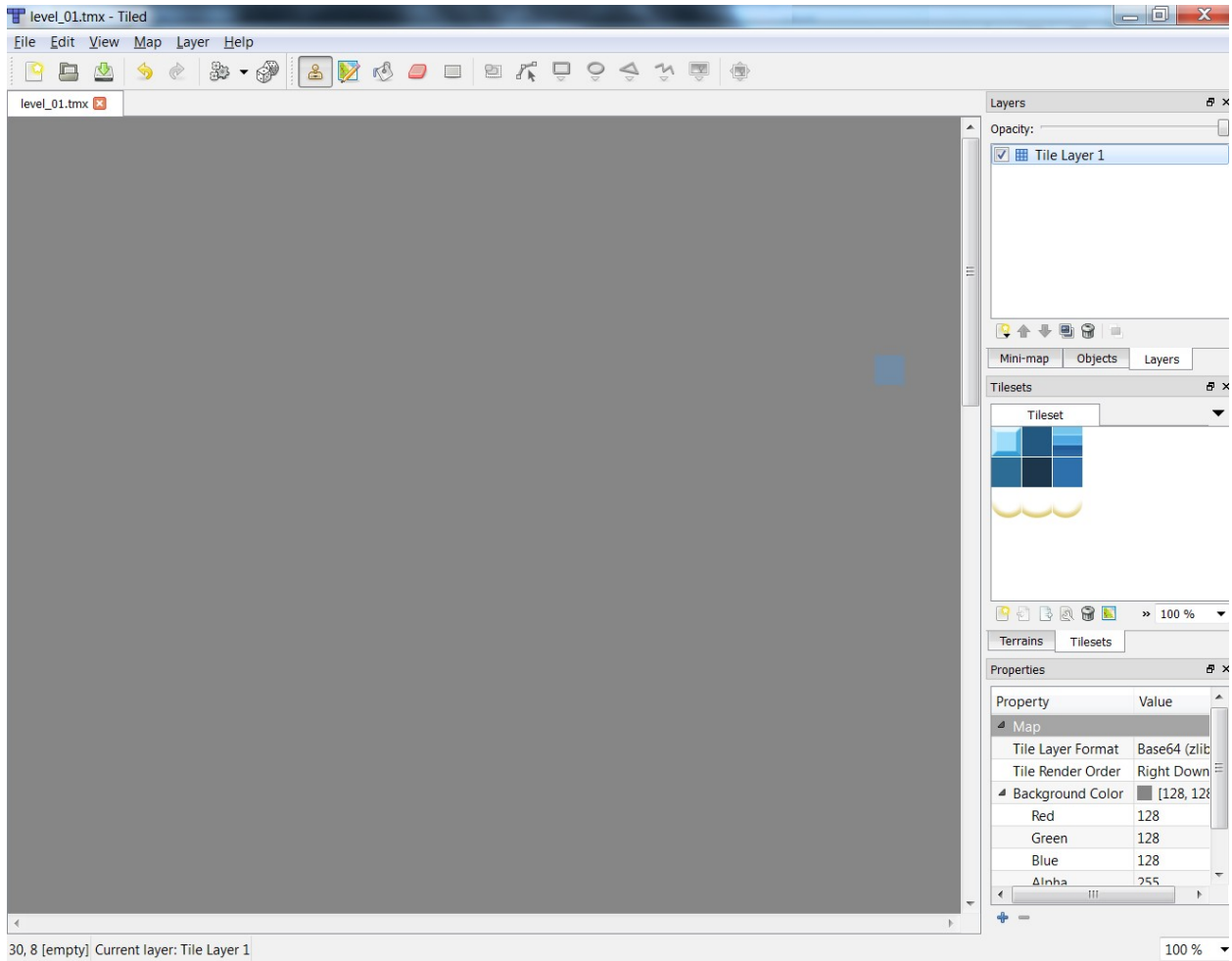


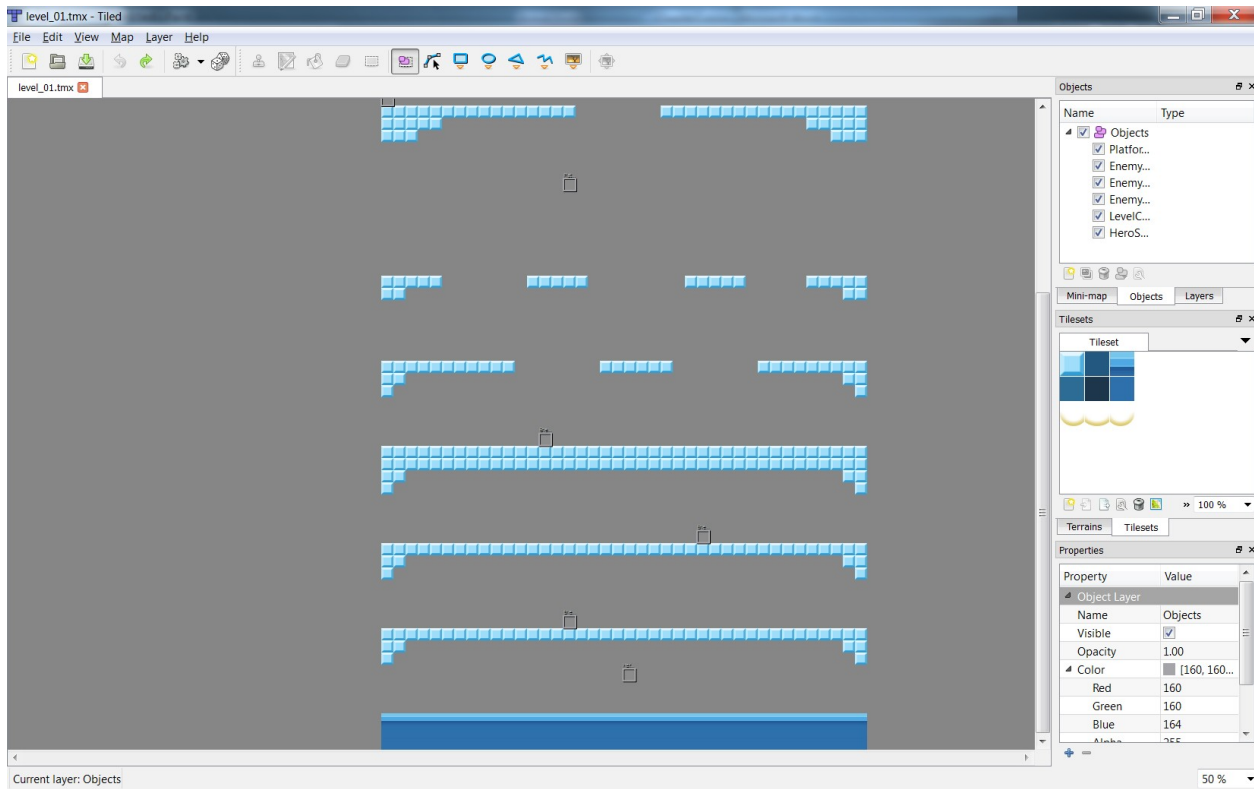
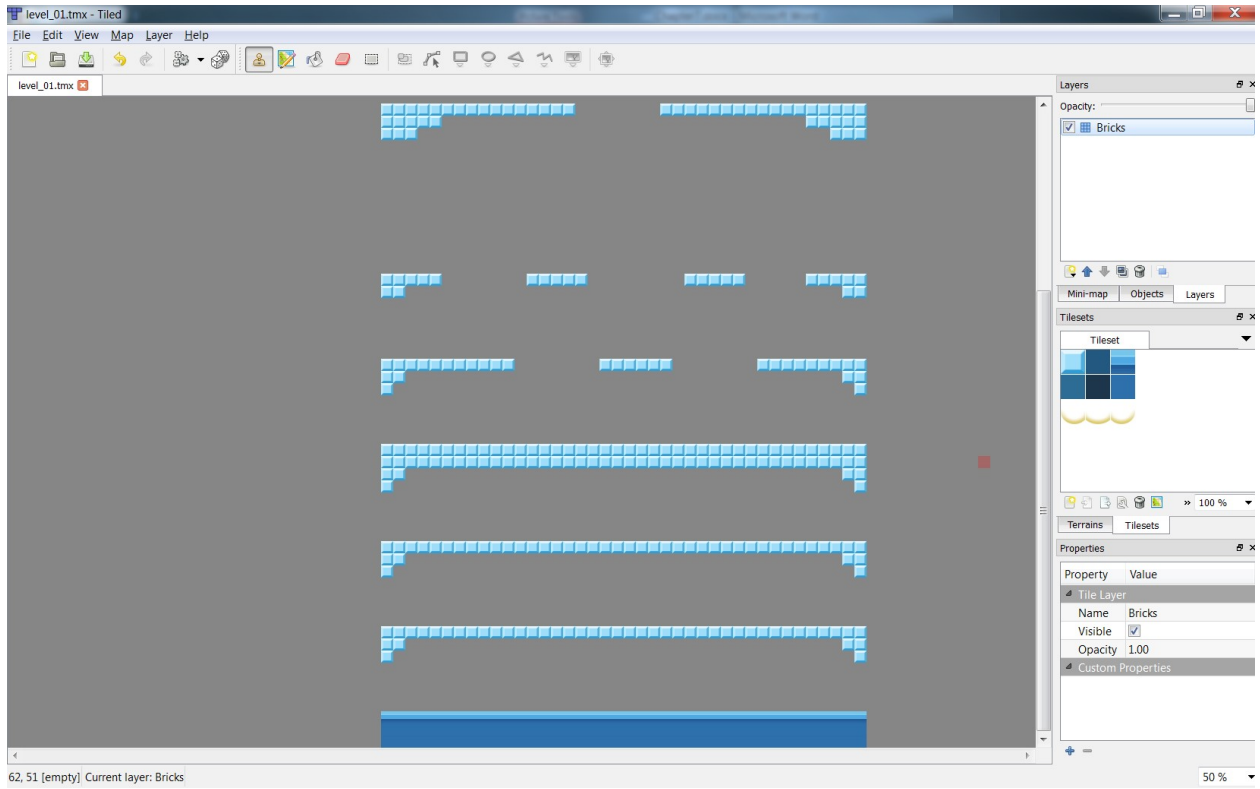


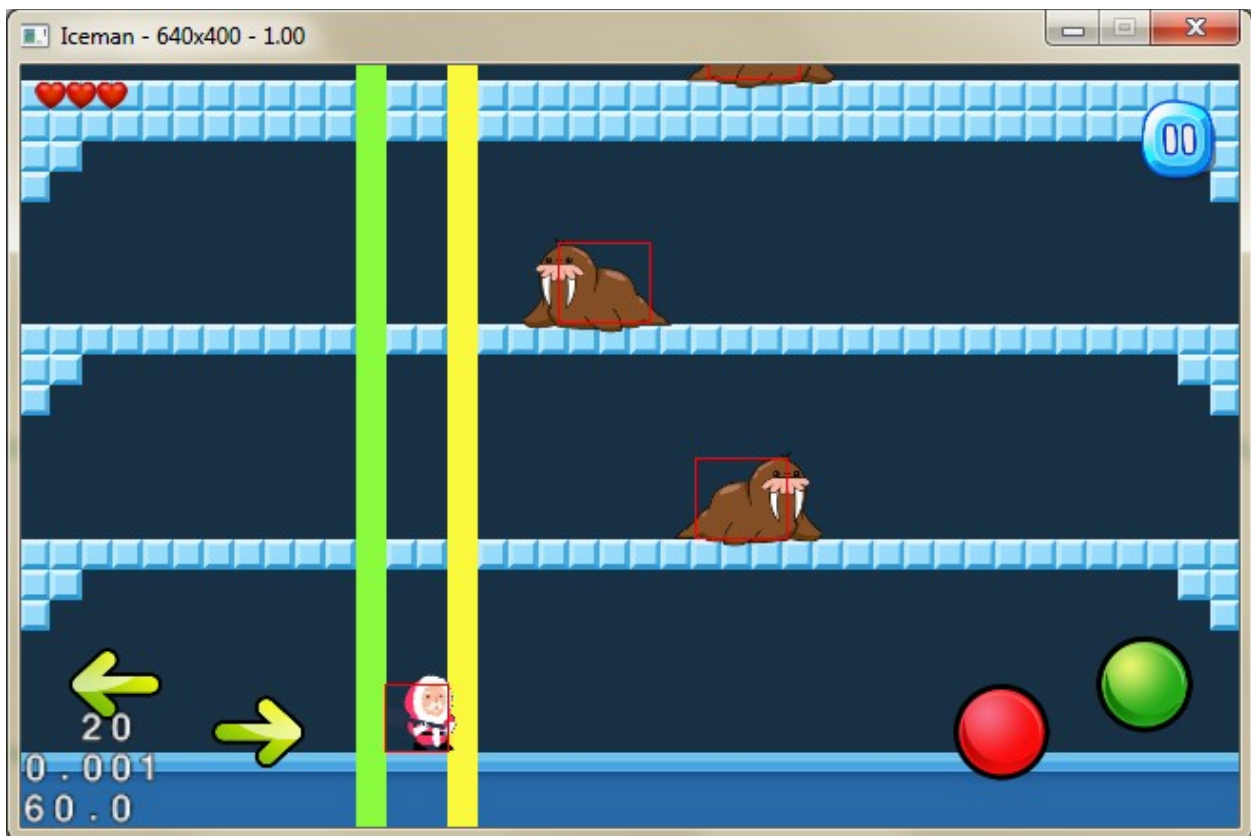
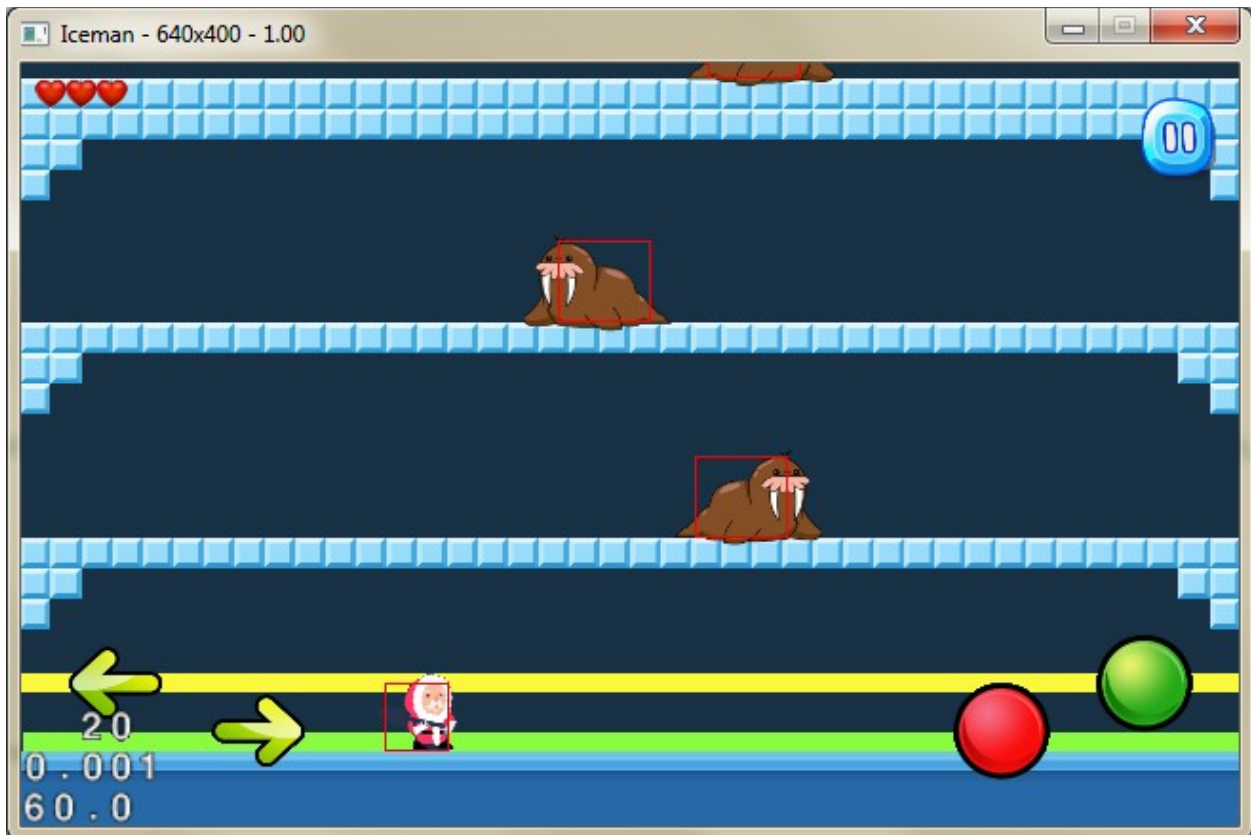
Chapter 7: Old is Gold!

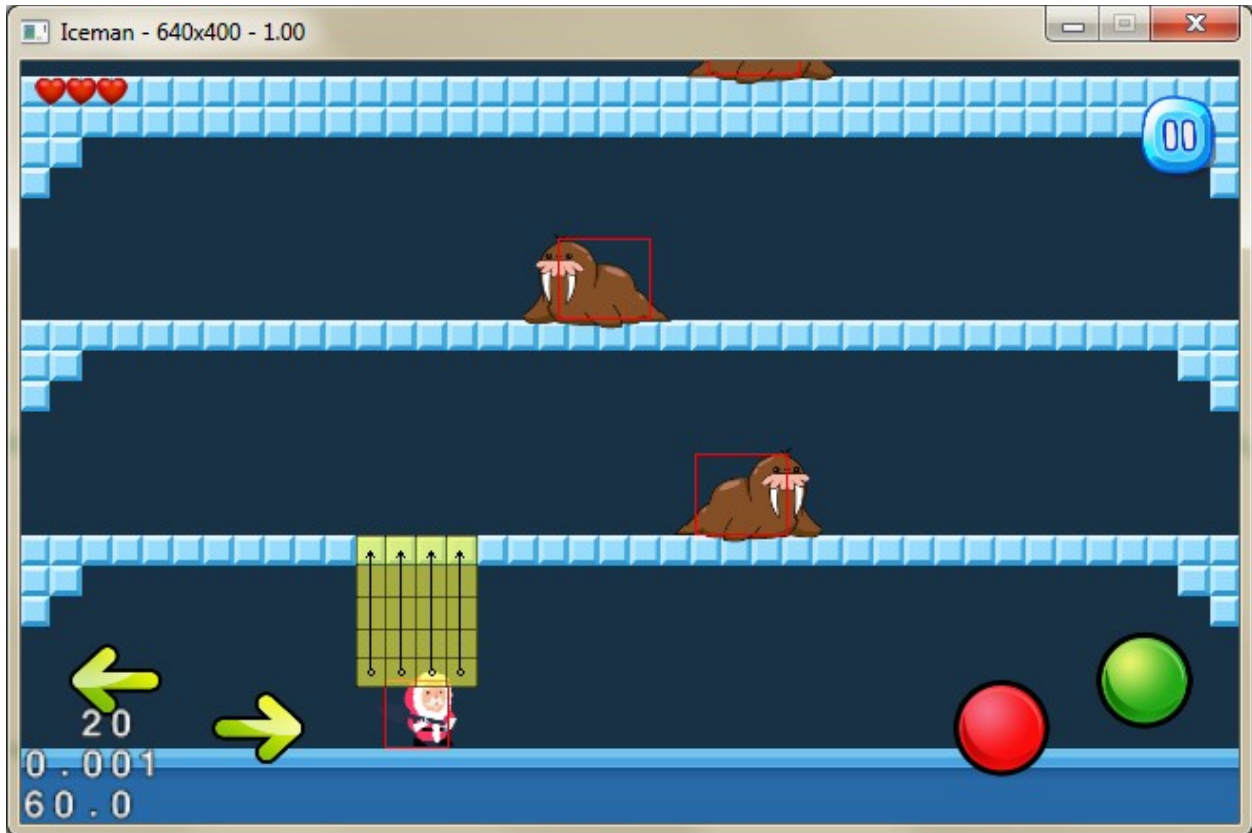






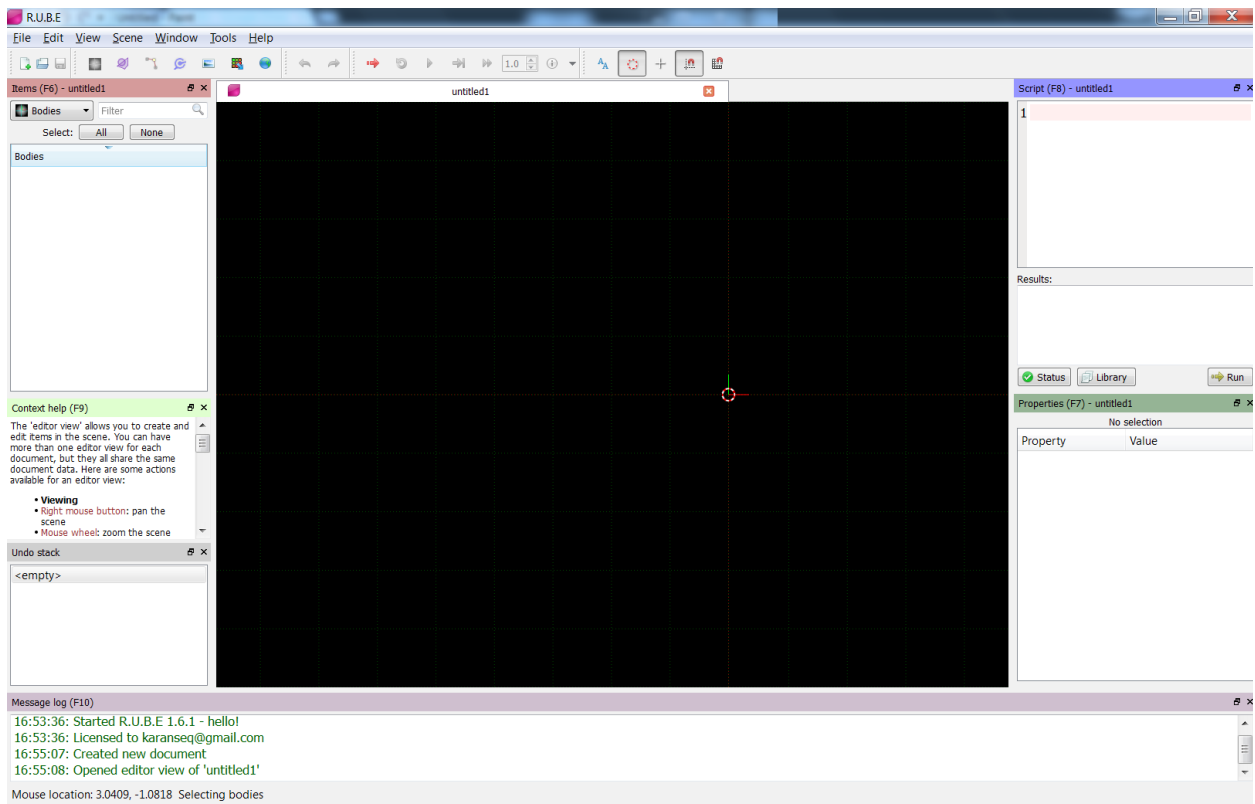
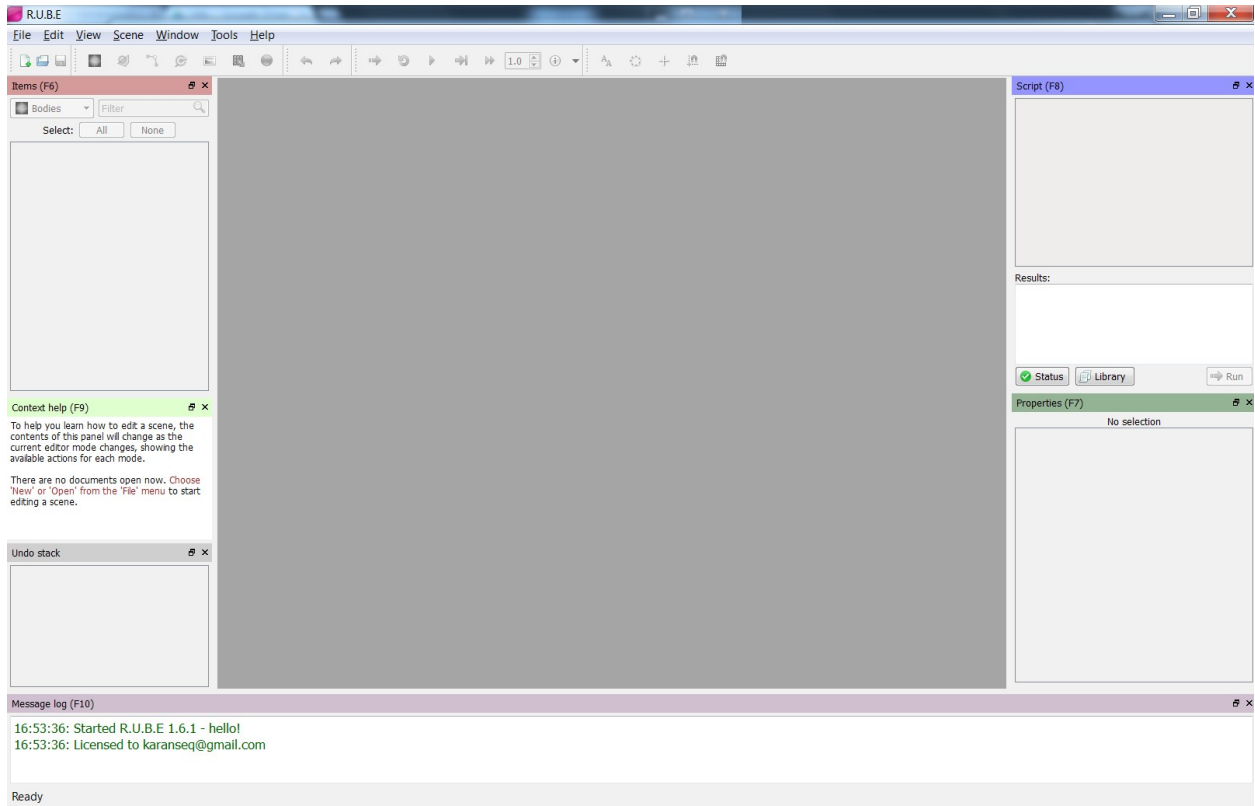


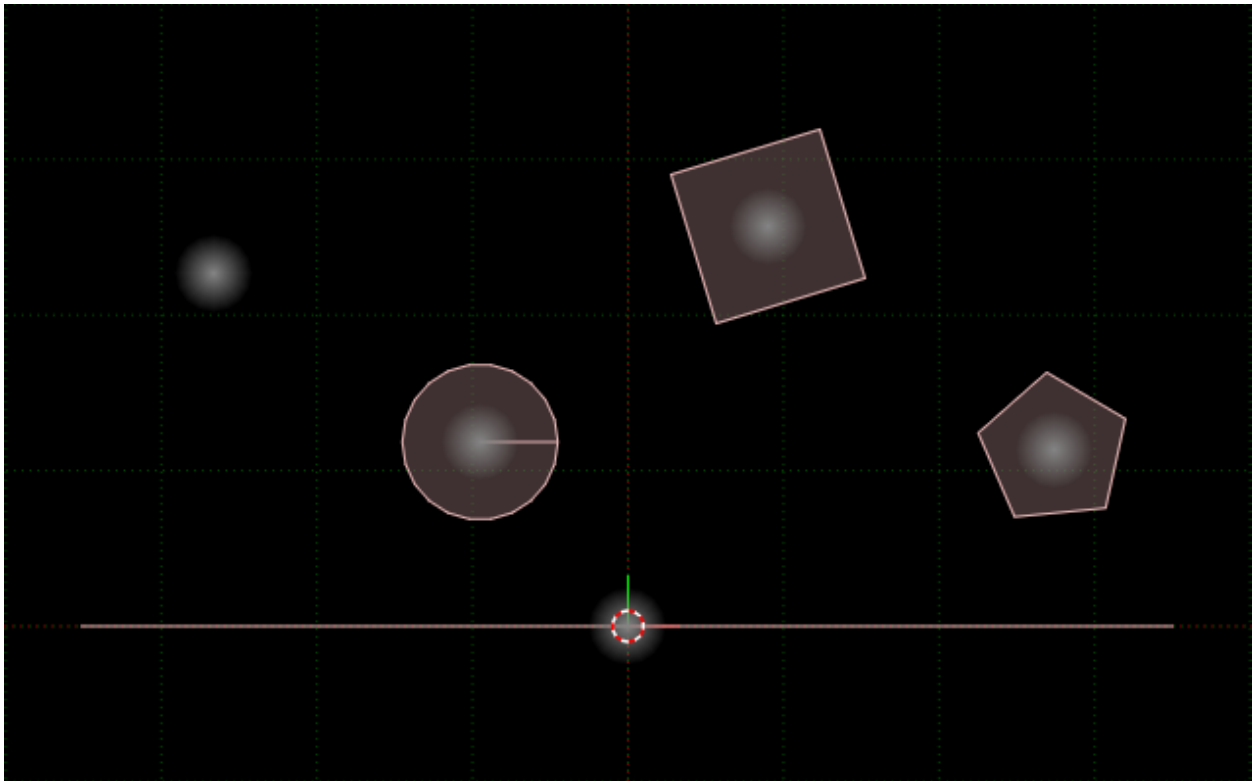
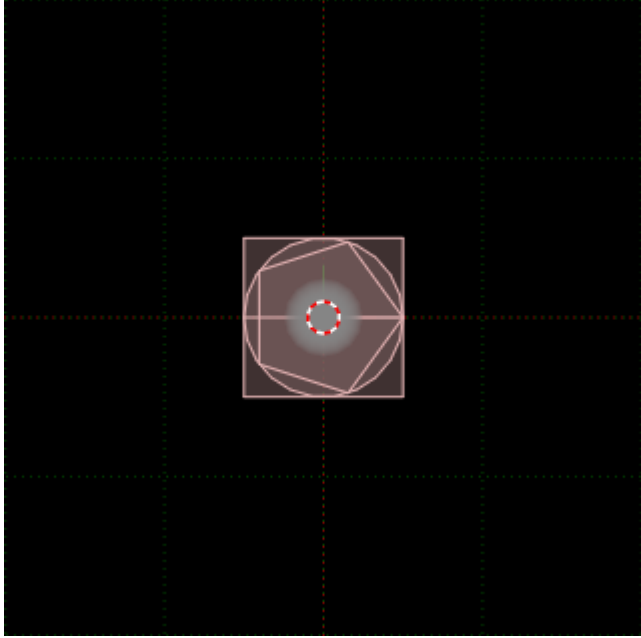


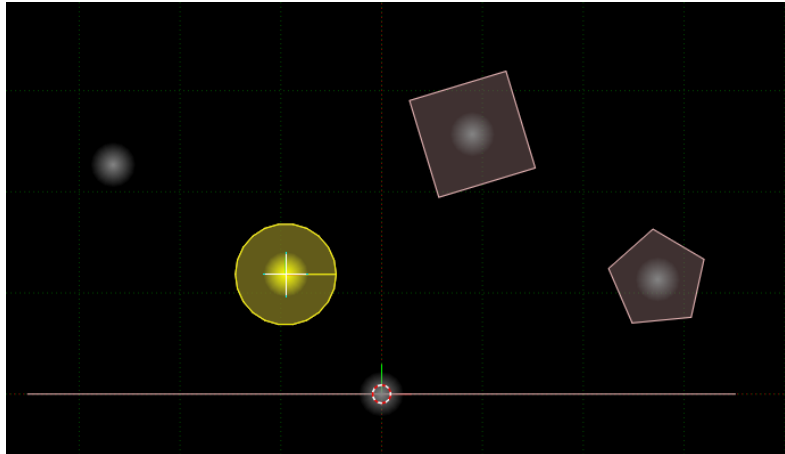


Chapter 8: Box2D Meets RUBE





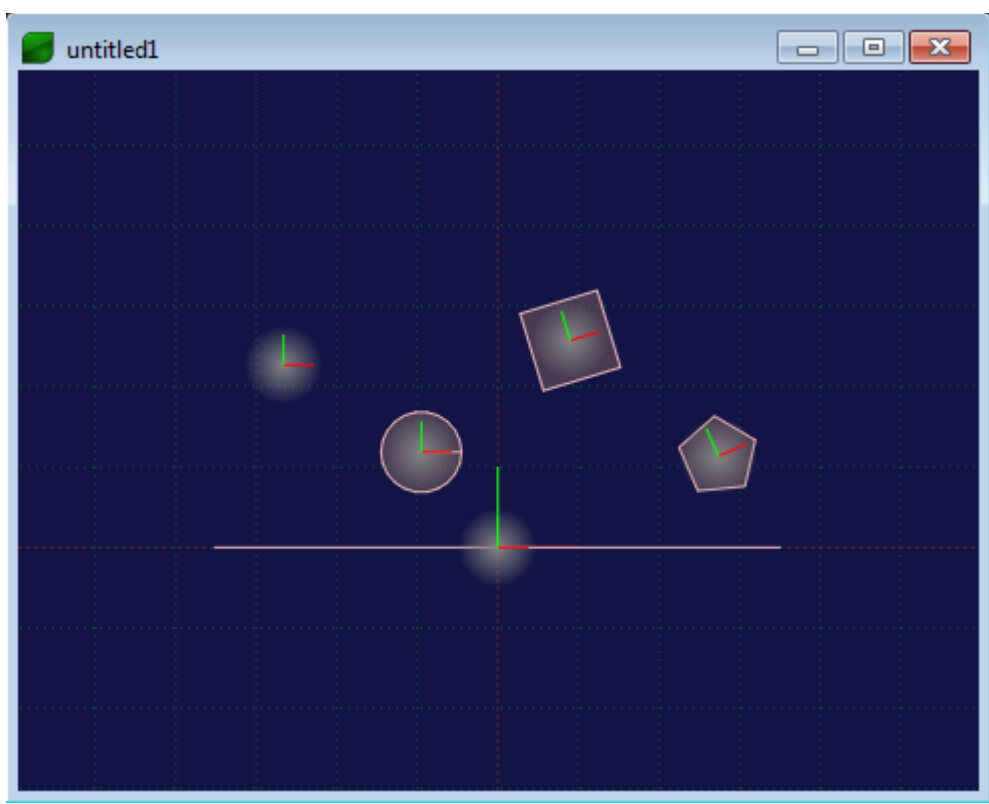


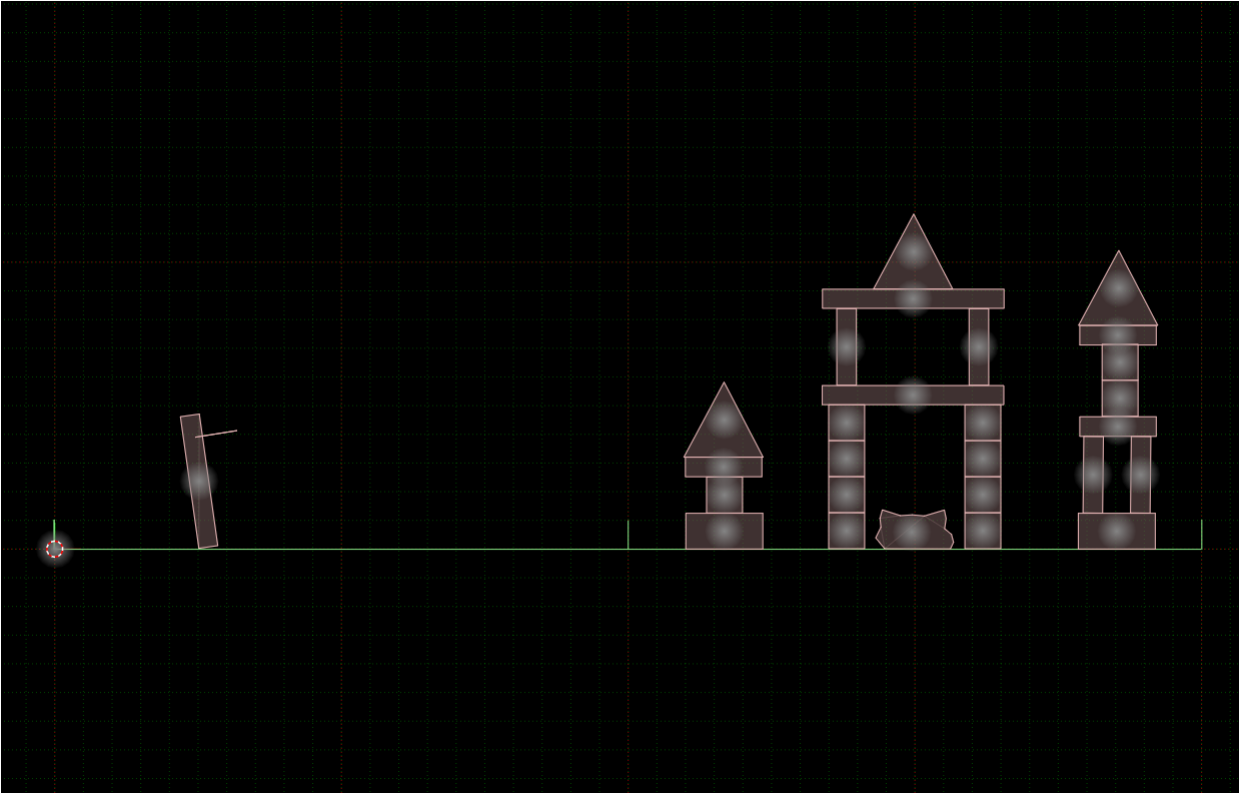
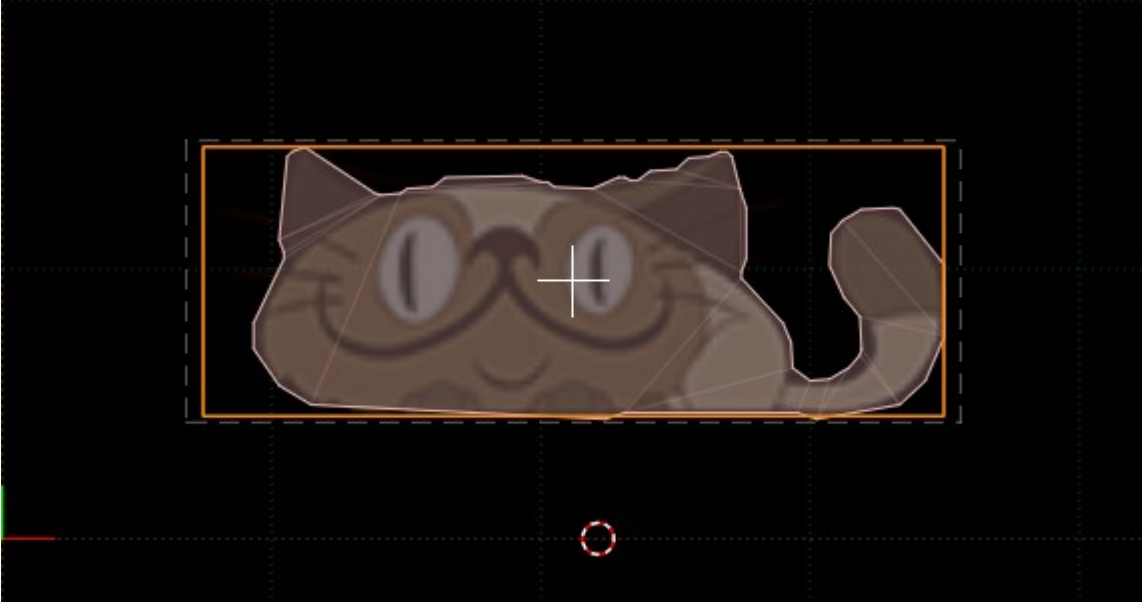


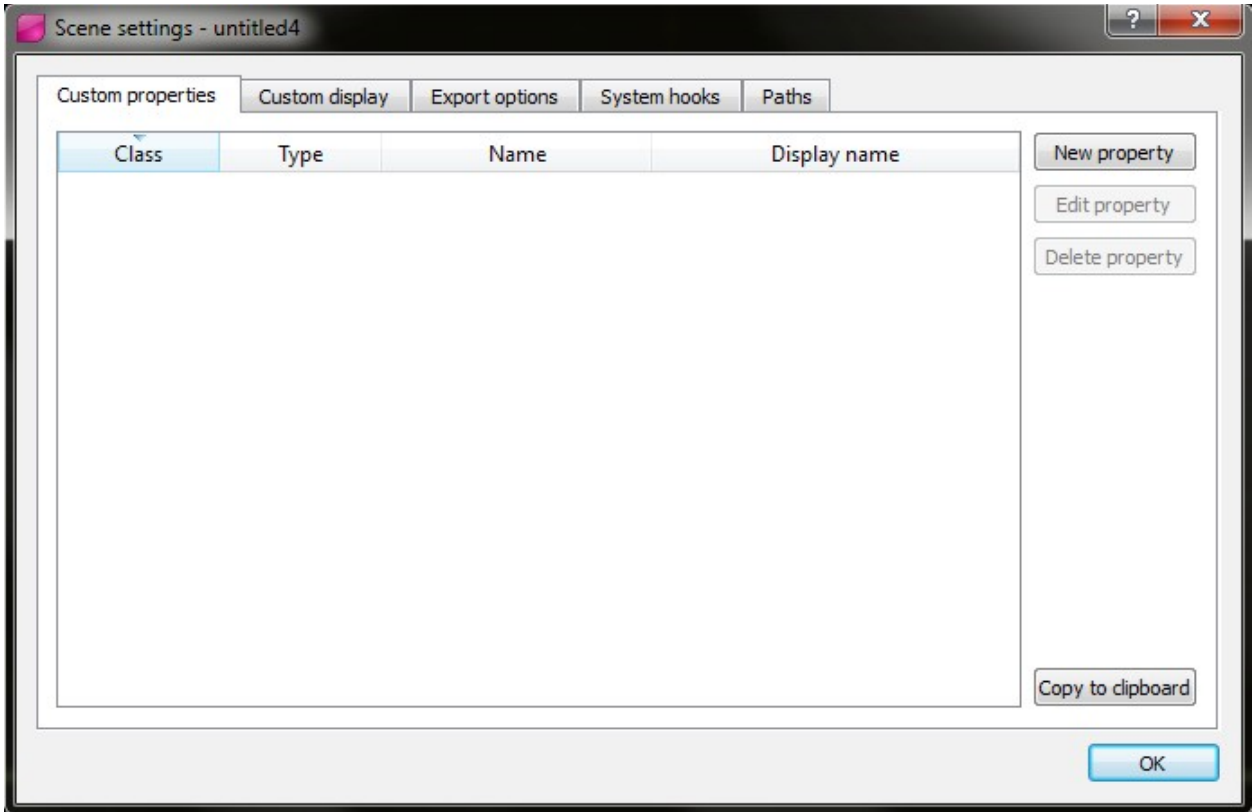
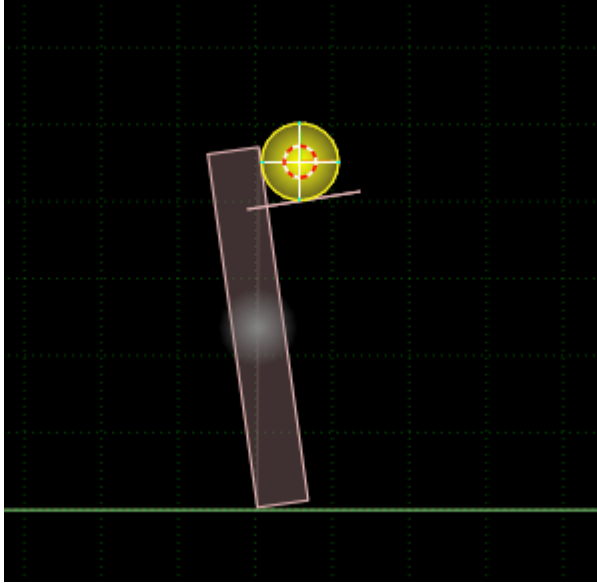
Properties (F7) - untitled1

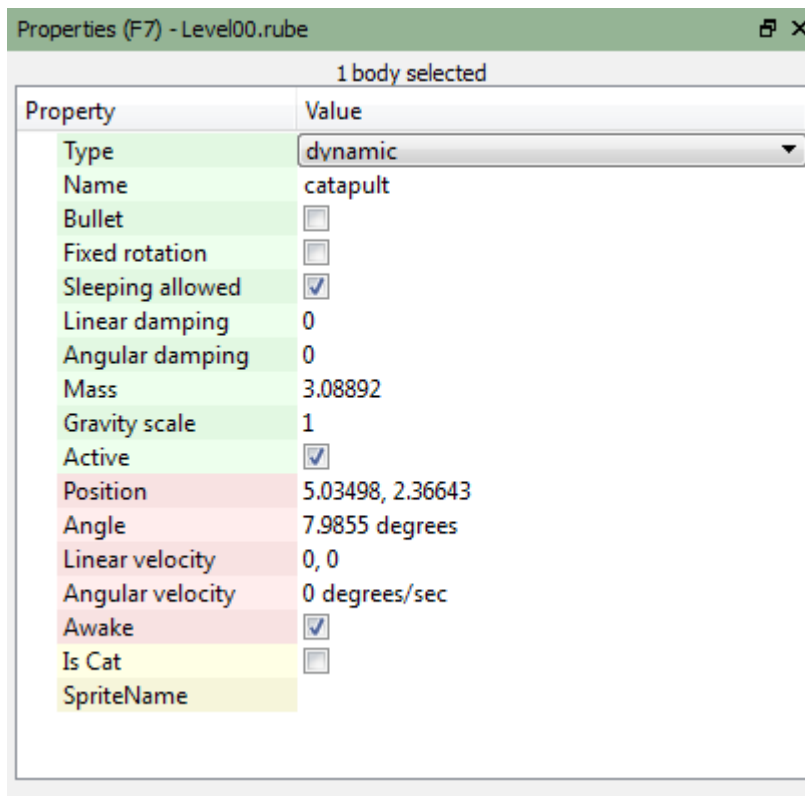
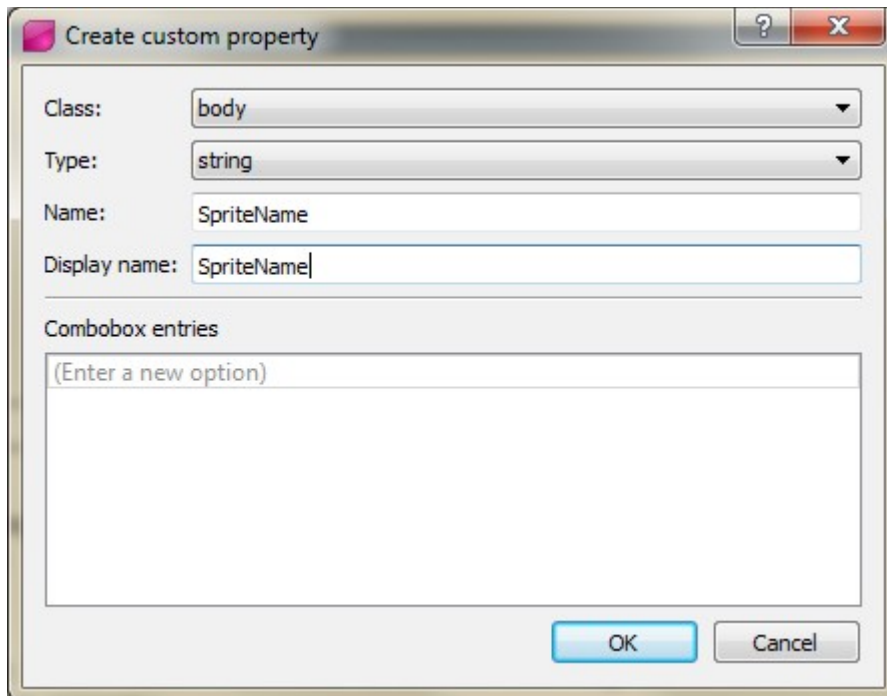
1 body selected

Property	Value
Type	dynamic
Name	body2
Bullet	<input type="checkbox"/>
Fixed rotation	<input type="checkbox"/>
Sleeping allowed	<input checked="" type="checkbox"/>
Linear damping	0
Angular damping	0
Mass	0.785398
Gravity scale	1
Active	<input checked="" type="checkbox"/>
Position	-0.950882, 1.18388
Angle	0 degrees
Linear velocity	0, 0
Angular velocity	0 degrees/sec
Awake	<input checked="" type="checkbox"/>

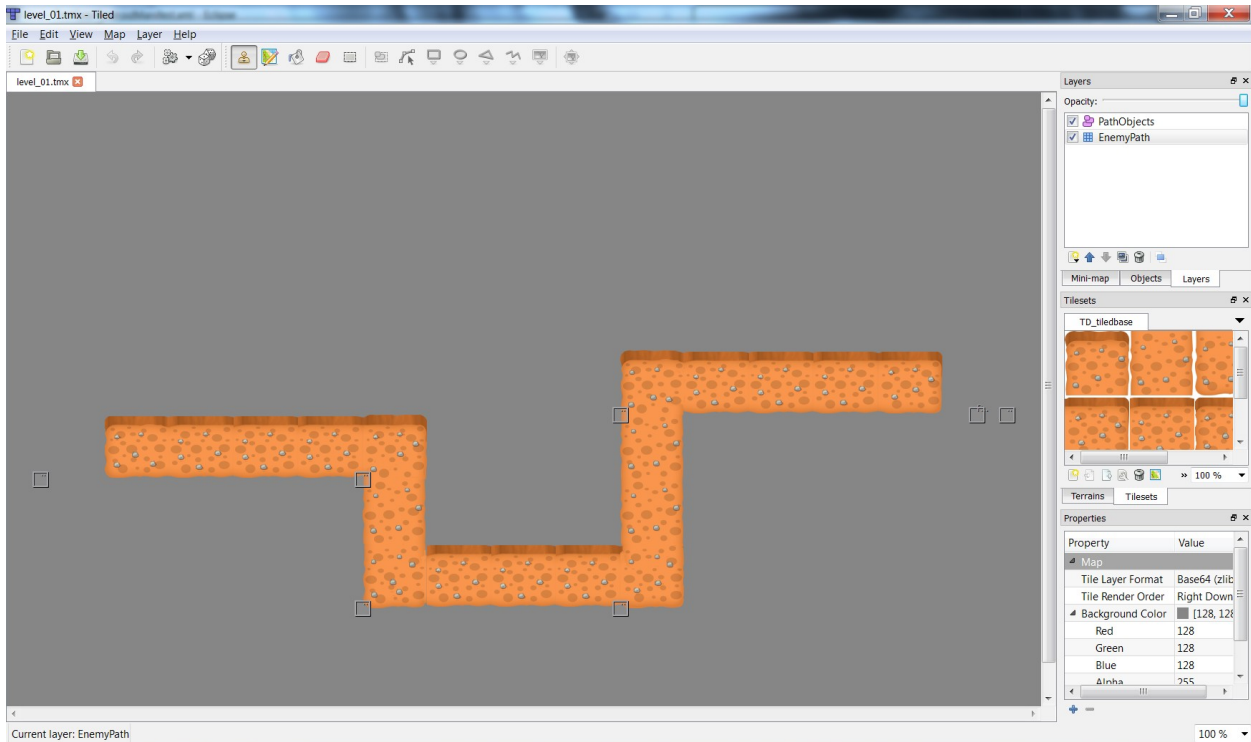






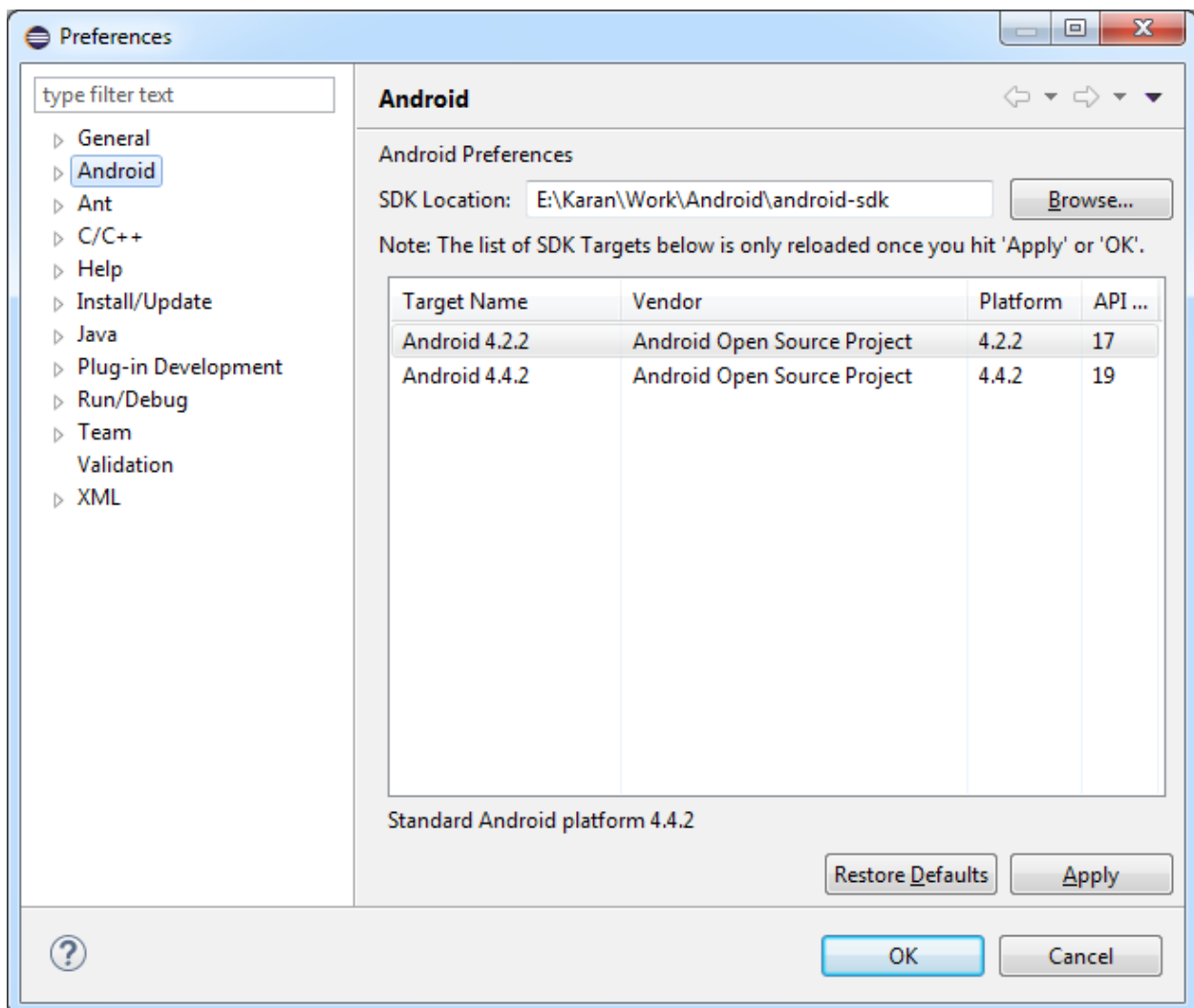


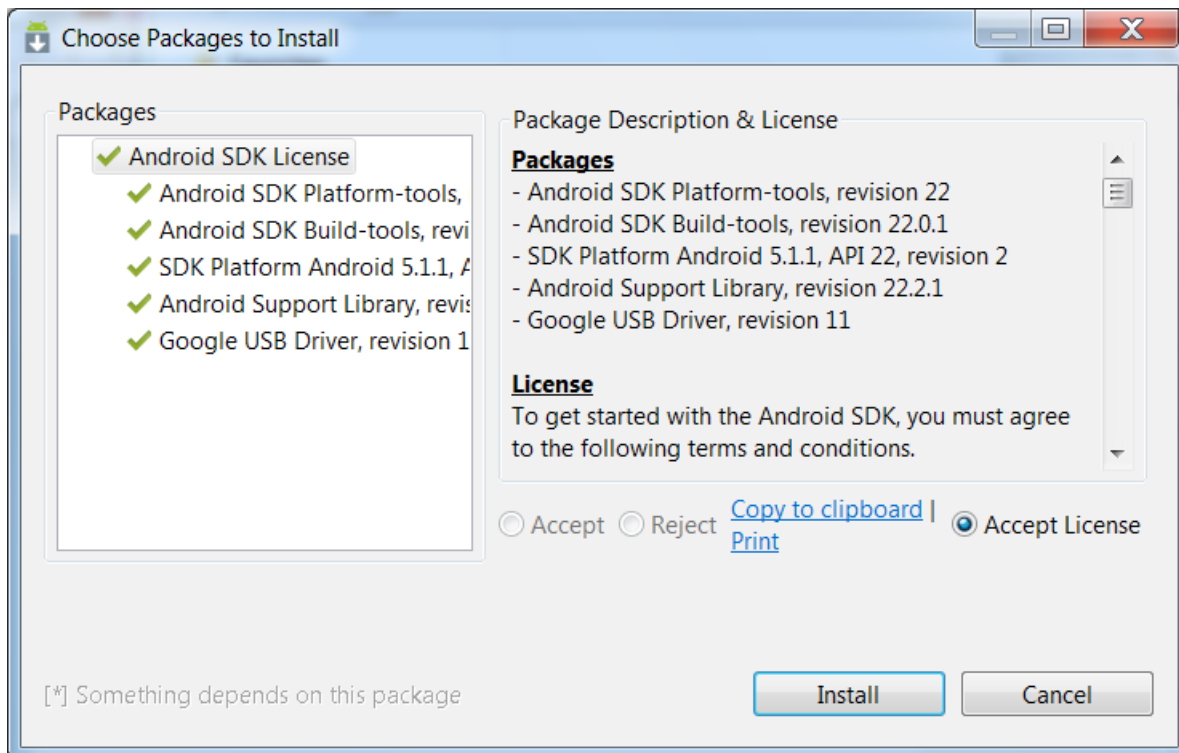
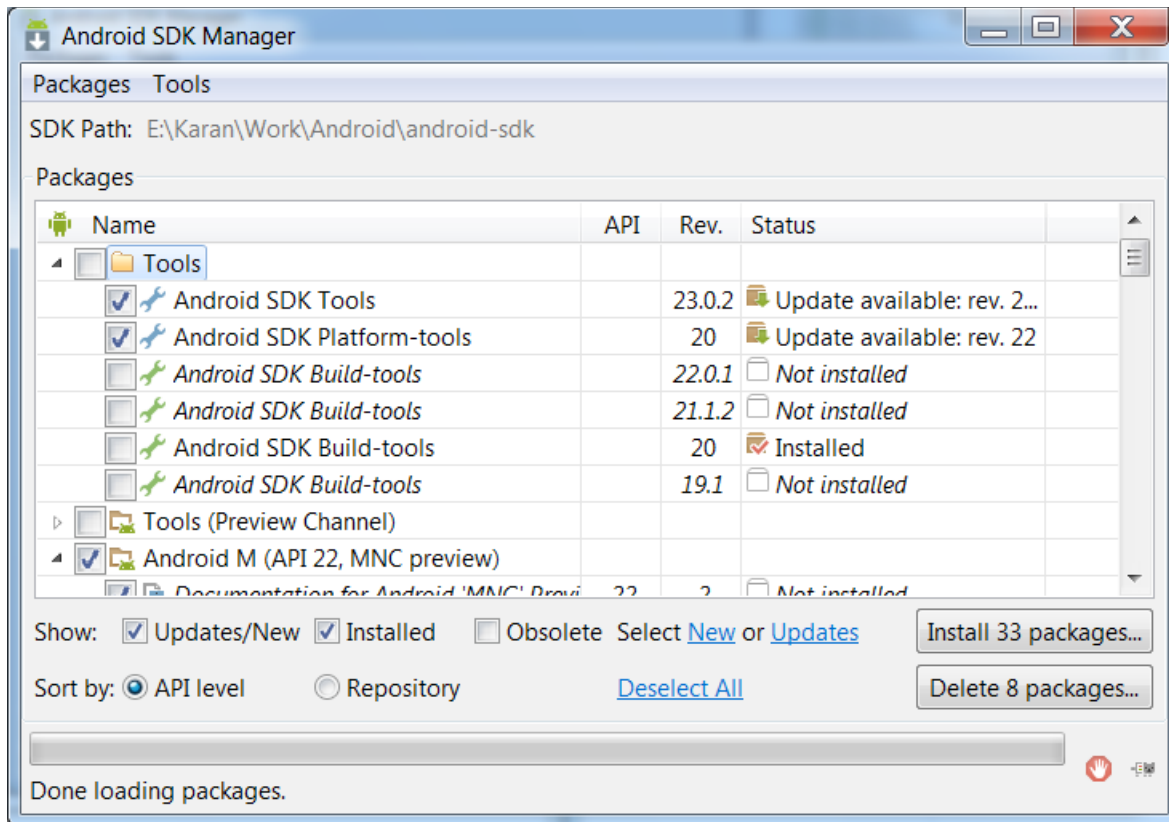
Chapter 9: The Two Towers

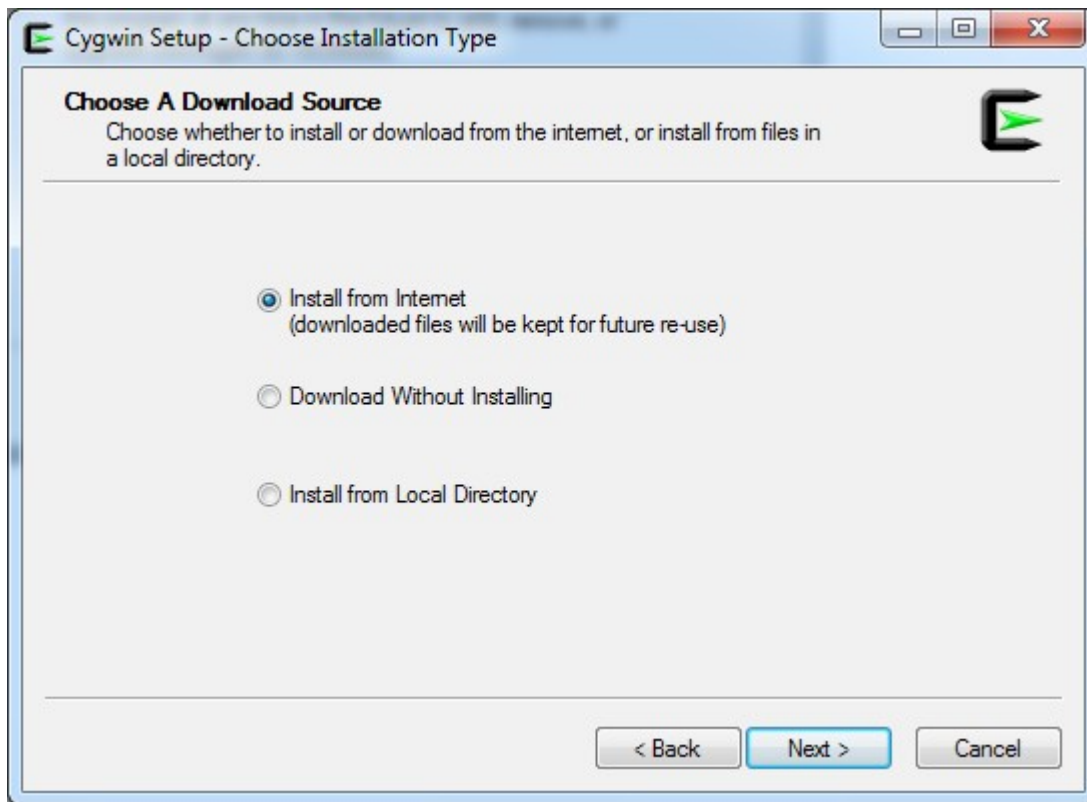
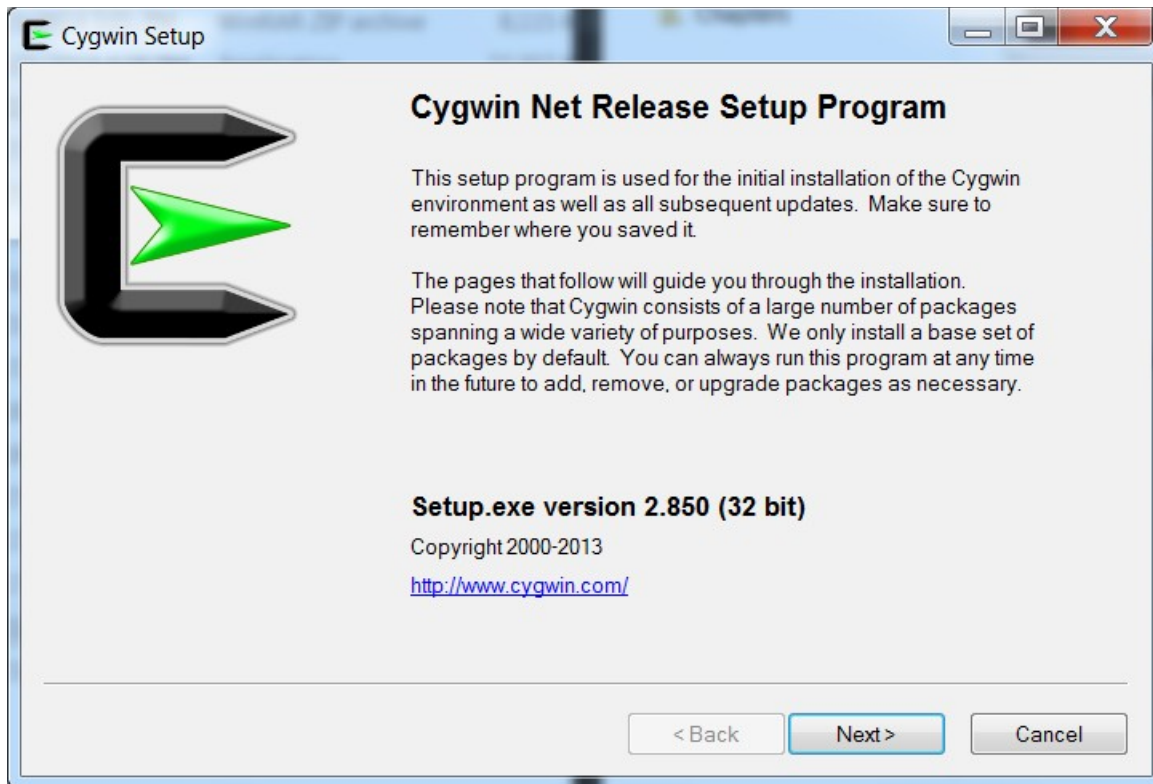


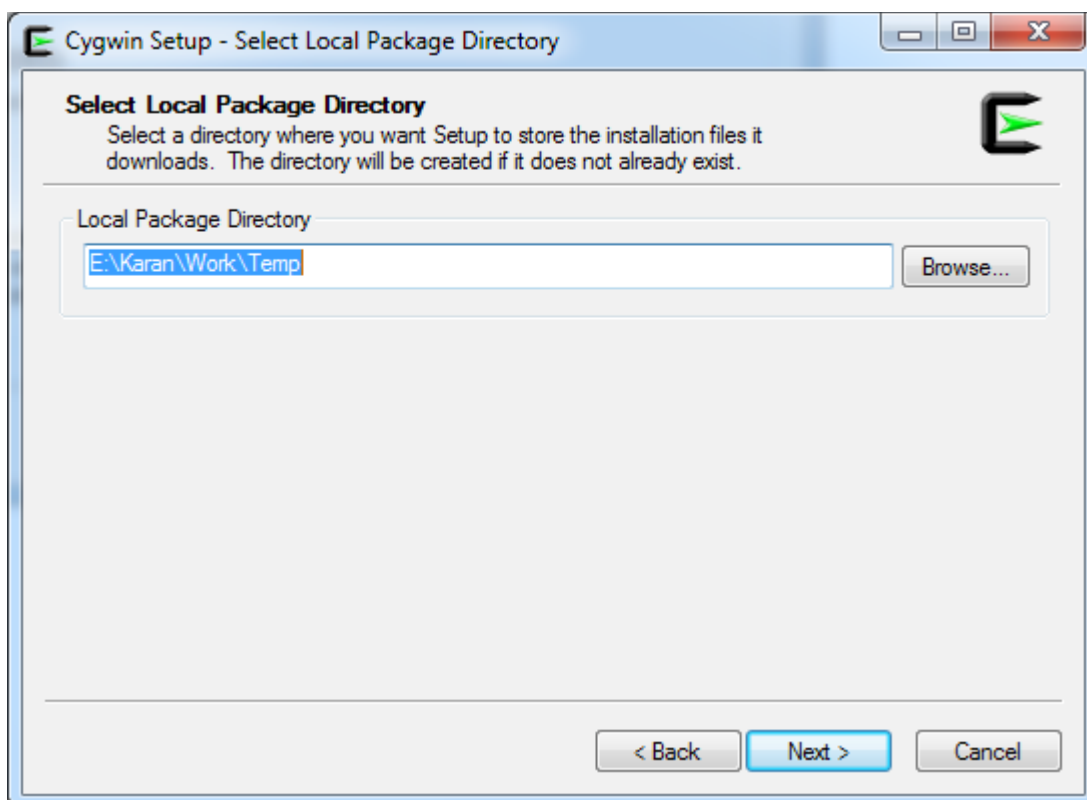
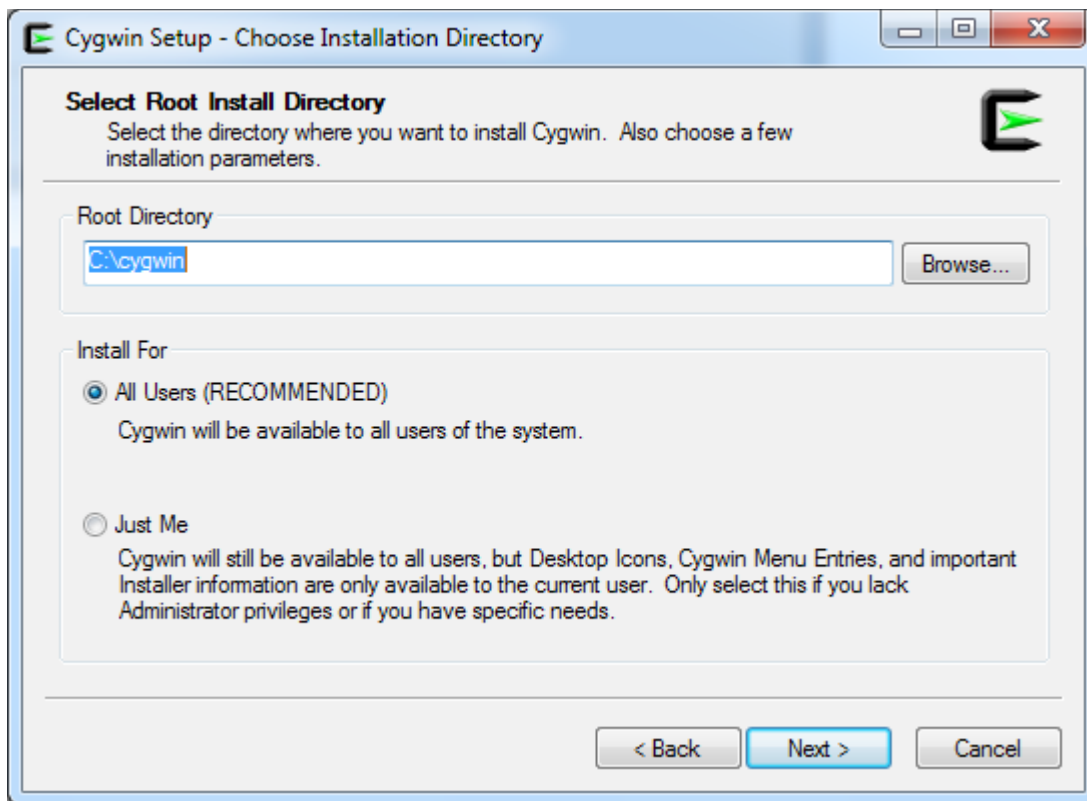


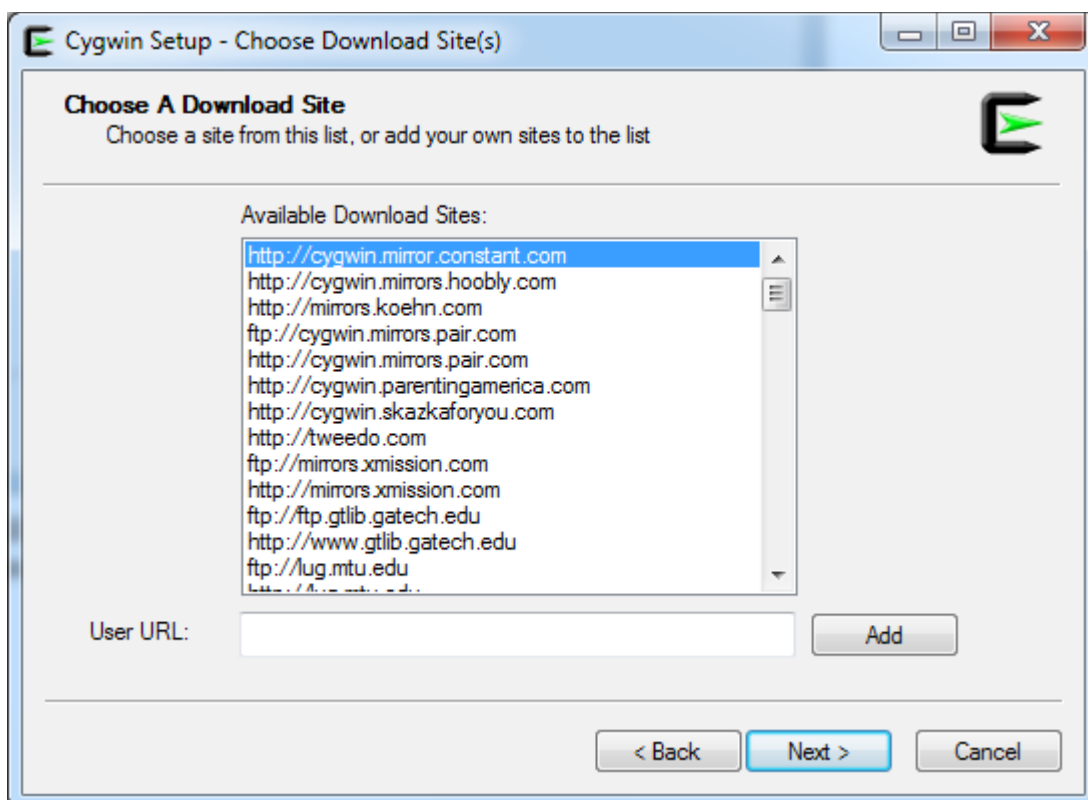
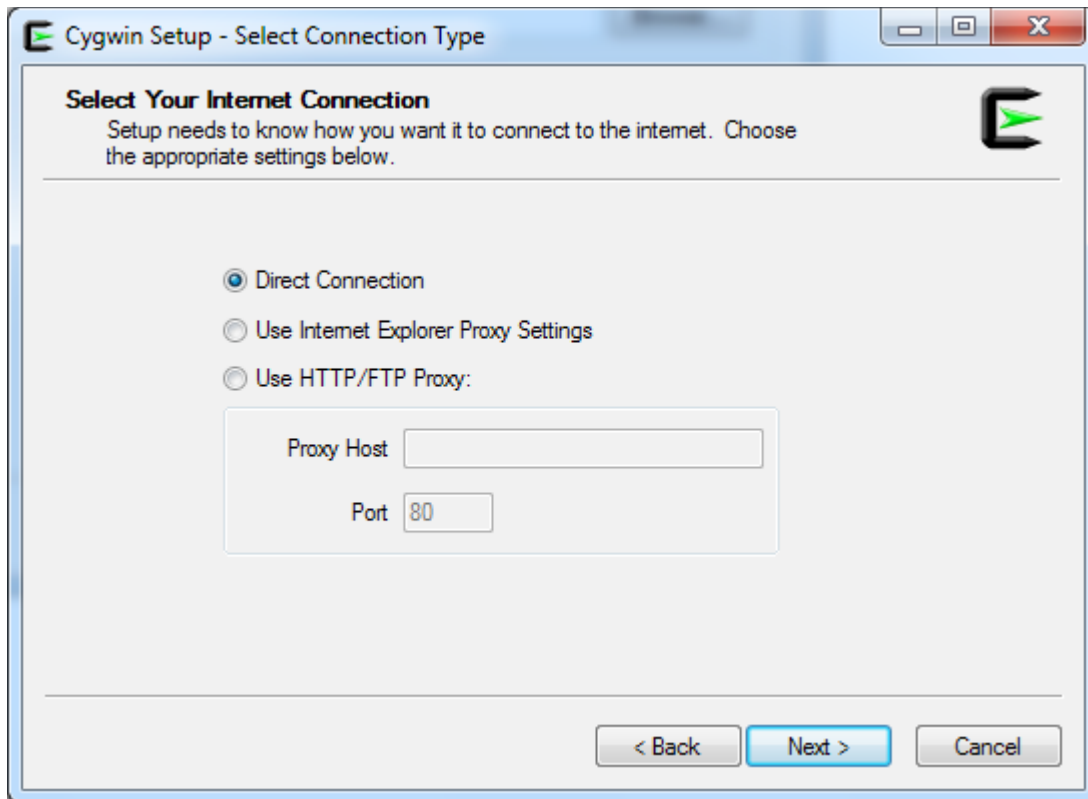
Chapter 10: Cross-platform Building

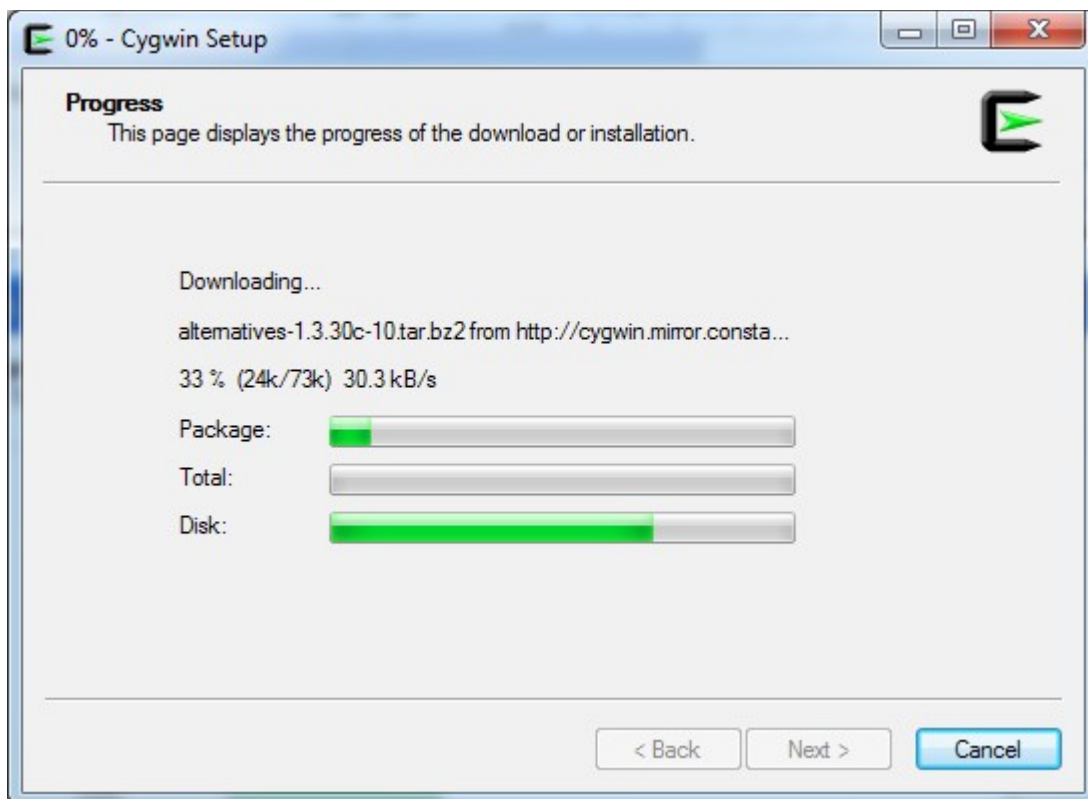
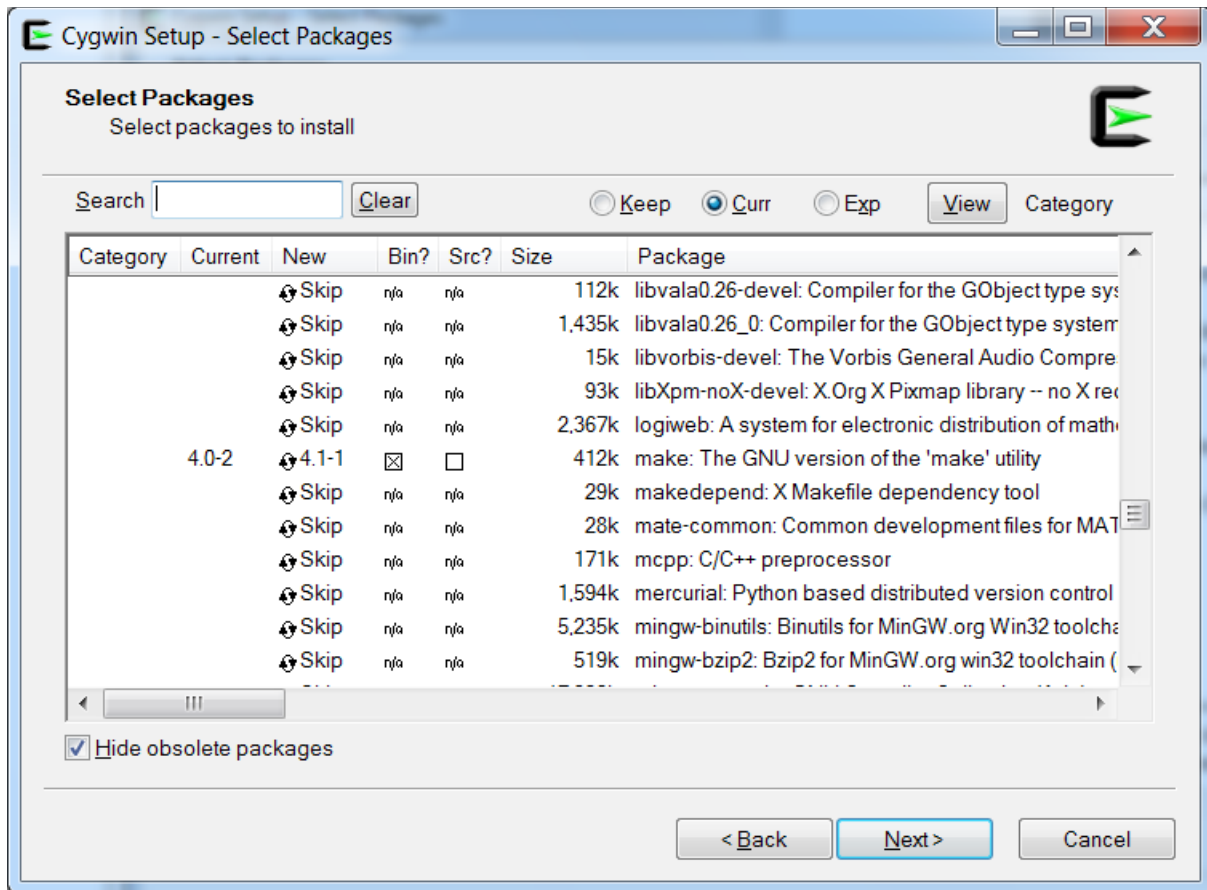


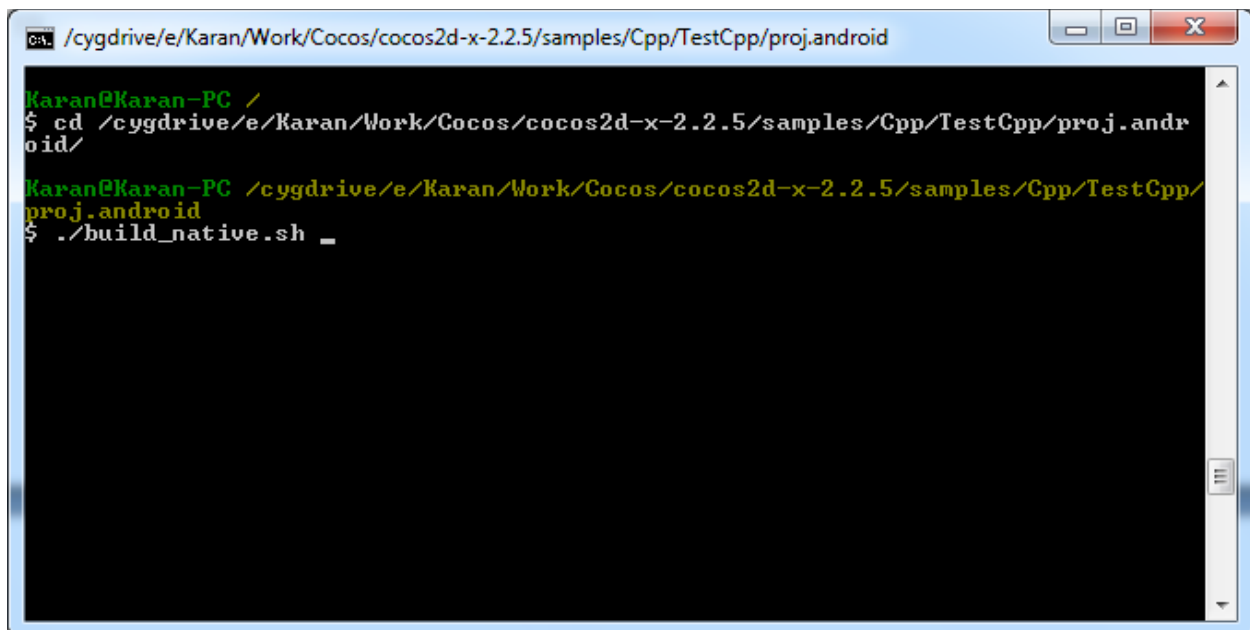
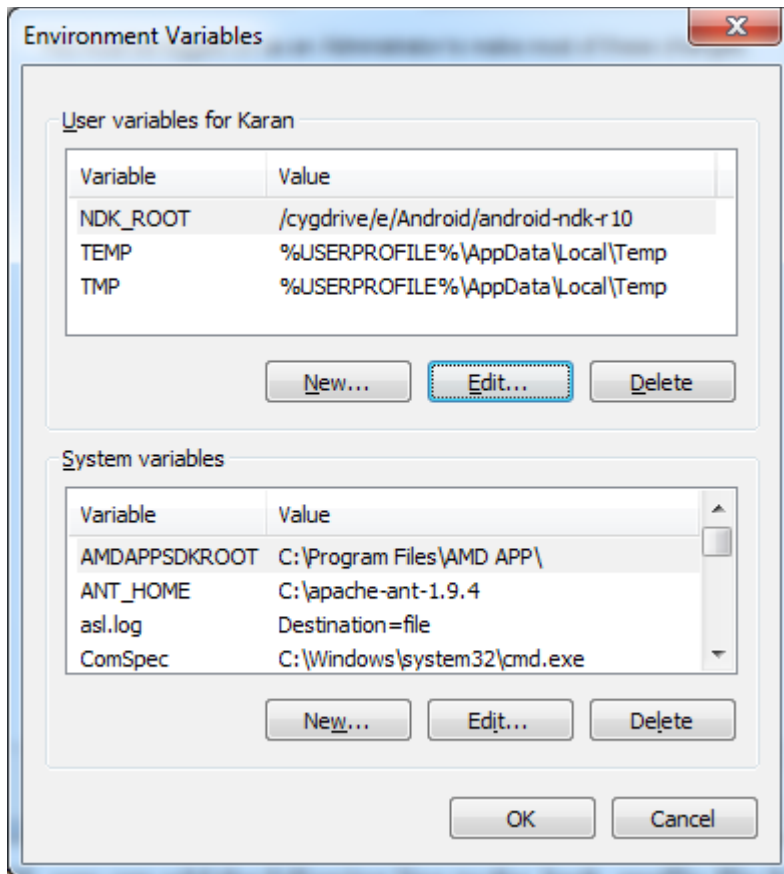


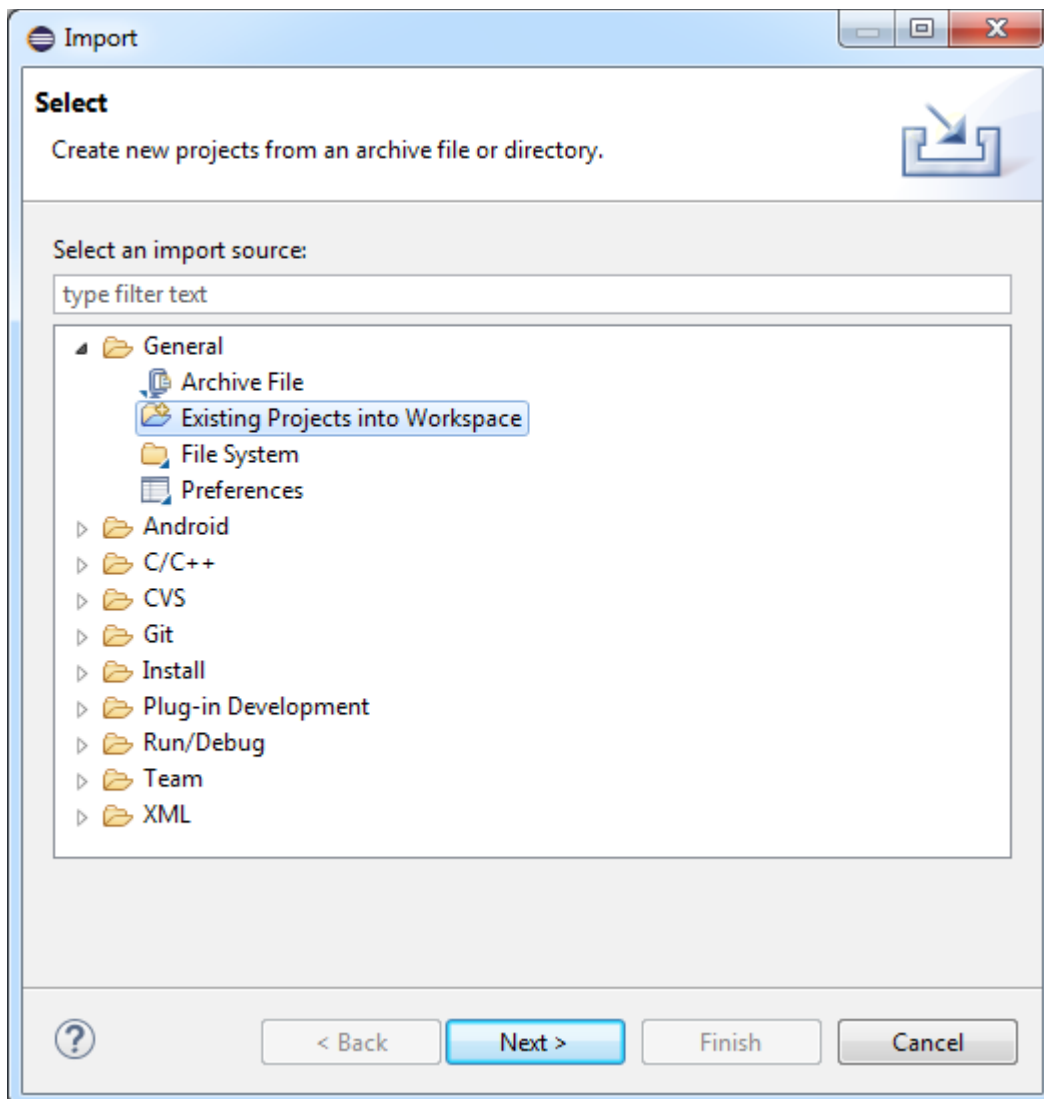
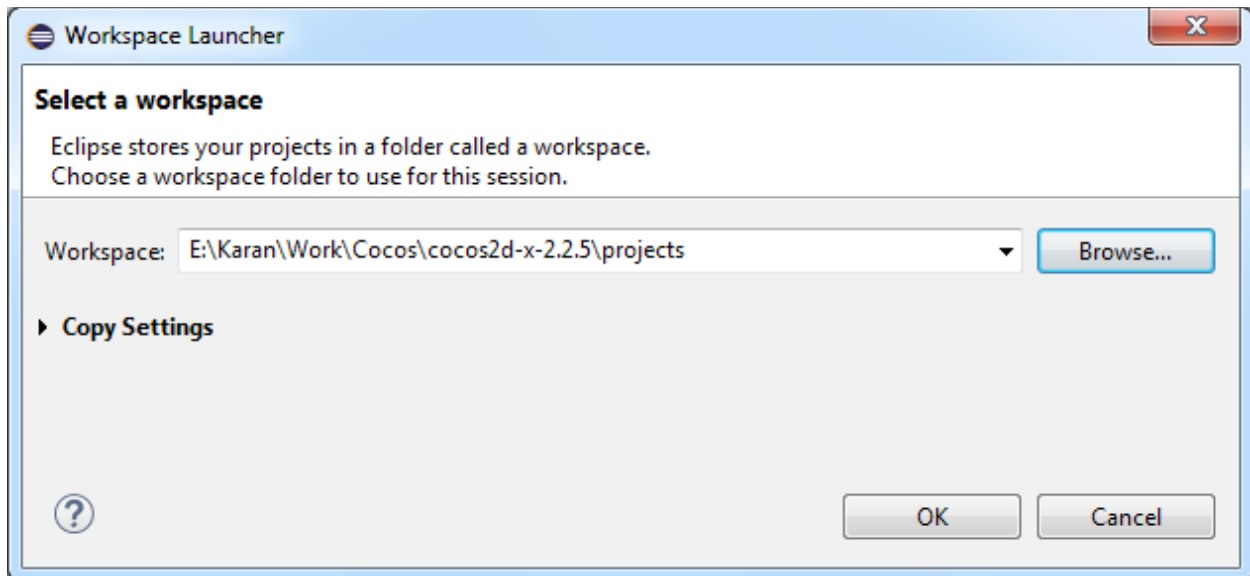


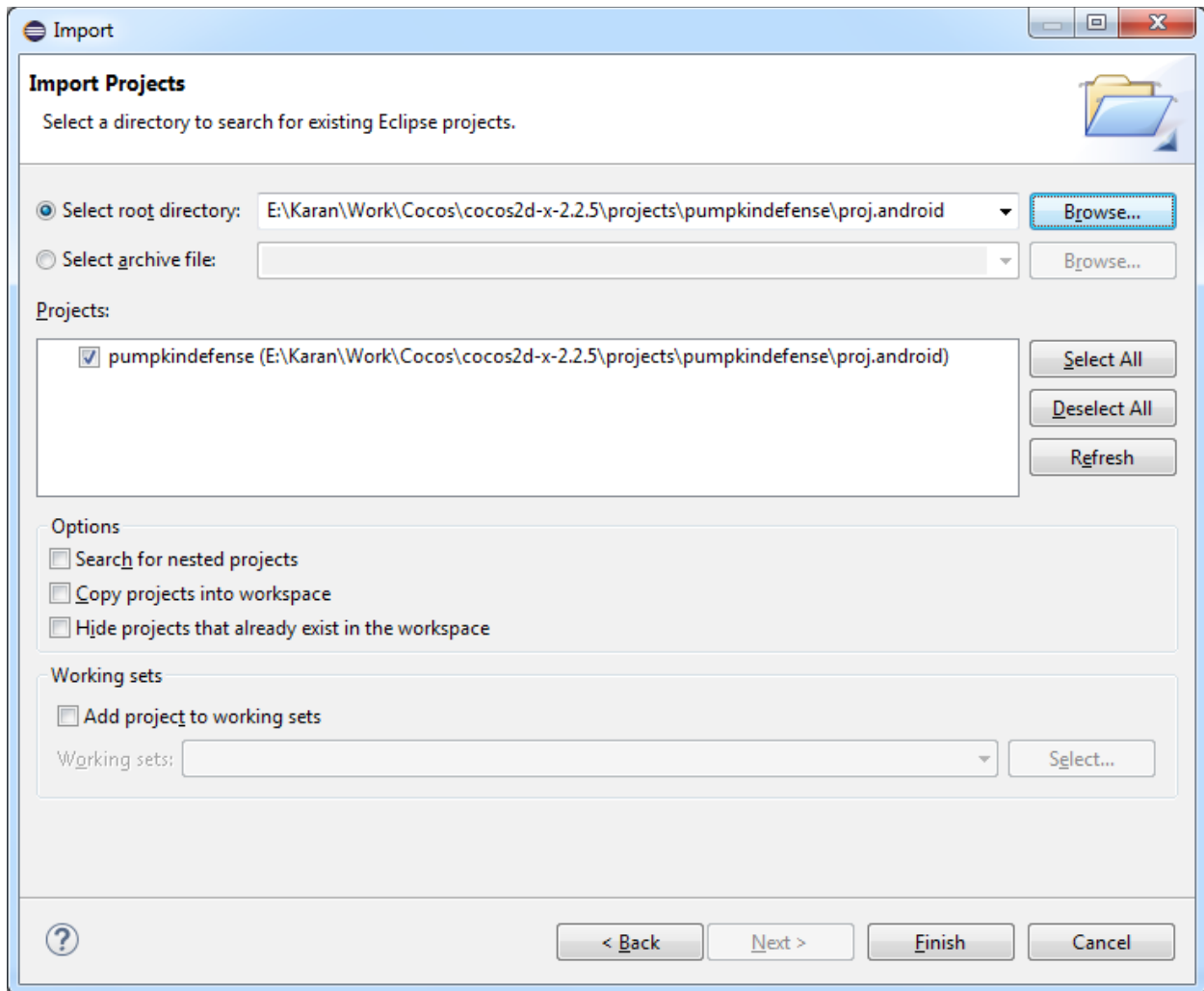


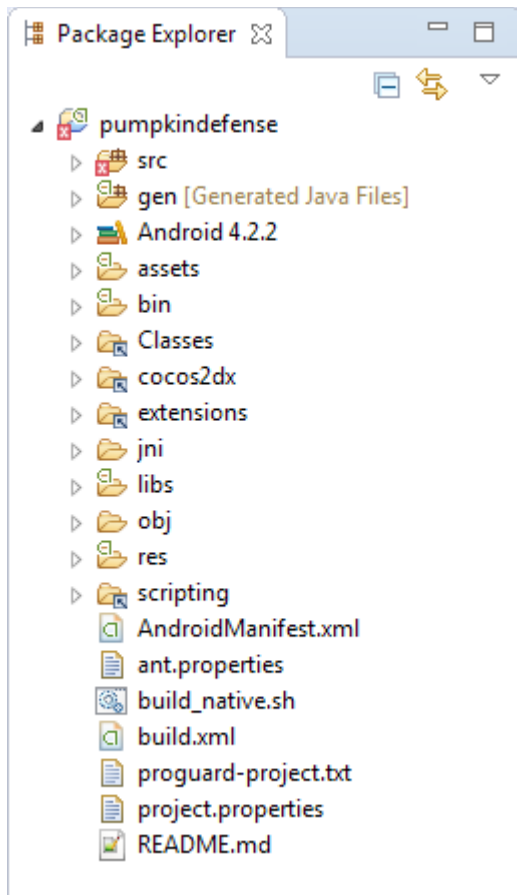








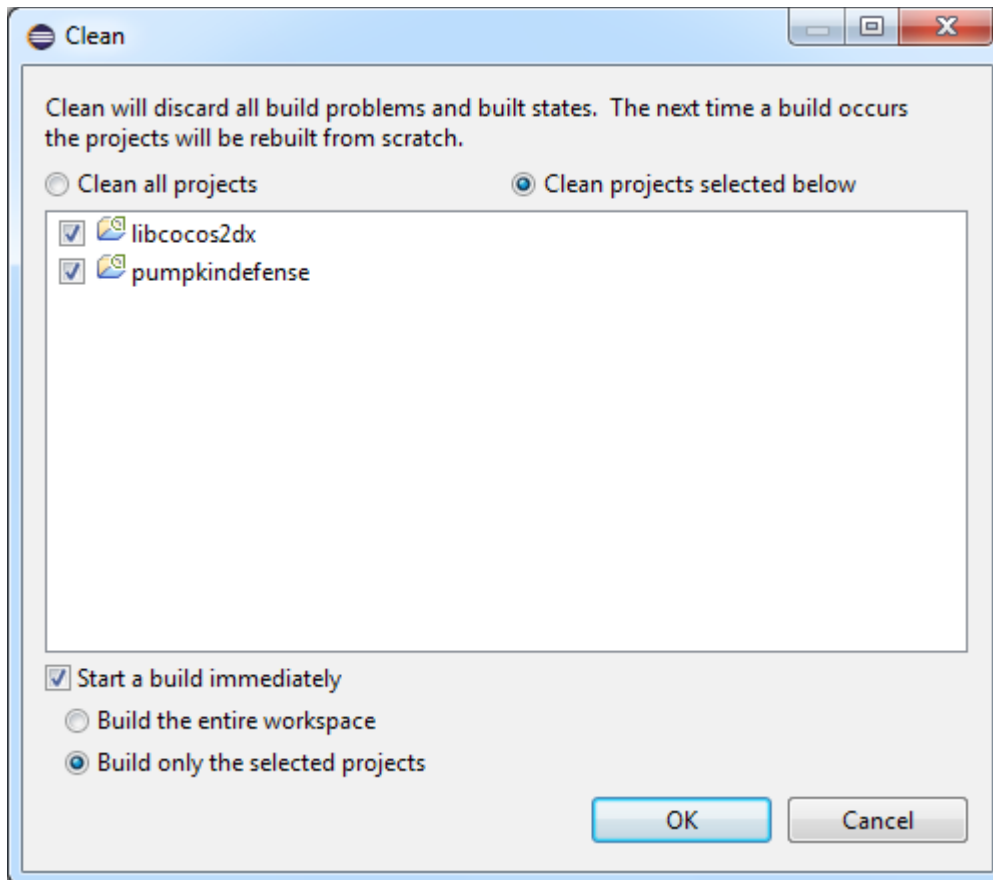


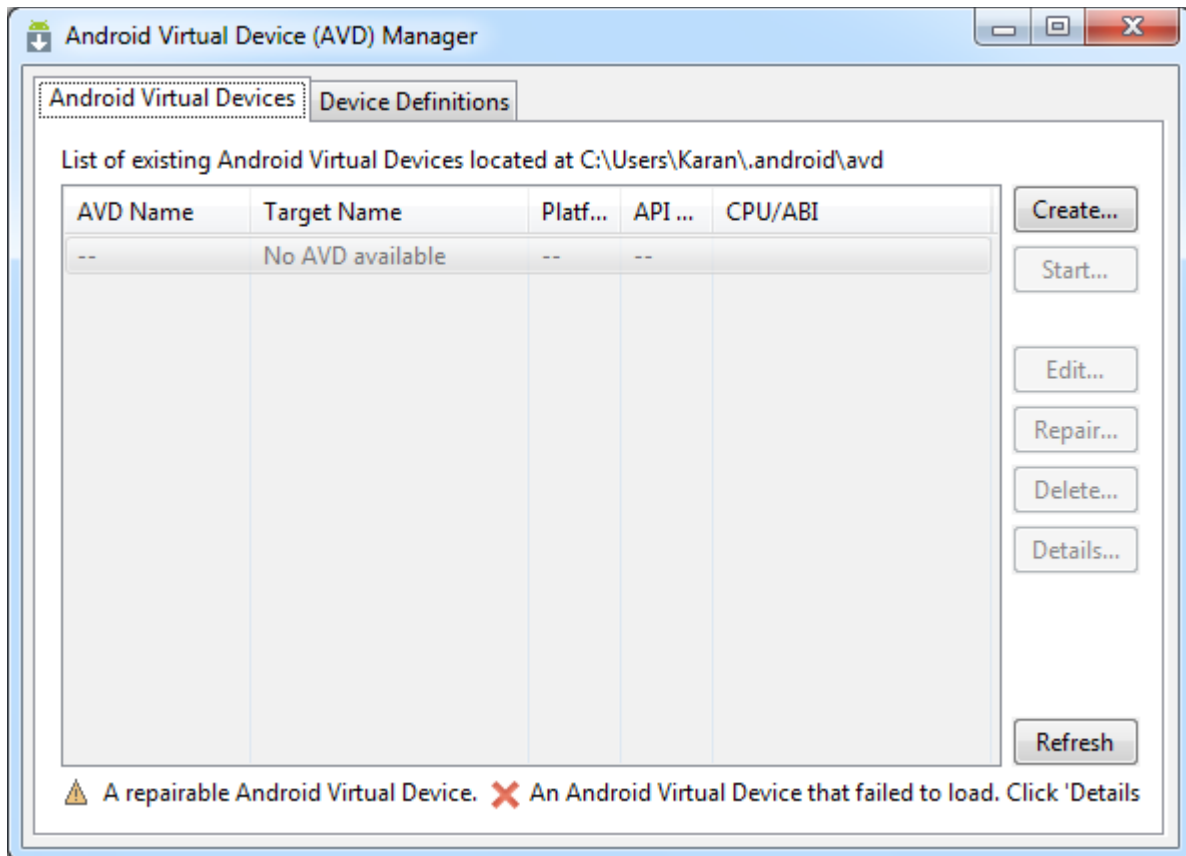


Problems | @ Javadoc | Declaration | Console | LogCat | Devices

7 errors, 6 warnings, 0 others

Description	Resource	Path	Location	Type
<ul style="list-style-type: none"> Errors (7 items) 				
Cocos2dxActivity cannot be resolved to a type	pumpkind...	/pumpkindefen...	line 31	Java Probl...
Cocos2dxActivity cannot be resolved to a type	pumpkind...	/pumpkindefen...	line 34	Java Probl...
Cocos2dxGLSurfaceView cannot be resolved to a type	pumpkind...	/pumpkindefen...	line 37	Java Probl...
Cocos2dxGLSurfaceView cannot be resolved to a type	pumpkind...	/pumpkindefen...	line 38	Java Probl...
Cocos2dxGLSurfaceView cannot be resolved to a type	pumpkind...	/pumpkindefen...	line 38	Java Probl...
The import org.cocos2dx cannot be resolved	pumpkind...	/pumpkindefen...	line 26	Java Probl...
The import org.cocos2dx cannot be resolved	pumpkind...	/pumpkindefen...	line 27	Java Probl...





Create new Android Virtual Device (AVD) X

AVD Name:

Device:

Target:

CPU/ABI:

Keyboard: Hardware keyboard present

Skin:

Front Camera:

Back Camera:

Memory Options: RAM: VM Heap:

Internal Storage:

SD Card:

Size:

File:

Emulation Options: Snapshot Use Host GPU

Override the existing AVD with the same name



Basic Controls

Hardware Buttons not installed in AVD

DPAD not installed in AVD

Hardware Keyboard
Use your physical keyboard to provide input

150

1/10 Waves

1X

11

