Cocos2d-x Game Development Essentials

Create iOS and Android games from scratch using Cocos2d-x

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Frahaan has worked for Accenture, which is the world's biggest consultancy firm, and he also runs a small personal company on the side (ThunderKeyBolt).

I would like to thank Arutosh Gurung for the artwork that went into this book, Gareth Jones for code assistance, and my father, Siddique Hussain, for his help in planning the book.

Company details:

- Company name: Sonar Systems
- Company logo:

![Sonar Systems Logo](image)

- Official website: http://www.sonarsystems.co.uk/
- Facebook: https://www.facebook.com/pages/Sonar-Systems/581403125243822
- Twitter: https://twitter.com/SonarSystems
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His blog http://www.emanueleferonato.com is one of the most visited blogs about indie programming.

I would like to thank Packt Publishing for giving me the opportunity to review this book and my little daughter, Kimora, for deleting most of my games (saved games included!) from my iPad while I was reviewing the last chapter. I love you anyway.
Akihiro Matsuura has worked as a Cocos2d-x developer for two years. He founded his own company, named Syuhari, Inc., four years ago. He has more than 20 years of experience in programming. He has written two technical books in Japanese. The first book is *iPhone SDK Recipe Book, Syuwa system* ([http://www.amazon.co.jp/dp/4798025798/](http://www.amazon.co.jp/dp/4798025798/)). The second book is *Cocos2d-x Recipe Book, Syuwa system*, which is also the first Cocos2d-x book in Japan ([http://www.amazon.co.jp/dp/4798038245/](http://www.amazon.co.jp/dp/4798038245/)).

I wish to thank the author and the publisher who gave me the opportunity to review this book.

Taso Perdikoulias has over 10 years of professional experience managing the architecture, design, and development of software solutions for major companies such as Disney/ABC Television Group, Gannett Company, Inc, The New York Times, Dow Jones, and Ganz.

Taso's mobile expertise is based on a solid foundation of gaming development. In the past four years, Taso has become a leading expert in the delivery of mobile applications for Fortune 50 corporations, delivering applications on platforms such as iOS, Android, Windows Phone, BlackBerry, and HTML5. Taso has a B.Sc. degree in Mathematical Science from McMaster University and teaches iOS game development at Humber College.
# Table of Contents

Preface 1

## Chapter 1: Setting Up 5

- What is Cocos2d-x? 5
- Setting up the project 6
- Housekeeping 13
  - Refactoring HelloWorldScene.h 13
  - Refactoring HelloWorldScene.cpp 14
  - Refactoring AppDelegate.cpp 16
- Implementing multiresolution support 18
- Summary 21

## Chapter 2: Adding Scenes 23

- Creating new scenes 24
  - Refactoring GameScene.h 25
  - Refactoring GameScene.cpp 25
- Manipulating scenes 27
  - Code for the Main Menu scene 29
  - Code for the Game scene 30
  - Code for the Game Over scene 33
  - Code for the Pause scene 35
- Summary 37

## Chapter 3: Adding Game Menus 39

- Setting up the menu 39
- Coding the menus in the Main Menu scene 40
- Coding the menus in the Game scene 43
- Coding the menus in the Pause scene 45
- Coding the menus in the Game Over scene 47
- Summary 49
# Table of Contents

**Chapter 4: Scene Transitions** 51  
The fade transition 51  
Additional transitions 52  
Summary 53  

**Chapter 5: The Game Sprites** 55  
Adding the Main Menu sprites 56  
Adding the Game Over sprites 58  
Adding the Pause sprites 58  
Adding the Game sprites 59  
Summary 66  

**Chapter 6: Implementing Actions** 67  
Actions 68  
Moving 68  
Jumping 69  
Bezier actions 70  
Placing 72  
Scaling 72  
Rotation 74  
Tinting 75  
Fading 76  
Skewing 78  
Repeating 79  
Sequencing 80  
Animation 81  
Summary 82  

**Chapter 7: Moving the Space Pod Using Touch** 83  
The general process for setting up touches 84  
Single-touch events 84  
Multi-touch events 89  
Summary 92  

**Chapter 8: Collision Detection** 93  
Collision detection 93  
Player collision detection 93  
Setting up collision detection 94  
Implementing collision detection 95  
Summary 97
<table>
<thead>
<tr>
<th>Chapter 9: Adding Audio to the Game</th>
<th>99</th>
</tr>
</thead>
<tbody>
<tr>
<td>Loading and playing sound effects</td>
<td>100</td>
</tr>
<tr>
<td>Adding sound effects</td>
<td>100</td>
</tr>
<tr>
<td>Adding the menu-button-click sound effect</td>
<td>100</td>
</tr>
<tr>
<td>Adding the crash sound effect</td>
<td>101</td>
</tr>
<tr>
<td>Additional sound effect features</td>
<td>102</td>
</tr>
<tr>
<td>Loading and playing background music</td>
<td>103</td>
</tr>
<tr>
<td>Adding background music</td>
<td>103</td>
</tr>
<tr>
<td>Additional background music features</td>
<td>104</td>
</tr>
<tr>
<td>Summary</td>
<td>106</td>
</tr>
<tr>
<td>Chapter 10: Implementing Accelerometer Support</td>
<td>107</td>
</tr>
<tr>
<td>Setting up the accelerometer</td>
<td>108</td>
</tr>
<tr>
<td>Summary</td>
<td>109</td>
</tr>
<tr>
<td>Chapter 11: Problem Solving and What's Next</td>
<td>111</td>
</tr>
<tr>
<td>Problem solving</td>
<td>111</td>
</tr>
<tr>
<td>Removing debug information</td>
<td>111</td>
</tr>
<tr>
<td>Positioning on different devices</td>
<td>112</td>
</tr>
<tr>
<td>Moving an object on different devices</td>
<td>112</td>
</tr>
<tr>
<td>Trouble generating new projects</td>
<td>113</td>
</tr>
<tr>
<td>Reusing actions</td>
<td>113</td>
</tr>
<tr>
<td>Sequencing actions</td>
<td>113</td>
</tr>
<tr>
<td>Running your application on simulators</td>
<td>113</td>
</tr>
<tr>
<td>Application size</td>
<td>114</td>
</tr>
<tr>
<td>Breakpoints</td>
<td>114</td>
</tr>
<tr>
<td>What's next?</td>
<td>114</td>
</tr>
<tr>
<td>Index</td>
<td>117</td>
</tr>
</tbody>
</table>
Cocos2d-x Game Development Essentials is your quick and easy guide to learning snippets of Cocos2d-x functionality for game development or how to make a game from scratch. This book uses the concept of creating a game to teach you the essentials of game development with Cocos2d-x while covering generic game design practices. This book will teach you the essentials using C++, making it ideal for the millions of existing developers out there looking to learn Cocos2d-x for a job or to start their own software house, to develop quality mobile games. Unfortunately, the number of Cocos2d-x books is extremely low with a scarcity of online resources. However, this book aims to help in the solution of providing great quality learning materials that are easy to understand and follow for beginners or experts who are looking for a refresh.

We have launched the application that we have made during the course of this book. You can refer to the following links for this application:

- **YouTube**: https://www.youtube.com/user/sonarsystemslimited

# What this book covers

*Chapter 1, Setting Up*, shows you how to set up a new project using Cocos2d-x and preparation for the game.

*Chapter 2, Adding Scenes*, covers how to add additional scenes to create the core foundations of a game.
Chapter 3, *Adding Game Menus*, introduces the process of creating a game menu using menu items.

Chapter 4, *Scene Transitions*, covers how to implement screen transitions to move from one scene to the next.

Chapter 5, *The Game Sprites*, covers how to implement sprites to set the foundations of a playable game.

Chapter 6, *Implementing Actions*, covers how to make your sprites move and act with a sense of motion within the game.

Chapter 7, *Moving the Space Pod Using Touch*, covers how to interact with the spaceship sprite using touch.

Chapter 8, *Collision Detection*, shows how to implement collision detection between the player and obstacles to add the final piece of gameplay.

Chapter 9, *Adding Audio to the Game*, introduces the concept of sound files and how to implement them into the game using Cocos2d-x.

Chapter 10, *Implementing Accelerometer Support*, shows how accelerometer support can be incorporated within a game.

Chapter 11, *Problem Solving and What’s Next*, discusses the unfortunate situations that are most likely to be faced while developing a game and how to overcome these issues.

What you need for this book
XCode and Eclipse will be required for development on a Mac. Eclipse will be required for development on a Windows machine.

Who this book is for
If you are a developer who is experienced in C++ and aware of the basic concepts of game development, you should feel right at home with this book. Though experience in XCode or terminal/command prompt isn't necessary, it is desirable.

Conventions
In this book, you will find a number of styles of text that distinguish between different kinds of information. Here are some examples of these styles and an explanation of their meaning.
Code words in text, database table names, folder names, filenames, file extensions, pathnames, dummy URLs, user input, and Twitter handles are shown as follows: "Run setup.py using the python ./setup.py command."

A block of code is set as follows:

```cpp
#include "GameScene.h"

void MainMenu::GoToGameScene(Ref *pSender)
{
    auto scene = GameScreen::createScene();

    Director::getInstance()->replaceScene(scene);
}
```

Any command-line input or output is written as follows:

cocos new Game -p learning.sonarsystems.game -l cpp -d /Users/sonarsystems/Desktop

**New terms** and **important words** are shown in bold. Words that you see on the screen, in menus or dialog boxes for example, appear in the text like this: "Click on Finish."

- Warnings or important notes appear in a box like this.
- Tips and tricks appear like this.

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Errata

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Questions

You can contact us at questions@packtpub.com if you are having a problem with any aspect of the book, and we will do our best to address it.
This chapter will show you how to set up Cocos2d-x and generate a new project. The topics covered in this chapter are as follows:

- What is Cocos2d-x?
- Setting up the project
- Housekeeping
- Implementing multiresolution support

What is Cocos2d-x?

Cocos2d-x is the most popular open source game engine in the world. Cocos2d-x incorporates two main programming languages, C++ and Lua. This book will focus on the C++ implementation. There is also a JavaScript version called Cocos2d-JS, which supports web development as well. To put it into perspective, anyone who has played a mobile game will have played one that was most likely built using Cocos2d-x. The game engine's capabilities extend beyond game development, with features for general application development. However, the biggest aspect that makes Cocos2d-x phenomenal is its cross-platform nature, allowing development for all the major mobile and desktop platforms.

Companies such as Zynga and Disney use Cocos2d-x, which shows the immense reach of the game engine; moreover, it's free. Some of the biggest and most famous games that are developed using Cocos2d-x are Badland, Star Wars: Tiny Death Star, and Diamond Dash.
Setting up the project

This book focuses on iOS development, and the information from this book will serve as a good foundation and reference point for all the other major platforms for game development.

Before setting up a project, there are some files that need to be downloaded in order to proceed with the project. If you want to develop a game for an iPhone, you will require a Mac and XCode with an iOS developer account to test on a physical device. However, Android development can be done on a Mac or a Windows machine, and there is no need for any special account to run the application on an Android device. The following list provides the prerequisites that need to be downloaded to set up Cocos2d-x:

- **Cocos2d-x**: Download this from [http://www.cocos2d-x.org/download](http://www.cocos2d-x.org/download) (at the time of writing this book, v3.0 is the latest stable version that will be used throughout the book). This is the game engine used to develop the game in this book.

- **Android Developer Tools (ADT)**: This is only needed for Android development. You can download it from [http://developer.android.com/sdk/index.html](http://developer.android.com/sdk/index.html). These tools are used to develop Android applications. The tools comprise Android SDK and Eclipse IDE.

- **Native Development Kit (NDK)**: This is only needed for Android development and can be downloaded from [https://developer.android.com/tools/sdk/ndk/index.html](https://developer.android.com/tools/sdk/ndk/index.html). NDK enables Android application development using programming languages such as C and C++.

- **Apache ANT**: This is only needed for Android development and can be downloaded from [http://ant.apache.org/bindownload.cgi](http://ant.apache.org/bindownload.cgi). This is a Java library that aids in building software.

It is recommended to save all the files in a location that is designated for development instead of leaving them in the default download directory. A development directory doesn't have to be somewhere in particular, it can be in any location you are aware of.
These steps will guide you through the process of setting up Cocos2d-x:

1. Extract/unpack all the downloaded files.
2. Open the terminal.
3. Change the directory in terminal to the Cocos2d-x root directory, for example, `cd /directory/location`. Have a look at the following screenshot:

4. Run `setup.py` using the `python ./setup.py` command, as shown in the following screenshot:

5. Terminal will ask you for `NDK_ROOT`, which is the Native Development Kit; drag-and-drop the NDK root folder onto terminal, and then press `Enter` (make sure there are no spaces at the end):
6. Now, terminal will ask you for ANDROID_SDK_ROOT, which is part of the ADT bundle. Drag-and-drop the SDK folder that is located in the ADT root folder onto terminal, and then press Enter (make sure there are no spaces at the end):

   Setting up cocos2d-x...
   $>Find environment variable COCOS_CONSOLE_ROOT
   $>COCOS_CONSOLE_ROOT is found: /Applications/Development/Cocos2d-x/V3.0/cocos2d-x-3.0/tools/cocos2d-console/bin
   $>Configuration for Android platform only, you can also skip and manually edit "/Users/sororystems/.bash_profile"
   $>Check environment variable NDK_ROOT
   $>Find environment variable NDK_ROOT...
   $>NDK_ROOT not found
   $>Please enter the path of NDK_ROOT (or press Enter to skip):/Applications/Development/Cocos2d-x/V3.0/android-ndk-r9d
   $>Add NDK_ROOT environment variable...
   $>Added NDK_ROOT=/Applications/Development/Cocos2d-x/V3.0/android-ndk-r9d
   $>Check environment variable ANDROID_SDK_ROOT
   $>Find environment variable ANDROID_SDK_ROOT...
   $>ANDROID_SDK_ROOT not found
   $>Please enter the path of ANDROID_SDK_ROOT (or press Enter to skip):/Applications/Development/Cocos2d-x/V3.0/ad

7. Next, terminal will ask you for ANT_ROOT. Drag-and-drop the bin folder that is located in the Apache root folder onto terminal, and then press Enter (make sure there are no spaces at the end):

   Setting up cocos2d-x...
   $>Please enter the path of NDK_ROOT (or press Enter to skip):/Applications/Development/Cocos2d-x/V3.0/android-ndk-r9d
   $>Add NDK_ROOT environment variable...
   $>Added NDK_ROOT=/Applications/Development/Cocos2d-x/V3.0/android-ndk-r9d
   $>Check environment variable ANDROID_SDK_ROOT
   $>Find environment variable ANDROID_SDK_ROOT...
   $>ANDROID_SDK_ROOT not found
   $>Please enter the path of ANDROID_SDK_ROOT (or press Enter to skip):/Applications/Development/Cocos2d-x/V3.0/ad-bundle-mac-x86_64-20140321/sdk
   $>Add ANDROID_SDK_ROOT environment variable...
   $>Added ANDROID_SDK_ROOT=/Applications/Development/Cocos2d-x/V3.0/ad-bundle-mac-x86_64-20140321/sdk
   $>Check environment variable ANT_ROOT
   $>Find environment variable ANT_ROOT...
   $>ANT_ROOT not found
   $>Find command ant in system...
   $>Command ant not found
   $>Please enter the path of ANT_ROOT (or press Enter to skip):/Applications/Development/Cocos2d-x/V3.0/apache-ant-1.9.3
8. Finally, .bash_profile needs to be run to add the system variables. The specific command is shown in the following terminal screenshot:

```
Please execute command: "source /Users/sonarsystems/.bash_profile" to make added system variables take effect
```

The source /Users/sonarsystems/.bash_profile command shown in the preceding screenshot will need to be changed depending on your system directory.

You should now have successfully completed the Cocos2d-x setup process. The next steps will generate a new Cocos2d-x project to be used as a basis to create games. The following steps will guide you through the process of generating a new Cocos2d-x project:

1. Open the terminal.
2. Run the `cocos` command with the following parameters:
   - new project name
   - `p` package name (the name of the application within the company/organization, which should be unique)
   - `l` programming language (cpp or lua)
   - `d` location to generate project

   For example, the command will look like the following:
   ```
cocos new Game -p learning.sonarsystems.game -l cpp -d /Users/sonarsystems/Desktop
```

Congratulations, a new project has been generated. The next step is to run the project for iOS and Android.

Once the project is generated, a few folders will be included. Let's go over what each folder does:

- **Classes**: This stores all the custom headers (.h) and implementation files (.cpp)
- **cocos2d**: This stores the Cocos2d library files (doesn't need modification for the purpose of this book)
- **proj.android**: This contains Android project files
- **proj.ios_mac**: This contains iOS and Mac project files
- **proj.linux**: This stores Linux project files
- **proj.win32**: This stores Windows 32 project files
Setting Up

- `proj.wp8-xaml`: This contains Windows Phone 8 project files
- `Resources`: This is where all the applications' external files, such as images and audio files, are stored

Go to the project directory and open the XCode project located in `proj.ios_mac`. Run the project, and the following screen should appear:

Now, to run the project in Eclipse for Android, use these steps:

1. Open the terminal.
2. Change the directory to the `proj.android` folder in the projects root, as shown in the following screenshot:

3. Run the `python ./build_native.py` command:
4. Open Eclipse from the eclipse folder located in ADT:

5. Go to File | Import.

6. Under Android, select Existing Android Code Into Workspace, as shown in the following screenshot:

7. Browse to the project's root directory.
8. Only select libcocos2dx and the project created earlier:

9. Click on Finish.

10. Now, run the application on an Android device.

11. Every time a change is made to the project, perform steps 1 to 3 again.

Unfortunately, Eclipse doesn't work very well with Cocos2d-x. Use an external text editor and deploy using Eclipse. Text editors such as Sublime Text 2 are good for programming. We recommend developing in XCode and then running on iOS and Android, using XCode and Eclipse respectively.
Housekeeping
A new project has been generated, but the default files are called HelloWorldScene; these files will be refactored to represent a real game. This chapter will cover refactoring the default files that are generated.

Refactoring HelloWorldScene.h
The following steps will guide you on how to refactor HelloWorldScene.h:

1. Rename HelloWorldScene.h to MainMenuScene.h:

2. Open MainMenuScene.h.

3. Rename the # commands at the top of the document, as follows:
   - From #ifndef __HELLOWORLD_SCENE_H__ to #ifndef __MAINMENU_SCENE_H__
   - From #define __HELLOWORLD_SCENE_H__ to #define __MAINMENU_SCENE_H__

4. Rename the HelloWorld class to MainMenu:

5. Remove the void menuCloseCallback(cocos2d::Ref* pSender); function.
6. Replace HelloWorld in CREATE_FUNC with MainMenu (or whatever the class name is):

![Code snippet]

Now, MainMenuScene.h should look like the following:

```cpp
#include "cocos2d.h"

class MainMenu : public cocos2d::Layer
{
public:
    // there's no 'id' in cpp, so we recommend returning the class instance pointer
    static cocos2d::Scene* createScene();

    // Here's a difference. Method 'init' in cocos2d-x returns bool, instead of returning 'id' in cocos2d-iphone
    virtual bool init();

    // Implement the "static create()" method manually
    CREATE_FUNC(MainMenu);
};
```

### Refactoring HelloWorldScene.cpp
The following steps will guide you on how to refactor HelloWorldScene.cpp:

1. Rename HelloWorldScene.cpp to MainMenuScene.cpp:

   ![File selection]

2. Open MainMenuScene.cpp.
3. Include MainMenuScene.h instead of HelloWorldScene.h:

   ```cpp
   #include "MainMenuScene.h"
   ```
4. Before fixing the errors, remove the menu, label, and sprite from the `init()` function so that it looks like the following:

```cpp
// on "init" you need to initialize your instance
bool HelloWorld::init()
{
    // 1. super init first
    if (!Layer::init())
    {
        return false;
    }

    Size visibleSize = Director::getInstance()->getVisibleSize();
    Point origin = Director::getInstance()->getVisibleOrigin();

    return true;
}
```

5. Remove the entire `void HelloWorld::menuCloseCallback(Ref* pSender)` function.

6. The last step is to rename any instance of HelloWorld to MainMenu; there should be three instances:
   - Scene* HelloWorld::createScene() to Scene* MainMenu::createScene():
   ```cpp
   Scene* MainMenu::createScene()
   ```
   - auto layer = HelloWorld::create(); to auto layer = MainMenu::create();:
   ```cpp
   auto layer = MainMenu::create();
   ```
   - bool HelloWorld::init() to bool MainMenu::init():
   ```cpp
   // on "init" you need to initialize your instance
   bool MainMenu::init()
   ```
Setting Up

The MainMenuScene.cpp file should look like the following:

```cpp
#include "MainMenuScene.h"

USING_NS_CC;

Scene* MainMenu::createScene()
{
    // 'scene' is an autorelease object
    auto scene = Scene::create();
    // 'layer' is an autorelease object
    auto layer = MainMenu::create();
    // add layer as a child to scene
    scene->addChild(layer);

    // return the scene
    return scene;
}

// on "init" you need to initialize your instance
BOOL MainMenu::init()
{
    //1. super init first
    if (!Layer::init())
    {
        return false;
    }

    Size visibleSize = Director::getInstance()->getVisibleSize();
    Point origin = Director::getInstance()->getVisibleOrigin();

    return true;
}
```

Refactoring AppDelegate.cpp

The following steps will guide you through refactoring AppDelegate.cpp:

1. Open AppDelegate.cpp.
2. Include MainMenuScene.h instead of HelloWorldScene.h:
3. Change `auto scene = HelloWorld::createScene();` to `auto scene = MainMenu::createScene();` in the `bool AppDelegate::applicationDidFinishLaunching()` function:

![Create a scene. It's an autorelease object](image)

The project will not run for Android at the moment as the `Android.mk` file needs to be updated to include the correct files and the project needs to be rebuilt. The process of doing this will be shown in the following steps:

1. Open `Android.mk` in a text editor located in the `jni` directory at `ProjectRoot/proj.android/`:

![Screenshot of Android.mk](image)

2. Update `LOCAL_SRC_FILES` to look like the one shown in the following screenshot:

```
LOCAL_SRC_FILES := hellocpp/main.cpp \\
    ../Classes/AppDelegate.cpp \\
    ../Classes/MainMenuScene.cpp
```

---

[17] www.it-ebooks.info
Setting Up

3. This file needs to be updated every time a new .cpp file is added to the project. The backslash at the end of the line indicates that another file is on the line below.

Throughout the book, new classes will be added and an assumption will be made that the Android.mk file has been updated.

Build the project using ./build_project.py again, and run the project to make sure it is still working. The screen should be blank with some debug information in the bottom-left corner. If there are any errors, go back through the steps and make sure everything has been followed.

Implementing multiresolution support

This section will cover implementing multiresolution support for all iOS and Android devices.

Firstly, remove all the images from the Resources folder (clean your project using XCode and Eclipse):

Open AppDelegate.cpp and modify the bool AppDelegate::applicationDidFinishLaunching() function by adding the code after the director->setAnimationInterval(1.0 / 60); line, as shown in the following screenshot:
bool AppDelegate::applicationDidFinishLaunching() {
    // initialize director
    auto director = Director::getInstance();
    auto glview = director->getOpenGLView();
    if (glview) {
        glview->setGLViewType(GLView::GLView::NO_GL_VIEW);
        director->setOpenGLView(glview);
    }

    // turn on display FPS
    director->setDisplayStats(true);

    // set FPS. the default value is 1.0/60 if you don't call this
    director->setAnimationInterval(1.0 / 60);

    auto fileUtils = FileUtils::getInstance();
    auto screenSize = glview->getFrameSize();
    std::vector<std::string> resDirOrders;

    // check which assets the devices requires
    if (2048 == screenSize.width || 2048 == screenSize.height) // retina iPad
        resDirOrders.push_back("iPadRetina");
    resDirOrders.push_back("iPad");
    resDirOrders.push_back("ipad"");
    resDirOrders.push_back("iphone5R");
    resDirOrders.push_back("iphone4R");
    resDirOrders.push_back("iphone");

    glview->setDesignResolutionSize(1536, 2048, ResolutionPolicy::NO_BORDER);
    else if (1824 == screenSize.width || 1024 == screenSize.height) // non retina iPad
        resDirOrders.push_back("ipad");
    resDirOrders.push_back("ipad"");
    resDirOrders.push_back("iphone5");
    resDirOrders.push_back("iphone4");
    resDirOrders.push_back("iphone");

    glview->setDesignResolutionSize(768, 1024, ResolutionPolicy::NO_BORDER);
    else if (1136 == screenSize.width || 1136 == screenSize.height) // retina iPhone (5 and 5S)
        resDirOrders.push_back("iphone5R");
    resDirOrders.push_back("iphone5");
    resDirOrders.push_back("iphone4R");
    resDirOrders.push_back("iphone4");
    resDirOrders.push_back("iphone");

    glview->setDesignResolutionSize(640, 1136, ResolutionPolicy::NO_BORDER);
    else if (640 == screenSize.width || 960 == screenSize.height) // retina iPhone (4 and 4S)
        resDirOrders.push_back("iphone4R");
    resDirOrders.push_back("iphone4");
    resDirOrders.push_back("iphone");

    glview->setDesignResolutionSize(640, 960, ResolutionPolicy::NO_BORDER);
    } else // non retina iPhone and Android devices
    {           // android devices that have a high resolution
        resDirOrders.push_back("iphone5R");
        resDirOrders.push_back("iphone5");
        glview->setDesignResolutionSize(640, 960, ResolutionPolicy::NO_BORDER);
    } else // non retina iPhone and Android devices with lower resolutions
    {           // android devices that have a high resolution
        resDirOrders.push_back("iphone");
        glview->setDesignResolutionSize(320, 480, ResolutionPolicy::NO_BORDER);
    }

    fileUtils->setSearchPaths(resDirOrders);

    // create a scene. it's an autorelease object
    auto scene = Menu::createScene();

    // run
    director->runWithScene(scene);
    return true;
}
Let's run through the code added to AppDelegate.cpp:

- Line 29 is used to help handle file operations.
- Line 30 gets the device's screen size.
- Line 31 creates a vector of strings to store the image directories. There are multiple directories because the game will fall back if it cannot find the image in a higher-resolution directory.
- Lines 34 to 83 check what type of device is being used and use the appropriate directories. To support Android, the else statement is used to check whether the device has a screen size bigger than or equal to 1080. If it doesn't, the game uses lower-resolution assets, even for non-retina iPhones.
- Line 85 assigns the image directories to the file utility search paths so that the game searches each directory for the image.

The following is a bit of extra information:

- The frame size is the physical screen size of the device in pixels.
- Setting the design resolution size sets the application's size.
- Pushing back the resolution directories allows the application to fall back to lower-resolution assets if a higher-resolution asset is missing.
- The resolution policy underlines how the application handles differences in the application's design size and the screen's physical size. We chose no border, which prevents black borders by zooming in. This might crop some of the background, but it provides the best effect. Games such as Candy Crush Saga use this technique.

Finally, create the following folders in the Resources folder:

- iphone
- iphonehd
- iphonehd5
- ipad
- ipadhd
This is what the Resources folder will look like:

Though the folders are named using iOS naming conventions, they support Android as well, using the multiresolution code that was implemented.

**Downloading the example code**

Download all the images required for the game from the Packt Publishing website and put them in the Resources folder.

You can download the example code files for all Packt books you have purchased from your account at [http://www.packtpub.com](http://www.packtpub.com). If you purchased this book elsewhere, you can visit [http://www.packtpub.com/support](http://www.packtpub.com/support) and register to have the files e-mailed directly to you.

**Summary**

In this chapter, we covered how to set up Cocos2d-x and generate a new project. The next chapter will cover adding scenes to the different states the game will be in.
This chapter will guide you through the process of creating new scenes. Scenes are the different states that a game can be in, for example:

- The Splash scene
- The Menu scene
- The Game scene
- The Pause scene
- The Game Over scene

Almost everything that is used in Cocos2d-x is a subclass of Node (part of Cocos2d-x), and scenes are no exception. Nodes provide a lot of basic features such as positioning and are used in scenes as well as in other essentials such as sprites.

All the different screens are represented as scenes within Cocos2d-x. Cocos2d-x provides the functionality to switch between scenes with built-in transitions, making the game more dynamic and vibrant.

The topics that will be covered in this chapter are as follows:

- Creating new scenes
- Manipulating scenes
Adding Scenes

Creating new scenes

The easiest way to create new scenes is to duplicate the existing scenes provided by Cocos2d-x and modify them accordingly. They will require the same modification that was done in the Housekeeping section in Chapter 1, Setting Up. The following steps will guide you through the process:

1. Duplicate the MainMenuScene.h and MainMenuScene.cpp files and rename them as GameScene.h and GameScene.cpp respectively:

2. Then, right-click on the Classes folder in XCode and select Add Files to [project name]. Select the files to be added and click on Add:
Refactoring GameScene.h

The following steps will guide you through the refactoring of GameScene.h:

1. Open the GameScene.h file.
2. Rename the following # commands at the beginning of the document:
   - Change `#ifndef __MAINMENU_SCENE_H__` to `#ifndef __GAME_SCENE_H__`
   - Change `#define __MAINMENU_SCENE_H__` to `#define __GAME_SCENE_H__`
3. Rename the class to GameScreen.
4. Change `CREATE_FUNC(MainMenu)` to `CREATE_FUNC(GameScreen)`.

The GameScene.h file should look like the following screenshot:

```cpp
#ifndef __GAME_SCENE_H__
#define __GAME_SCENE_H__
#include "cocos2d.h"

class GameScreen : public cocos2d::Layer
{
public:
  // there's no 'id' in cpp, so we recommend returning the class instance pointer
  static cocos2d::Scene* createScene();
  // Here's a difference. Method 'init' in cocos2d-x returns bool, instead of returning 'id' in cocos2d-iphone
  virtual bool init();
  // implement the "static create()" method manually
  CREATE_FUNC(GameScreen);
};
#endif // __GAME_SCENE_H__
```

Refactoring GameScene.cpp

The following steps will guide you through the refactoring of GameScene.cpp:

1. Open the GameScene.cpp file.
2. Include GameScene.h instead of MainMenuScene.h.
3. Change every instance of MainMenu to GameScreen.
Adding Scenes

The GameScene.cpp file should look like the following screenshot:

```
#include "GameScene.h"

Scene+ GameScene::createScene()
{
    // 'scene' is an autorelease object
    auto scene = Scene::create();
    // 'layer' is an autorelease object
    auto layer = GameScene::create();
    // add layer as a child to scene
    scene->addChild(layer);
    // return the scene
    return scene;
}

bool GameScene::init()
{
    // I. super init first
    if (!Layer::init())
    {
        return false;
    }
    Size visibleSize = Director::getInstance()->getVisibleSize();
    Point origin = Director::getInstance()->getVisibleOrigin();

    return true;
}
```

Create two new scenes using the same steps that were followed for GameScene with the following naming conventions:

- For the Game Over scene, useGameOverScene.h and GameOverScene.cpp as filenames and GameOver as the class name
- For the Pause Menu scene, usePauseScene.h and PauseScene.cpp as filenames and PauseMenu as the class name
All the scenes required for the game are now set up, and the XCode project's Classes folder should look like this:

![Classes folder screenshot]

### Manipulating scenes

Without functionality, moving between scenes is not possible and they would be useless. Cocos2d-x provides great methods to move from one scene to another. Before you take a look at these methods, you need to understand how Cocos2d-x manages scenes.

Cocos2d-x uses a stack to manage scenes, which is a Last-In First-Out (LIFO) system that runs the latest scene in the stack. The following are the main methods that are used to move between scenes:

- **Pushing a scene**: This method pushes a particular scene onto the stack while keeping the current scene but pauses its execution. A real-world example for this is when you click on a pause button, the Pause scene will be pushed onto the stack, while the Game scene still exists.

- **Popping a scene**: This method removes the top/current scene off the stack. A real-world example for this is when resuming a paused scene, the current scene (the paused scene) is removed and goes back to the Game scene.

- **Replacing a scene**: This method replaces the current scene with a new scene, essentially popping the current scene and then pushing the new scene onto the stack. A real-world example for this is when the player dies and goes to the Game Over scene.
Adding Scenes

Now that we know how Cocos2d-x manages scenes using a stack and the main methods provided, it's time to implement this functionality in the game. The following list shows the use cases for these methods:

- Replacing a scene when the player clicks on the play button from the Main Menu scene to go to the Game scene
- Pushing a scene when the player clicks on the pause button from the Game scene to go to the Pause scene
- Replacing a scene when the player dies to take them to the Game Over scene
- Popping a scene when the player clicks on the resume button from the Pause scene
- Replacing a scene when the player clicks on the retry button from the Game Over scene to go to the Game scene
- Replacing a scene when the player clicks on the main menu button from the Game Over scene to go to the Main Menu scene

There are two use cases that are not mentioned in the preceding list as they are a little more complex. These are when the player clicks on either the retry button or the main menu button from the Pause scene; in these cases, the stack will look like this:

```
Pause scene
The Game scene
```

The game is on the Pause scene, but using the replace scene method would remove the Pause scene, leaving an instance of the Game scene constantly dormant. The best technique is to pop the current scene and then immediately use the replace scene method to switch from the Game scene.
Chapter 2

Code for the Main Menu scene

Add the following code to the MainMenuScene.h file:

```cpp
void GoToGameScene(Ref *pSender);
```

This is the declaration for the function that will be called when the player clicks on the play button from the Main Menu scene to replace it with the Game scene. The MainMenuScene.h file should look like the following screenshot:

```cpp
#ifndef MAINMENU_SCENE_H
#define MAINMENU_SCENE_H
#include "cocos2d.h"
class MainMenu : public cocos2d::layer
{
public:
    // there's no 'id' in cpp, so we recommend returning the class instance pointer
    static cocos2d::Scene* createScene();
    // Here's a difference. Method 'init' in cocos2d-x returns bool, instead of returning 'id' in cocos2d-iphone
    virtual bool init();
    // Implement the "static create()" method manually
    CREATE_FUNC(MainMenu);

    void GoToGameScene(Ref *pSender);
};
#endif // MAINMENU_SCENE_H
```

Add the following code to the MainMenuScene.cpp file:

```cpp
#include "GameScene.h"

void MainMenu::GoToGameScene(Ref *pSender)
{
    auto scene = GameScreen::createScene();
    Director::getInstance()->replaceScene(scene);
}
```
Adding Scenes

In the preceding code, the first line is used to include the Game scene so that the scene can be accessed. The GoToGameScene function first creates a local scene instance of GameScene and then replaces the current scene using the Cocos2d-x director. The MainMenuScene.cpp file should look like the following screenshot:

![Image of MainMenuScene.cpp code]

**Code for the Game scene**

Add the following code to the GameScene.h file:

```cpp
void GoToPauseScene(Ref *pSender);
void GoToGameOverScene(Ref *pSender);
```
Chapter 2

In the preceding code, the first function declaration will be called when the player clicks on the pause button in the Game scene to push the Pause scene onto the stack. The second function declaration will be called when the player dies to replace the Game scene with the Game Over scene. The GameScene.h file should look like the following screenshot:

```cpp
#include "cocos2d.h"

class GameScreen : public cocos2d::Layer
{
public:
    // there's no 'id' in cpp, so we recommend returning the class instance pointer
    static cocos2d::Scene* createScene();
    virtual bool init();
    // Implement the "static create()" method manually
    CREATE_FUNC(GameScreen);

    void goToPauseScene(cocos2d::Ref* pSender);
    void goToGameOverScene(cocos2d::Ref* pSender);
};
```

Add the following code to the GameScene.cpp file:

```cpp
#include "PauseScene.h"
#include "GameOverScene.h"

void GameScreen::goToPauseScene(cocos2d::Ref* pSender)
{
    auto scene = PauseMenu::createScene();
    Director::getInstance()->pushScene(scene);
}

void GameScreen::goToGameOverScene(cocos2d::Ref* pSender)
{
    auto scene = GameOver::createScene();
    Director::getInstance()->replaceScene(scene);
}
```
Adding Scenes

The first two lines in the preceding code snippet are used to include the Pause and Game Over scenes so that the scenes can be accessed. The `GoToPauseScene` function first creates a local scene instance of the Pause scene and then pushes it onto the stack. The `GoToGameOverScene` function first creates a local scene instance of the Game Over scene and then replaces the Game scene with it. The `GameScene.cpp` file should look like the following screenshot:
Chapter 2

Code for the Game Over scene

Add the following code to the GameOverScene.h file:

```cpp
void GoToGameScene(Ref *pSender);
void GoToMainMenuScene(Ref *pSender);
```

In the preceding code snippet, the first function declaration will be called when the player clicks on the retry button from the Game Over scene to replace the current scene with the Game scene. The second function declaration will be called when the player clicks on the main menu button from the Game Over scene to replace the current scene with the Main Menu scene. The GameOverScene.h file should look like the following screenshot:

```
#ifndef GAMEOVER_SCENE_H
#define GAMEOVER_SCENE_H

class GameOver : public cocos2d::Layer
{
public:
    // there's no 'oid' in cpp, so we recommend returning the class instance pointer
    static cocos2d::Scene* createScene();

    // Here's a difference. Method 'init' in cocos2d-x returns bool, instead of returning 'id' in cocos3d-iphone
    virtual bool init();

    // implement the "static create()" method manually
    CREATE_FUNC(GameOver);

    void GoToGameScene(Ref *pSender);
    void GoToMainMenuScene(Ref *pSender);
};

#endif // GAMEOVER_SCENE_H
```

Add the following code to the GameOverScene.cpp file:

```cpp
#include "GameScene.h"
#include "MainMenuScene.h"

void GameOver::GoToGameScene(cocos2d::Ref *pSender)
{
    auto scene = GameScreen::createScene();

    Director::getInstance()->replaceScene(scene);
}

void GameOver::GoToMainMenuScene(cocos2d::Ref *pSender)
{
    auto scene = MainMenu::createScene();

    Director::getInstance()->replaceScene(scene);
}
```
Adding Scenes

The first two lines in the preceding code snippet are used to include the Game and Main Menu scenes so that the scenes can be accessed. The `GoToGameScene` function first creates a local scene instance of the Game scene and then replaces the Game Over scene with it. The `GoToMainMenuScene` function first creates a local scene instance of the Main Menu scene and then replaces the Game Over scene with it. The `GameOverScene.cpp` file should look like the following screenshot:

```cpp
#include "GameOverScene.h"
#include "GameScene.h"
#include "MainMenuScene.h"

USING_NS_CC;

Scene* GameOver::createScene()
{
    // 'scene' is an autorelease object
    auto scene = Scene::create();
    // 'layer' is an autorelease object
    auto layer = GameOver::create();
    // add layer as a child to scene
    scene->addChild(layer);
    // return the scene
    return scene;
}

// on "init" you need to initialize your instance
bool GameOver::init()
{
    // super init first
    if ( !Layer::init() )
    {
        return false;
    }

    Size visibleSize = Director::getInstance()->getVisibleSize();
    Point origin = Director::getInstance()->getVisibleOrigin();
    return true;
}

void GameOver::goToGameScene(cocos2d::Ref *pSender)
{
    auto scene = GameScreen::createScene();
    Director::getInstance()->replaceScene(scene);
}

void GameOver::goToMainMenuScene(cocos2d::Ref *pSender)
{
    auto scene = MainMenu::createScene();
    Director::getInstance()->replaceScene(scene);
}
```
Chapter 2

Code for the Pause scene

Add the following code to the PauseScene.h file:

```c
void Resume(Ref *pSender);
void GoToMainMenuScene(Ref *pSender);
void Retry(Ref *pSender);
```

In the preceding code snippet, the first function declaration will be called when the player clicks on the resume button from the Pause scene to pop the Pause scene off the stack. The second function declaration will be called when the player clicks on the main menu button from the Pause scene to replace the current scene with the Main Menu scene while popping all the scenes off the stack. The third function declaration will be called when the player clicks on the retry button from the Pause scene to replace the current scene with the Game scene while popping all the scenes off the stack. The PauseScene.h file should look like the following screenshot:

Add the following code to the PauseScene.cpp file:

```c
#include "GameScene.h"
#include "MainMenuScene.h"

void PauseMenu::Resume(cocos2d::Ref *pSender)
{
    Director::getInstance()->popScene();
}

void PauseMenu::GoToMainMenuScene(cocos2d::Ref *pSender)
{
    auto scene = MainMenu::createScene();
    Director::getInstance()->popScene();
    Director::getInstance()->replaceScene(scene);
}
```
Adding Scenes

```cpp
void PauseMenu::Retry(cocos2d::Ref *pSender)
{
    auto scene = GameScreen::createScene();
    Director::getInstance()->popScene();
    Director::getInstance()->replaceScene(scene);
}
```

The first two lines in the preceding code snippet are used to include the Game and Main Menu scenes so that the scenes can be accessed. The `GoToMainMenuScene` function first creates a local scene instance of the Main Menu scene, then it pops the current scene off the stack and the Game scene is replaced with the Main Menu scene. The `Retry` function first creates a local scene instance of the Game scene, then it pops the current scene off the stack and the current Game scene is replaced with the new Game scene (restarts the game). The `PauseScene.cpp` file should look like the following screenshot:

![PauseScene.cpp code snippet](www.it-ebooks.info)
Summary

This chapter covered how to create new scenes using the default scenes provided by Cocos2d-x as templates and the techniques to switch between them. We haven't actually implemented any code to trigger the scene functions, but it will be implemented in the upcoming chapters. The next chapter will cover menu systems, which will help you to move between scenes.
Adding Game Menus

This chapter will guide you through the process of creating menus using the menu items provided by Cocos2d-x and implementing them within the previously created scenes to allow navigation, which was implemented in the previous chapter.

The topics that will be covered in this chapter are as follows:

- Setting up menus
- Adding menu items
- Menu alignment

Setting up the menu

So, what are menus? A menu is a technique to display buttons/navigational functionality. Menus consist of menu items, for example, a menu item image that will be used for this game. There are several items that are provided by Cocos2d-x to construct menus. Some of the commonly used items are as follows:

- The Menu Font item
- The Menu Sprite item
- The Menu Label item

For more information on any of the Cocos2d-x APIs, visit http://www.cocos2d-x.org/wiki/Reference.
Adding Game Menus

Menus are a collection of items that are organized to form the structured buttons and can be used for a game's functionality, such as navigation. Our game will use menus for the following use cases:

- In the Main Menu scene:
  - The play button, which starts the game

- In the Game scene:
  - The pause button, which pauses the game

- In the Pause scene:
  - The resume button, which resumes the game
  - The retry button, which restarts the game
  - The main menu button, which takes you to the main menu

- In the Game Over scene:
  - The retry button, which restarts the game
  - The main menu button, which takes you to the main menu

Each scene will require its own menus along with its own menu items. All the menus will be declared and constructed within the `init()` method, but if the requirement for manipulating the menu or menu items arises, it would be best to declare them within the header so that they can be accessed outside the `init()` method.

The project has been changed from landscape mode to portrait mode. This is done using XCode project details (select the required orientation) or using `AndroidManifest.xml` (`android:screenOrientation=portrait`).

Coding the menus in the Main Menu scene

The main menu requires a simple menu system for navigation between itself and the game screen. Menu item images will be used to display a game title and to display the button that the user can interact with to maneuver between scenes.
Add the following code to the \texttt{init()} method:

```cpp
auto menuTitle = MenuItemImage::create("MainMenuScreen/Game_Title.png", "MainMenuScreen/Game_Title.png");

auto playItem = MenuItemImage::create("MainMenuScreen/Play_Button.png", "MainMenuScreen/Play_Button(Click).png", CC_CALLBACK_1(MainMenu::GoToGameScene, this));

auto menu = Menu::create(menuTitle, playItem, NULL);
menu->alignItemsVerticallyWithPadding(visibleSize.height / 4);
this->addChild(menu);
```

Menu item images have three states: normal (not being pressed), pressed (user is tapping it), and disabled (item has been disabled).

The first statement in the preceding code snippet creates a menu title using the menu item image with the following parameters:

- The default image that has to be displayed in the title
- The image that has to be displayed when the title is tapped on (as the title cannot be tapped on, it is the same as the default image to give the illusion of a static item)

The second statement creates an image item with the following parameters:

- The default image that has to be displayed on the button
- The image that has to be displayed when the button is being tapped on
- The function that has to be called when the button is tapped on, which will take the player to the Game scene. The number \texttt{1} at the end of \texttt{CC\_CALLBACK\_1} specifies how many parameters the function that is being called takes.

The third statement creates a menu with the Menu items. To add multiple items, simply separate them with a comma.

The fourth statement aligns the items of the menu vertically. There are several built-in alignment methods, including the ability to manually position the menu items, which will be covered in the next section.

The fifth statement adds the menu as a child to the scene. To add children to the scene, the \texttt{addChild()} method requires a node, which is essentially menus, sprites, labels, and so on.
Adding Game Menus

The code in the init() method should look like the following screenshot:

```cpp
// on "init" you need to initialize your instance
bool MainMenu::init()
{
    // super init first
    if (!Layer::init())
    {
        return false;
    }

    Size visibleSize = Director::getInstance()->getVisibleSize();
    Point origin = Director::getInstance()->getVisibleOrigin();

    auto menuTitle = MenuItemImage::create("MainMenuScreen/Game_Title.png",
                                           "MainMenuScreen/Game_Title.png");
    auto playItem = MenuItemImage::create("MainMenuScreen/Play_Button.png",
                                          "MainMenuScreen/Play_Button(Click).png",
                                          CC_CALLBACK_1(MainMenu::goToGameScene, this));

    auto menu = Menu::create(menuTitle, playItem, NULL);
    menu->alignItemsVerticallyWithPadding(visibleSize.height / 4);
    this->addChild(menu);

    return true;
}
```

The main menu should now look like the following screenshot:
Coding the menus in the Game scene

The Game scene requires a simple menu system to pause the game. A menu item image will be used to display the button that the user can interact with in order to pause the game and load the Pause scene.

Add the following code to the init() method:

```cpp
auto pauseItem =
MenuItemImage::create("GameScreen/Pause_Button.png",
"GameScreen/Pause_Button(Click).png",
CC_CALLBACK_1(GameScreen::GoToPauseScene, this));

pauseItem->setPosition(Point(pauseItem->getContentSize().width -
(pauseItem->getContentSize().width / 4) + origin.x,
visibleSize.height - pauseItem->getContentSize().height +
(pauseItem->getContentSize().width / 4) + origin.y));

auto menu = Menu::create(pauseItem, NULL);
menu->setPosition(Point::ZERO);
this->addChild(menu);
```

The first statement creates an image item with the parameters explained in the previous section.

The second statement sets the position of the menu item to the top-left corner of the screen.

Cocos2d-x starts at the bottom-left corner, so the height of the screen needs to be added to position it at the top.

The visibleSize variable that was included with the generated project gives the screen's visible size. The origin is where the coordinates start, which is usually (0, 0), but factoring this in will prevent any position problems on other devices, such as certain Android devices.

The third statement creates a menu with the Menu item. To add multiple items, simply separate them with a comma.
Adding Game Menus

The fourth statement sets the menu's position to 0, as the menu item was positioned separately.

The fifth statement adds the menu as a child to the scene. To add children to the scene, the addChild() method requires a node.

The code in the init() method should look like the following screenshot:

```javascript
// on "init" you need to initialize your instance
init() {
    visibleSize = Director.getVisibleArea();
    pauseOrigin = Director.getVisibleArea().getVisibleOrigin();
    pauseItem = MenuItem.create(new GUIContent_PAUSE_BUTTON(),
        Director.getVisibleArea().getVisibleOrigin() + visibleSize);
    pauseItem.x = pauseItem.contentSize.width / 2 + origin.x;
    pauseItem.y = pauseItem.contentSize.height / 2 + origin.y;
    menu = Menu.create(pauseItem, null);
    menu.x = menu.contentSize.width / 2 + origin.x;
    return true;
}
```

The game screen should now look like the following screenshot:
Coding the menus in the Pause scene

The Pause scene requires a menu system to resume the game, restart the game, and go back to the main menu. Menu item images will be used to display the buttons that the user can interact with in order to perform the actions mentioned.

Add the following code to the init() method:

```cpp
auto resumeItem = MenuItemImage::create("PauseScreen/Resume_Button.png",
"PauseScreen/Resume_Button(Click).png",
CC_CALLBACK_1(PauseMenu::Resume, this));

auto retryItem = MenuItemImage::create("PauseScreen/Retry_Button.png",
"PauseScreen/Retry_Button(Click).png",
CC_CALLBACK_1(PauseMenu::Retry, this));

auto mainMenuItem = MenuItemImage::create("PauseScreen/Menu_Button.png",
"PauseScreen/Menu_Button(Click).png",
CC_CALLBACK_1(PauseMenu::GoToMainMenuScene, this));

auto menu = Menu::create(resumeItem, retryItem, mainMenuItem, NULL);

menu->alignItemsVerticallyWithPadding(visibleSize.height / 4);
this->addChild(menu);
```

The first three statements create the menu item images for the menu as mentioned previously.

The fourth statement creates a menu with the menu items created in the previous statements.

The fifth statement aligns the menu items vertically but with padding; they would otherwise be aligned next to each other.

The sixth statement adds the menu as a child to the scene. To add children to the scene, the addChild() method requires a node.
Adding Game Menus

The code in the `init()` method should look like the following screenshot:

```cpp
// on "init" you need to initialize your instance
bool PauseMenu::init()
{
    // I. super init first
    if (Layer::init())
    {
        return false;
    }

    Size visibleSize = Director::getInstance()->getVisibleSize();
    Point origin = Director::getInstance()->getVisibleOrigin();

    auto resumeItem = MenuItemImage::create("PauseScreen/Resume_Button.png",
                                            "PauseScreen/Resume_Button_Click.png",
                                            CC_CALLBACK_1(PauseMenu::Resume, this));
    auto retryItem = MenuItemImage::create("PauseScreen/Retry_Button.png",
                                            "PauseScreen/Retry_Button_Click.png",
                                            CC_CALLBACK_1(PauseMenu::Retry, this));
    auto mainMenuItem = MenuItemImage::create("PauseScreen/Menu_Button.png",
                                             "PauseScreen/Menu_Button_Click.png",
                                             CC_CALLBACK_1(PauseMenu::GoToMainScene, this));

    auto menu = Menu::create(resumeItem, retryItem, mainMenuItem, NULL);
    menu->alignItemsVerticallyWithPadding(visibleSize.height / 4);
    this->addChild(menu);

    return true;
}
```

Menus in the Pause scene should now look like the following screenshot:
Coding the menus in the Game Over scene

The Game Over scene requires a menu system to restart the game and to go back to the main menu. Menu item images will be used to display the buttons that the user can interact with to perform the actions mentioned.

Add the following code to the init() method:

```cpp
auto menuTitle = MenuItemImage::create("GameOverScreen/Game_Over.png", "GameOverScreen/Game_Over.png");

auto retryItem = MenuItemImage::create("GameOverScreen/Retry_Button.png", "GameOverScreen/Retry_Button(Click).png", CC_CALLBACK_1(GameOver::GoToGameScene, this));

auto mainMenuItem = MenuItemImage::create("GameOverScreen/Menu_Button.png", "GameOverScreen/Menu_Button(Click).png", CC_CALLBACK_1(GameOver::GoToMainMenuScene, this));

auto menu = Menu::create(menuTitle, retryItem, mainMenuItem, NULL);

menu->alignItemsVerticallyWithPadding(visibleSize.height / 4);
this->addChild(menu);
```

The first statement creates a menu title using the menu item image, but the callback is not specified as it is static and the image that is tapped on is its default image, providing the illusion of a menu title that doesn't change.

The next two statements create the menu item images with the parameters mentioned in the previous sections.

The fourth statement creates the menu with the items created in the previous statements.

The fifth statement aligns the items vertically with padding.

The sixth statement adds the menu as a child to the scene. To add children to the scene, the addChild() method requires a node that is essentially menus, sprites, labels, and so on.
Adding Game Menus

The `init()` method should give you the following screenshot:

```cpp
// on "init" you need to initialize your instance
bool GameOver::init()
{
    // super init first
    if (!Layer::init())
    {
        return false;
    }

    Size visibleSize = Director::getInstance()->getVisibleSize();
    Point origin = Director::getInstance()->getVisibleOrigin();

    auto menuTitle = MenuItemImage::create("GameOverScreen/Game_Over.png",
                                          "GameOverScreen/Game_Over.png");
    auto retryItem = MenuItemImage::create("GameOverScreen Retry_Button.png",
                                           "GameOverScreen Retry_Button.png",
                                           CC_CALLBACK_1(GameOver::GoToGameScene, this));
    auto mainMenuItem = MenuItemImage::create("GameOverScreen/Menu_Button.png",
                                              "GameOverScreen/Menu_Button.png",
                                              CC_CALLBACK_1(GameOver::GoToMainMenuScene, this));
    auto menu = Menu::create(menuTitle, retryItem, mainMenuItem, NULL);
    menu->alignItemsVerticallyWithPadding(visibleSize.height / 4);
    this->addChild(menu);

    return true;
}
```

The Game Over screen should now look like the following screenshot (testing this screen may not be immediately possible; this can be achieved by temporarily making the pause button call the `GameOver` function, but remember to change it back):
Summary
This chapter covered how to create menus in different scenes with menu items and how to position these menus. These menus provided the functionality to switch between scenes for the game. The next chapter will show you how to implement transitions so that the scenes feel more alive when you switch between them. Transitions allow the scenes to switch using an animation, and Cocos2d-x provides several animations from fading to zooming.
Scene Transitions

This chapter will guide you through the process of implementing transitions to switch between scenes, making the process more dynamic and less static.

The topics covered in this chapter are as follows:

• The fade transition
• Additional transitions

Transitions allow an animation to be played when you switch between scenes, making the game look more dynamic and attractive for the player. Transitions can be used when you want to push or replace scenes.

The fade transition

The game that will be developed through the course of this book will incorporate the fade transition, as it is a universal transition that is easily recognized; however, Cocos2d-x provides many more transitions, which will be covered briefly. To learn more about the various transitions offered by Cocos2d-x, visit [http://www.cocos2d-x.org/reference/native-cpp/V3.0/da/d00/group__transition.html](http://www.cocos2d-x.org/reference/native-cpp/V3.0/da/d00/group__transition.html).

An example syntax of scene transition is as follows:

```cpp
Director::getInstance()->replaceScene
(TransitionName::create(transition properties));
```

As the preceding example shows, transitions are incorporated within the existing scene code and allow the scenes to be manipulated very easily but provide great end results.
Scene Transitions

The fade transition fades between two different scenes. There are two instances of the fade transition. The first instance allows you to set the duration and scene that you want to transition to; the second provides the same functionality but also allows the color of the fade transition to be set. The first instance will be used for this example. To learn more about the different transitions, visit the URL mentioned earlier.

Replace all the lines of code within the project that push a scene or replace a scene with the following code:

```cpp
Director::getInstance()->replaceScene(TransitionFade::create(1.0, scene));
```

Alternatively, you can also use the following code:

```cpp
Director::getInstance()->pushScene(TransitionFade::create(1.0, scene));
```

For example, the GoToGameScene function within the MainMenuScene.cpp file should look similar to the following screenshot:

```cpp
void MainMenu::GoToGameScene(cocos2d::Ref *pSender)
{
    auto scene = GameScene::createScene();
    Director::getInstance()->replaceScene(TransitionFade::create(1.0, scene));
}
```

Although the game will only incorporate the fade transition, the remaining sections of this chapter will briefly cover some of the other popular transitions that Cocos2d-x provides.

Additional transitions

This section will cover some of the additional transitions that are provided by Cocos2d-x and how to incorporate them. Different transitions allow your game to be more dynamic. For more in-depth information, visit [http://www.cocos2d-x.org/reference/native-cpp/V3.0/da/d00/group__transition.html](http://www.cocos2d-x.org/reference/native-cpp/V3.0/da/d00/group__transition.html). The following list details the additional transitions that are provided by Cocos2d-x:

- **Flip transitions:** These transitions flip around a specified axis, with the current scene moving away and the new scene coming in.

  The example code for this transition is as follows:

  ```cpp
  Director::getInstance()->replaceScene(TransitionFlipX::create(3, scene));
  ```
• **Zoom transitions:** These transitions flip the scenes in a similar way to flip transitions but also allow them to be zoomed.

  The example code for this transition is as follows:

  ```cpp
director::getInstance()->replaceScene
  (transitionZoomFlipY::create(3, scene));
```

• **Page transitions:** These transitions move between the scenes as if they were pages in a book.

  The example code for this transition is as follows:

  ```cpp
director::getInstance()->replaceScene
  (transitionPageTurn::create(3, scene, false));
```

[The popScene() function cannot take a scene transition.]

**Summary**

This chapter covered scene transitions, which can be used to liven up the switching between scenes. Cocos2d-x provides several built-in transitions, which aid in the development. Although Cocos2d-x offers several different transitions, most of the successful games use only a few selected transitions if not one. Using several different transitions can make the game look unprofessional like the early websites that contained loads of animations. The next chapter will cover how to add sprites to games. Sprites allow bitmaps to be drawn; for example, obstacles and player characters, which are the foundations of what the user sees.
This chapter will guide you through the process of using sprites to display game objects such as the background, player characters, and Non-playable Characters (NPCs).

Sprites are computer graphics that are used to represent objects to be displayed within a scene; for example, a player would be a sprite within the game environment. These player sprites would interact with other sprites that are present.

The topics that are covered in this chapter are as follows:

- Adding sprites
- Positioning sprites
- Moving sprites

Sprites simplify the process of displaying game objects—you don't need to create a bitmap with assigned memory, position the bitmap, and draw it. Sprites allow all of this to be done behind the scenes. Cocos2d-x has built-in methods to create, manipulate, and display sprites.

Each section will cover how to add the game sprites within their appropriate scenes and manipulate them if necessary, for example, moving the background sprite to provide a scrolling effect. The following is an example of the sprite declaration to add a sprite to a scene:

```cpp
auto backgroundSprite = Sprite::create("MainMenuScreen/Background.png");
```
The preceding line of code creates a sprite variable called `backgroundSprite`, which is created from a PNG image. It is recommended that you use PNG images as they allow transparency. The basic process of displaying a sprite is as follows:

1. Declare a sprite.

   ![Note] Declare the sprite in the header if it needs to be manipulated after the declaration.

2. Initialize the sprite.
3. Position the sprite.
4. Set any other properties, such as the scale and rotation.
5. Draw a sprite that is handled via Cocos2d-x.

Adding the Main Menu sprites

The only sprite that needs to be displayed in the Main Menu scene is the background. Add the following code below the menu code in the `init()` method within the `MainMenuScene.cpp` file:

```cpp
auto backgroundSprite = Sprite::create("MainMenuScreen/Background.png");

backgroundSprite->setPosition(Point((visibleSize.width / 2) + origin.x, (visibleSize.height / 2) + origin.y));

this->addChild(backgroundSprite, -1);
```

The first statement of the preceding code declares and initializes a sprite called `backgroundSprite` with a PNG image.

The second statement sets the position of the background sprite at the center of the screen using the visible size, which is the area of the screen that is available on a particular device, as there are different screen sizes. The origin is used as some devices (mainly Android) don't start at (0, 0) because of onscreen buttons and so on. This will help to overcome positioning issues.
The third statement adds the sprite as a child to the scene and also sets the z-index value, which states the order of the items. As the background sprite should be below all the other items, the z-index is set to -1 since by default the other objects are set to 0. Although the z-index was set to -1, a little thing to note is that any node added after it will automatically be on top of the previous nodes if the z-index isn't set.

The `init()` method should give you the following screenshot:

```javascript
28  // on "init" you need to initialize your instance
29  function MainMenuInit() {
30     // super init first
31     if (!Layer::init())
32         return false;
33     
34     auto menuTitle = MenuImage::create("MainMenuScreen/Game_Titles.png", "MainMenuScreen/Game_Titles.png");
35     auto playItem = MenuItemImage::create("MainMenuScreen/Play_Button.png", "MainMenuScreen/Play_Button.png", CC_CALLBACK_0(MainMenu::goToGameScene, this));
36     auto menu = Menu::create(menuTitle, playItem, NULL);
37     menu->alignItemsVerticallyWithPadding(VisibleSize::height / 4);
38     this->addChild(menu);
39     auto backgroundSprite = Sprite::create("MainMenuScreen/Background.png");
40     backgroundSprite->setPosition(Point((VisibleSize::width / 2) + origin.x, (VisibleSize::height / 2) + origin.y));
41     this->addChild(backgroundSprite, -1);
42     return true;
43 }
```

The GUI after adding the Main Menu sprites will look as shown in the following screenshot:
Adding the Game Over sprites
The only sprite that needs to be displayed in the Game Over scene is the background. Add the following code below the menu code in the init() method within the GameOverScene.cpp file, as we did in the previous section:

```cpp
auto backgroundSprite = Sprite::create
("GameOverScreen/Game_Over_Screen_Background.png");

backgroundSprite->setPosition(Point((visibleSize.width / 2) + origin.x, (visibleSize.height / 2) + origin.y));

this->addChild(backgroundSprite, -1);
```

The GUI after adding the Game Over sprites should look like what is shown in the following screenshot:

![Game Over GUI](image)

Adding the Pause sprites
The only sprite that needs to be displayed in the Pause scene is the background. Add the following code below the menu code in the init() method within the PauseScene.cpp file, as we did in the previous section:

```cpp
auto backgroundSprite = Sprite::create
("PauseScreen/Pause_Background.png");
```
backgroundSprite->setPosition(Point((visibleSize.width / 2) + origin.x, (visibleSize.height / 2) + origin.y));

this->addChild(backgroundSprite, -1);

The GUI after adding the Pause sprites should look like what is shown in the following screenshot:

![GUI Screenshot]

**Adding the Game sprites**

Unlike in the previous backgrounds, the Game scene's background will be moving, providing a scrolling effect. Before you dive into the background code, an `update` function needs to be scheduled to be called in every frame using the following steps:

1. Schedule the `update` function in the `init()` method using the following code:
   ```cpp
   this->scheduleUpdate();
   ```

2. Declare the `update` function in the `GameScene.h` file using the following code:
   ```cpp
   void update(float dt);
   ```
3. Implement the update function in the GameScene.cpp file using the following code:

```cpp
void GameScreen::update(float dt)
{

}
```

The `update` function is used to handle the game's logic and takes a `float` parameter called delta time, which is the time between frames. As all devices are not capable of running at 60 fps, this is factored in during gameplay to provide a smooth experience across a wide variety of devices.

The following are the steps to implement a scrolling background:

1. Declare a sprite array for the background consisting of two items. As the background will be scrolling, two sprites will be used to provide the illusion of a consistent background. However, once a sprite has gone off the screen, it will reset back. The following code needs to be added within the header:

```cpp
cocos2d::Sprite *backgroundSpriteArray[2];
```

2. Initialize the sprite array and set the position of the sprites; so, one is displayed on the screen initially, and the other one below the screen will be displayed as the background scrolls upwards. Then, add these to the scene as children; all this will be done within the `init()` method:

```cpp
for (int i = 0; i < 2; i++)
{
    backgroundSpriteArray[i] = Sprite::create
        ("GameScreen/Game_Screen_Background.png");
    backgroundSpriteArray[i]->setPosition
        (Point((visibleSize.width / 2) + origin.x, (-1 * visibleSize.height * i) + (visibleSize.height / 2) + origin.y));
    this->addChild(backgroundSpriteArray[i], -2);
}
```

3. Next, move the sprites within the `update()` method by factoring in the delta time (0.75 is just the speed that can be changed, possibly by the user in a settings scene, which could be implemented as a side task, and it is multiplied by the screen height to keep a constant speed on different devices). You will also need to add a `visibleSize` variable, similar to what we did in the constructor:

```cpp
for (int i = 0; i < 2; i++)
{
    backgroundSpriteArray[i]->setPosition
```
(Point(backgroundSpriteArray[i]->getPosition().x, 
  backgroundSpriteArray[i]->getPosition().y + (0.75 * 
  visibleSize.height * dt))); 
}

4. Although the backgrounds scroll, they do not reset once they have gone above the screen. Add the following code above the previous code:

        Size visibleSize = Director::getInstance()->
        getVisibleSize();
        Point origin = Director::getInstance()->getVisibleOrigin();
        for (int i = 0; i < 2; i++)
        {
            if (backgroundSpriteArray[i]->getPosition().y >=
                visibleSize.height + (visibleSize.height / 2) -1)
            {
                backgroundSpriteArray[i]->setPosition
                (Point((visibleSize.width / 2) + origin.x, (-1 *
                visibleSize.height) + (visibleSize.height / 2)));
            }
        }

The background is now scrolling and resets once it has gone off the screen.

Now, the scrolling asteroids will be implemented. The asteroids will spawn every 2.5 seconds randomly in the x axis just below the screen. Once an asteroid goes off the screen, it will be destroyed. Add the following code to implement scrolling asteroids:

1. Declare the spawn asteroid method in GameScene.h (the scheduler requires a float parameter for delta time, but doesn't need it to be used):
   void spawnAsteroid(float dt);

2. Declare the asteroids that will be stored as a vector of sprites as they can be dynamically added and removed:
   std::vector<cocos2d::Sprite *> asteroids;

3. Implement the scheduler within the init() method inside the GameScene.cpp file (as the game will spawn asteroids every 1.0 second. 1.0 is specified as the interval time, but if it isn't specified, the method will be run for every frame):
   this->schedule
   (schedule_selector(GameScreen::spawnAsteroid), 1.0);

4. Implement the spawnAsteroid(float dt) method:
   void GameScreen::spawnAsteroid(float dt)
   {
       Size visibleSize = Director::getInstance()->
       getVisibleSize();
   }
Point origin = Director::getInstance()->getVisibleOrigin();

int asteroidIndex = (arc4random() % 3) + 1;
__String* asteroidString = __String::createWithFormat("GameScreen/Asteroid_%i.png", asteroidIndex);  

Sprite *tempAsteroid = Sprite::create(asteroidString->getCString());

int xRandomPosition = (arc4random() % (int)(visibleSize.width - (tempAsteroid->getContentSize().width / 2))) + (tempAsteroid->getContentSize().width / 2);

tempAsteroid->setPosition(Point(xRandomPosition + origin.x, -tempAsteroid->getContentSize().height + origin.y));
asteroids.push_back(tempAsteroid);
this->addChild(asteroids[asteroids.size() - 1], -1);
}

5. Before implementing the code to check whether an asteroid has gone off the screen, let's go over what the spawnAsteroid(float dt) method does:

- Firstly, the visible size and origin are declared and initialized
- Then, asteroidIndex stores a random number that determines which asteroid will be spawned (as there are three different asteroids)
- Next, the filename for the random asteroid is created using Cocos2d-x's built-in __String object, and using this, a temporary asteroid sprite is declared and initialized
- The asteroid is then positioned below the screen and randomly along the x axis
- Then, the asteroid is added to the asteroids' vector
- The asteroid is added as a child to the scene
6. Finally, add the following code to the `update(float dt)` method, which will move the asteroids at the same speed as the speed at which the background is moving. Then, it will check whether the asteroid has moved off the screen; if so, it will remove the asteroid from the scene and from the asteroid's vector:

```cpp
for (int i = 0; i < asteroids.size(); i++)
{
    asteroids[i]->setPosition(Point(asteroids[i]->getPosition().x, asteroids[i]->getPosition().y + (0.75 * visibleSize.height * dt)));
    if (asteroids[i]->getPosition().y > visibleSize.height * 2)
    {
        this->removeChild(asteroids[i]);
        asteroids.erase(asteroids.begin() + i);
    }
}
```

The final sprite to be added is the player's spaceship; use the following steps:

1. Declare the player sprite in the `GameScene.h` file:
   ```cpp
cocos2d::Sprite *playerSprite;
```

2. Initialize the player sprite within the `init()` method in the `GameScene.cpp` file:
   ```cpp
   playerSprite = Sprite::create("GameScreen/Space_Pod.png");
   ```

3. Position the player sprite below the pause button centered along the x axis:
   ```cpp
   playerSprite->setPosition(Point(visibleSize.width / 2, 
                                 pauseItem->getPosition().y - (pauseItem->
                                 getContentSize().height / 2) - (playerSprite->
                                 getContentSize().height / 2)));
   ```

4. Now add the player sprite as a child to the scene:
   ```cpp
   this->addChild(playerSprite, -1);
   ```

Now that the sprites have been implemented, here are the images of how the `GameScene.h` and `GameScene.cpp` files should look.
The following screenshot shows how the `GameScene.h` file should look after all the code has been added by following the previous steps:

```cpp
#define GAME_SCENE_H
#define GAME_SCENE_H
#include "cocos2d.h"

class GameScene : public cocos2d::Layer
{
public:
    // there's no 'id' in cpp, so we recommend returning the class instance pointer
    static cocos2d::Scene* createScene();
    // Here's a difference. Method 'init' in cocos2d-x returns bool, instead of returning 'id' in cocos2d-iphone
    virtual bool init();
    // Implement the "static create()" method manually
    CREATE_FUNC(GameScene);

    void gotoPauseScene(Ref* pSender);
    void gotoGameOverScene(Ref* pSender);
    void update(float dt);

    void spawnAsteroid(float dt);

    std::vector<cocos2d::Sprite> *asteroids;
    cocos2d::Sprite *backgroundSpriteArray[2];
    cocos2d::Sprite *playerSprite;
};
#endif // GAME_SCENE_H
```

The following screenshot shows how the `init()` method inside `GameScene.cpp` should look after all the code has been added by following the previous steps to initialize the game's sprites:

```cpp
// on 'init' you need to initialize your instance
bool GameScene::init()
{
    // super init first
    if (!cocos2d::Layer::init())
        return false;

    auto visibleSize = Director::getInstance()->getVisibleSize();
    auto menuAnchorPoint = Vec2(0.5, 0.5);
    auto menuSize = Vec2(visibleSize.width / 4, visibleSize.height);

    auto menu = Menu::create(menuAnchorPoint, menuSize);
    addChild(menu);

    for (int i = 0; i < 2; i++)
    {
        backgroundSpriteArray[i] = Sprite::create("GameScreen\Background.png");
        backgroundSpriteArray[i]->setPosition(Point(menuAnchorPoint.x, menuAnchorPoint.y - menuSize.height / 2));
        addChild(backgroundSpriteArray[i], 1);

        playerSprite = Sprite::create("GameScreen\Player.png");
        playerSprite->setPosition(Point(menuAnchorPoint.x, menuAnchorPoint.y - playerSprite->getContentSize().height / 2));
        addChild(playerSprite, 1);
    }

    return true;
}
```
The following screenshot shows how the `update()` and `spawnAsteroid()` methods inside `GameScene.cpp` should look after all the code has been added by following the previous steps in order to add the asteroids randomly to provide a gameplay element to the game:

```cpp
void GameScene::update(float dt) {
    // Code for update()
}

void GameScene::spawnAsteroid(float x) {
    // Code for spawnAsteroid()
}
```

In this tutorial, although speed was implemented as a magic number for general development purposes, this should be avoided and #defines or variables should be used.
Finally, this is how our GUI will look:

Summary
This chapter covered sprites, which allow game objects to be added and drawn within a scene. The sprites added in this chapter will serve as the basis for the gameplay that will be implemented over the next few chapters. The next chapter will cover sprite actions that allow sprites to be manipulated, for example, rotation and scaling, all of which are provided via Cocos2d-x.
Implementing Actions

This chapter will cover the actions that allow the modification of node properties, for example, rotating a sprite or moving a menu item.

The contents of this chapter will not be used for the game being developed through the course of this book, but it's important to have an understanding of these features.

As a personal task, you can figure out how to implement the actions from this chapter to enhance the game's experience. Here is a start: rotate the asteroids as they move. This chapter can be thought of as a general-purpose reference guide with no additional dependencies, but the features that are learned could be implemented as a separate task in the game to make it more interesting.

The topics covered in this chapter are as follows:

- Actions to manipulate nodes
- Repeating actions
- Sequencing actions
- Animating actions

More information regarding any of the actions covered in this chapter can be found at http://www.cocos2d-x.org/wiki/Reference.
Implementing Actions

Actions

Actions allow Cocos2d-x's nodes to be manipulated, such as scaling a sprite. These actions can be performed once or several times and can be sequenced one after another. Any object that is a node can use the actions that will be covered throughout this chapter.

The general code structure for running an action is as follows:

```cpp
auto action = actionName::create(actionProperties);
nodeName->runAction(actionName);
```

Moving

The movement action, as the name suggests, allows a node to move around the scene over a set period of time that can be specified. There are two types of movement actions:

- **MoveBy**: This action moves the specified node relative to its current position. For example, assume that the node is at (400, 500) and the MoveBy action is applied with (30, 40) with a duration of 2 seconds; the node will then travel to (430, 540) from its original position of (400, 500) over a period of 2 seconds in a linear manner.

  The following is the syntax:
  ```cpp
  auto action = MoveBy::create(duration, Point(xPosition, yPosition));
  playerSprite->runAction(action);
  ```

  The following is the example's code:
  ```cpp
  auto action = MoveBy::create(2.0, Point(30, 40));
  playerSprite->runAction(action);
  ```

  The following is the example's screenshot:

- **MoveTo**: This action moves the specified node relative to the specified position from its current position. Take this simple example: the node is at (400, 500) and the MoveTo action is applied with (30, 40) with a duration of 2 seconds; the node will travel to (30, 40) from its original position of (400, 500) over a period of 2 seconds in a linear manner.
The following is the syntax:
```cpp
auto action = MoveTo::create(duration, Point(xPosition, yPosition));
playerSprite->runAction(action);
```

The following is the example's code:
```cpp
auto action = MoveTo::create(2.0, Point(30, 40));
playerSprite->runAction(action);
```

The following is the example's screenshot:

This section covered the use of the movement actions, with some simple examples, and the process of implementing them within a game in order to allow the nodes to move around the scene.

### Jumping

The jumping action, as the name suggests, allows a node to jump around the scene over a set period of time that can be specified. There are two types of jumping actions:

- **JumpBy**: This action makes the specified node jump relative to its current position. Take this example: the node is at (400, 500) and the JumpBy action is applied with (60, 70) with a duration of 2 seconds; jumping five times, with each jump reaching a height of 45 pixels, the node will jump to (460, 570) from its original position of (400, 500) over a period of 2 seconds in a linear manner.

The following is the syntax:
```cpp
auto action = JumpBy::create(duration, Point(xPosition, yPosition), heightOfEachJump, numberOfJumps);
playerSprite->runAction(action);
```

The following is the example's code:
```cpp
auto action = JumpBy::create(2.0, Point(60, 70), 45, 5);
playerSprite->runAction(action);
```

The following is the example's screenshot:
Implementing Actions

- **JumpTo**: This action makes the specified node jump to a specified position from its current position. For instance, the node is at (400, 500) and the JumpTo action is applied with (60, 70) with a duration of 2 seconds; jumping 5 times, with each jump reaching a height of 45 pixels, the node will jump to (60, 70) from its original position of (400, 500) over a period of 2 seconds in a linear manner.

  The following is the syntax:

  ```
  auto action = JumpTo::create(duration, Point(xPosition, yPosition), heightOfEachJump, numberOfJumps);
  playerSprite->runAction(action);
  ```

  The following is the example's code:

  ```
  auto action = JumpTo::create(2.0, Point(60, 70), 45, 5);
  playerSprite->runAction(action);
  ```

  This section covered the use of the jumping actions, with some simple examples, and the process of implementing them within a game in order to allow nodes to jump around the scene.

**Bezier actions**

The **Bezier** action allows a node to curve around points in a Bezier manner in the scene over a set period of time that can be specified. There are two types of Bezier actions:

- **BezierBy**: This action makes the specified node curve around points relative to its current position. Take this simple example: the node is at (400, 500) and the BezierBy action is applied with an end position of (60, 70) with a duration of 2 seconds around the (0, 300) and (300, 200) points to finish at (460, 570) from its original position of (400, 500) over a period of 2 seconds in a linear manner.

  The following is the syntax:

  ```
  ccBezierConfig configName;
  configName.controlPoint_1 = Point(xPosition, yPosition);
  configName.controlPoint_2 = Point(xPosition, yPosition);
  configName.endPosition = Point(xPosition, yPosition);
  auto action = BezierBy::create(duration, configName);
  playerSprite->runAction(action);
  ```
The following is the example's code:

```cpp
ccBezierConfig bezierConfig;
bezierConfig.controlPoint_1 = Point(0, 300);
bezierConfig.controlPoint_2 = Point(300, 200);
bezierConfig.endPosition = Point(60, 70);
auto action = BezierBy::create(2, bezierConfig);
playerSprite->runAction(action);
```

The following is the example's screenshot:

• **BezierTo**: This action makes the specified node curve around points to end up at the specified position. Take this simple example: the node is at (400, 500) and the BezierTo action is applied with an end position of (60, 70) with a duration of 2 seconds around the (0, 300) and (300, 200) points to finish at (60, 70) from its original position of (400, 500) over a period of 2 seconds in a linear manner.

The following is the syntax:

```cpp
ccBezierConfig configName;
configName.controlPoint_1 = Point(xPosition, yPosition);
configName.controlPoint_2 = Point(xPosition, yPosition);
configName.endPosition = Point(xPosition, yPosition);
auto action = BezierTo::create(duration, configName);
playerSprite->runAction(action);
```

The following is the example's code:

```cpp
ccBezierConfig bezierConfig;
bezierConfig.controlPoint_1 = Point(0, 300);
bezierConfig.controlPoint_2 = Point(300, 200);
bezierConfig.endPosition = Point(60, 70);
auto action = BezierTo::create(2, bezierConfig);
playerSprite->runAction(action);
```
Implementing Actions

The following is the example's screenshot:

```cpp
cBezierConfig bezierConfig;
bezierConfig.controlPoint_1 = Point(0, 300);
bezierConfig.controlPoint_2 = Point(300, 200);
bezierConfig.endPosition = Point(60, 70);

auto action = BezierTo::create(2, bezierConfig);
playerSprite->runAction(action);
```

This section covered the use of the Bezier actions, with some simple examples, and the process of implementing them within a game to curve nodes around points.

### Placing

The place action allows a node to be placed at a specific point within the scene. There is a single place action—`Place`. This action allows you to specify where the node should be placed and places it at that location. For example, a node needs to be placed at (40, 50) within the scene.

The following is the syntax:

```cpp
auto action = Place::create(Point(xPosition, yPosition));
playerSprite->runAction(action);
```

This example can be accomplished using the following code:

```cpp
auto action = Place::create(Point(40, 50));
playerSprite->runAction(action);
```

The following is the example's screenshot:

```cpp
auto action = Place::create(Point(40, 50));
playerSprite->runAction(action);
```

This section covered the use of the `Place` action, which allows nodes to be instantly positioned to a set location, essentially the same as setting the node's position.

### Scaling

The scaling action, as the name suggests, allows a node to be scaled, essentially resizing it over a set period of time that can be specified, from its current size. There are two types of scaling actions as follows:
• **ScaleBy:** This action scales the specified node relative to its current size. Take this simple example: if the node is at size (100, 200) and the ScaleBy action is applied with (2, 3) with a duration of 2 seconds, the node will scale to (200, 600) from its original size of (100, 200) over a period of 2 seconds in a linear manner.

The following is the syntax:

```cpp
auto action = ScaleBy::create(duration, xScale, yScale);
playerSprite->runAction(action);
```

The following is the example's code:

```cpp
auto action = ScaleBy::create(2, 2, 3);
playerSprite->runAction(action);
```

The following is the example's screenshot:

![Example screenshot showing ScaleBy action](image)

• **ScaleTo:** This action scales the specified node relative to its original size. For example, if the node is at size (100, 200) and the ScaleTo action is applied with (2, 3) with a duration of 2 seconds, the node will scale to (200, 600) from its original size of (100, 200) over a period of 2 seconds in a linear manner. If the action is applied again, node's size will not change, as the ScaleTo method scales relative to the node's original size and not the current size:

The following is the syntax:

```cpp
auto action = ScaleTo::create(duration, xScale, yScale);
playerSprite->runAction(action);
```

The following is the example's code:

```cpp
auto action = ScaleTo::create(2, 2, 3);
playerSprite->runAction(action);
```

The following is the example's screenshot:

![Example screenshot showing ScaleTo action](image)

If the ScaleBy method was applied several times, it would scale the node each time. However, the ScaleTo method wouldn't as this method is relative to the node's original size, so applying the same scale over and over again wouldn't change the node's scale unless it had been explicitly changed via another action.
Implementing Actions

This section covered the use of the scaling actions, with some simple examples, and the process of implementing them within a game to allow nodes to be scaled.

Rotation

The rotation action, as the name suggests, allows a node to be rotated over a set period of time that can be specified. There are two types of rotation actions:

- **RotateBy**: This action rotates the specified node relative to its current rotation. Take this simple example: if the node is rotated by 45 degrees and the `RotateBy` action is applied with an angle of 90 degrees and a duration of 2 seconds, the node will rotate by 135 degrees from its original rotation of 45 degrees over a period of 2 seconds in a linear manner.

  The following is the syntax:
  ```cpp
  auto action = RotateBy::create(duration, rotationAngle);
  playerSprite->runAction(action);
  
  auto action = RotateBy::create(2, 90);
  playerSprite->runAction(action);
  ```

- **RotateTo**: This action rotates the specified node relative to its original rotation. Take this simple example: the node is rotated by 45 degrees and the `RotateTo` action is applied with an angle of 90 degrees and a duration of 2 seconds. The node will rotate to 90 degrees from its original rotation of 45 degrees over a period of 2 seconds in a linear manner.

  The following is the syntax:
  ```cpp
  auto action = RotateTo::create(duration, rotationAngle);
  playerSprite->runAction(action);
  
  auto action = RotateTo::create(2, 90);
  playerSprite->runAction(action);
  ```
The following is the example's screenshot:

![Example Code]

If the `RotateBy` method was applied several times, it would rotate the node each time. However, the `RotateTo` method wouldn't, as this method is relative to the node's original rotation, so applying the same rotation over and over again wouldn't change the node's rotation unless it had been explicitly changed via another action.

This section covered the use of the rotation actions, with some simple examples, and the process of implementing them within a game to allow nodes to be rotated.

**Tinting**

The tinting action, as the name suggests, allows a node's color to be tinted over a set period of time that can be specified. There are two types of tinting actions:

- **TintBy**: This action tints the specified node relative to its current tint color. For instance, the node has a tint value of (10, 10, 10) RGB color, and the `TintBy` action is applied with the color (10, 20, -5) for a duration of 2 seconds. The node will tint to (20, 30, 5) from its current tint of (10, 10, 10) over a period of 2 seconds in a linear manner.

  The following is the syntax:

  ```cpp
  auto action = TintBy::create(duration, redValue, greenValue, blueValue);
  playerSprite->runAction(action);
  ```

  The following is the example's code:

  ```cpp
  auto action = TintBy::create(2, 10, 20, -5);
  playerSprite->runAction(action);
  ```

  The following is the example's screenshot:
Implementing Actions

- **TintTo**: This action tints the specified node relative to its original tint color. For example, the node has a tint value of (10, 10, 10) RGB color, with an original tint value of (0, 0, 0), and the TintTo action is applied with the color (10, 20, 5) and a duration of 2 seconds. The node will tint to (10, 20, 5) from its current tint of (10, 10, 10) over a period of 2 seconds in a linear manner.

The following is the syntax:
```cpp
auto action = TintTo::create(duration, redValue, greenValue, blueValue);
playerSprite->runAction(action);
```

The following is the example's code:
```cpp
auto action = TintTo::create(2, 10, 20, 5);
playerSprite->runAction(action);
```

The following is the example's screenshot:

If the TintBy method was applied several times, it would tint the node each time. However, the TintTo method wouldn't, as this method is relative to the node's original tint, so applying the same tint over and over again wouldn't change the node's tint unless it had been changed explicitly via another action.

This section covered the use of the tinting actions, with some simple examples, and the process of implementing them within a game to allow nodes to be tinted.

**Fading**

The fading action, as the name suggests, allows a node's opacity to be changed over a set period of time that can be specified. There are three types of fading actions:

- **FadeTo**: This action fades the specified node relative to its original opacity, which is 255 (fully visible, with 0 being invisible). Take this simple example: the node has a FadeTo action applied with the opacity value of 100 and a duration of 2 seconds. The node will fade to an opacity value of 100 from its original opacity value of 255 over a period of 2 seconds in a linear manner.

The following is the syntax:
```cpp
auto action = FadeTo::create(duration, opacity);
playerSprite->runAction(action);
```
The following is the example's code:

```cpp
auto action = FadeTo::create(2, 100);
playerSprite->runAction(action);
```

The following is the example's screenshot:

![FadeTo example screenshot]

**FadeIn**: This action fades the specified node to full opacity from its current opacity; this can be used to introduce nodes within a scene. For example, the node with a current opacity value of 200 has a `FadeIn` action applied with a duration of 2 seconds. The node will fade to an opacity value of 255 (fully visible) from its current opacity of 200 over a period of 2 seconds in a linear manner.

The following is the syntax:

```cpp
auto action = FadeIn::create(duration);
playerSprite->runAction(action);
```

The following is the example's code:

```cpp
auto action = FadeIn::create(2);
playerSprite->runAction(action);
```

The following is the example's screenshot:

![FadeIn example screenshot]

**fadeOut**: This action fades the specified node to an opacity of 0 (no longer visible) from its current opacity; this can be used to remove nodes from a scene. For instance, the node with a current opacity value of 200 has a `FadeOut` action applied with a duration of 2 seconds. The node will fade to an opacity value of 0 (no longer visible) from its current opacity value of 200 over a period of 2 seconds in a linear manner.

The following is the syntax:

```cpp
auto action = FadeOut::create(duration);
playerSprite->runAction(action);
```

The following is the example's code:

```cpp
auto action = FadeOut::create(2);
playerSprite->runAction(action);
```
Implementing Actions

The following is the example's screenshot:

![Image](image.png)

This section covered the use of the fading actions, with some simple examples, and the process of implementing them within a game to allow nodes to be faded.

**Skewing**

The skewing action allows a node to be skewed by affecting its $x$ and $y$ skew properties over a set period of time that can be specified. There are two types of skewing actions:

- **SkewBy**: This action skews the specified node relative to its current $x$ and $y$ skew properties. Take this simple example: the node is at a skew value of $(2, 1)$ and the SkewBy action is applied with the skew values of $(2, 4)$ and a duration of 2 seconds. The node will skew to $(4, 4)$ from its current skew of $(2, 1)$ over a period of 2 seconds in a linear manner.

  The following is the syntax:
  ```cpp
  auto action = SkewBy::create(duration, skewX, skewY);
  playerSprite->runAction(action);
  ```

  The following is the example's code:
  ```cpp
  auto action = SkewBy::create(2, 2, 4);
  playerSprite->runAction(action);
  ```

  The following is the example's screenshot:

  ![Image](image.png)

- **SkewTo**: This action skews the specified node relative to its original $x$ and $y$ skew properties. Take this simple example: the node is at a skew value of $(2, 1)$ and the SkewTo action is applied with the skew values of $(2, 4)$ and a duration of 2 seconds. The node will skew to $(2, 4)$ from its current skew of $(2, 1)$ over a period of 2 seconds in a linear manner.

  The following is the syntax:
  ```cpp
  auto action = SkewTo::create(duration, skewX, skewY);
  playerSprite->runAction(action);
  ```
The following is the example's code:

```cpp
auto action = SkewTo::create(2, 2, 4);
playerSprite->runAction(action);
```

The following is the example's screenshot:

If the SkewBy method was applied several times, it would skew the node each time. However, the SkewTo method wouldn't, as this method is relative to a node's original skew properties, so applying the same skew over and over again wouldn't change the node's skew unless it had been changed explicitly via another action.

This section covered the use of the skewing actions, with some simple examples, and the process of implementing them within a game to allow nodes to be skewed.

### Repeating

The repeat action, as the name suggests, allows a single action to be repeated. There are two types of repeat actions:

- **Repeat**: This action repeats an action for a set number of times which is specified. For example, a node at a rotation of 10 degrees has a Repeat action applied, which consists of a RotateBy(2, 45) action and is set to be repeated three times; after 6 seconds, the node will be at a rotation of 145 degrees:

  The following is the syntax:

  ```cpp
  auto action = Repeat::create(actionToRepeat, numberOfTimesToRepeat);
  playerSprite->runAction(action);
  ```

  The following is the example's code:

  ```cpp
  auto rotateAction = RotateBy::create(2, 45);
  auto action = Repeat::create(rotateAction, 3);
  playerSprite->runAction(action);
  ```

  The following is the example's screenshot:
### Implementing Actions

- **RepeatForever**: This action repeats an action forever. Take this simple example: a node at a rotation of 10 degrees has a RepeatForever action applied, which consists of a RotateBy(2, 45) action; the node will rotate 45 degrees every 2 seconds:

  The following is the syntax:
  
  ```cpp
  auto action = RepeatForever::create(actionToRepeat);
  playerSprite->runAction(action);
  ```

  The following is the example's code:
  
  ```cpp
  auto rotateAction = RotateBy::create(2, 45);
  auto action = RepeatForever::create(rotateAction);
  playerSprite->runAction(action);
  ```

  The following is the example's screenshot:

  ![RepeatForever Example](image)

  This section covered the use of the repeat actions, with some simple examples, and the process of implementing them within a game to allow node actions to be repeated.

### Sequencing

If you were to run multiple actions one after the other, they would all start at the same time; this, in certain circumstances, may produce the desired effect. But in certain instances, the need arises for an action to be performed only once the previous action has finished, for example, moving a sprite to a specified location and then scaling it to fit its container. This can be achieved using the Sequencing action, which essentially contains any combination of the previous actions covered. There is a single sequence action as follows:

- **Sequence**: This action performs each action specified one after another, after the previous one has finished. Take this simple example: a node has a sequence action applied, which consists of a rotate action and a movement action. First, the sprite will rotate to the desired angle over the set time period and then move to the set location over the set period of time. The crucial aspect is that an action can only start if the previous action has finished.
The following is the syntax:

```cpp
auto action = Sequence::create(action1, action2, NULL);
playerSprite->runAction(action);
```

The following is the example's code:

```cpp
auto rotateAction = RotateBy::create(2, 45);
auto moveAction = MoveTo::create(35, Point(400, 500));
auto action = Sequence::create(rotateAction, moveAction, NULL);
playerSprite->runAction(action);
```

This section covered how to sequence actions one after another to allow multiple actions to be applied, but only one of them is run at any given time.

**Animation**

Until now, all the actions that have been applied have been done so in a linear fashion. For example, when a `MoveBy` action was applied, it would move at a constant speed throughout; this could be overcome by sequencing several movement actions to provide the illusion of momentum, for instance. However, this is very inefficient and extremely tedious. Cocos2d-x provides an immense number of animations, all of which can be found in Cocos2d-x's API guide at [http://www.cocos2d-x.org/wiki/Reference](http://www.cocos2d-x.org/wiki/Reference). This section will cover a single example, which will be a great basis for moving forward:

The following is the syntax:

```cpp
auto action = ActionName::create(actionProperties);
playerSprite->runAction(Animation(action));
```

The following is the example's code:

```cpp
auto action = MoveTo::create(35, Point(400, 500));
playerSprite->runAction(EaseBounceInOut::create(action));
```
Implementing Actions

The following is the example's screenshot:

```cpp
auto action = MoveTo::create(35, Point(400, 500));
playerSprite->runAction(EaseBounceInOut::create(action));
```

The preceding example will move the node, but it will bounce at the start and at the end of the action. These animations can be useful to provide the illusion of gravity or momentum, for example. This section covered what animations are in relation to actions and how they can be implemented.

Summary

This chapter covered a lot of in-depth topics around the concept of the actions that can be applied to nodes. These actions allow the properties of a node to be manipulated; although these were not implemented within the game, they are still important. Here is a little task: implement some of the actions in the game, such as making the asteroids rotate or even scale. Experiment and see what can be achieved using these actions. Until now, the game has no gameplay interaction, but in the next chapter, touch controls will be implemented to provide the user with the functionality to move the space pod.
This chapter will cover how to set up touch events within our game. So far, the game has had no user interaction from a gameplay perspective. This chapter will rectify this by adding touch controls in order to move the space pod and avoid the asteroids.

The topics that will be covered in this chapter are as follows:

- Implementing touch
  - Single-touch
  - Multi-touch
- Using touch locations
- Moving the spaceship when touching the screen

There are two main routes to detect touch provided by Cocos2d-x:

- **Single-touch**: This method detects a single-touch event at any given time, which is what will be implemented in the game as it is sufficient for most gaming circumstances
- **Multi-touch**: This method provides the functionality that detects multiple touches simultaneously; this is great for pinching and zooming; for example, the Angry Birds game uses this technique

Though a single-touch will be the approach that the game will incorporate, multi-touch will also be covered in this chapter so that you are aware of how to use this in future games.
The general process for setting up touches

The general process of setting up touch events, be it single or multi-touch, is as follows:

1. Declare the touch functions.
2. Declare a listener to listen for touch events.
3. Assign touch functions to appropriate touch events as follows:
   - When the touch has begun
   - When the touch has moved
   - When the touch has ended
4. Implement touch functions.
5. Add appropriate game logic/code for when touch events have occurred.

Single-touch events

Single-touch events can be detected at any given time, and for many games this is sufficient as it is for this game.

Follow these steps to implement single-touch events into a scene:

1. Declare touch functions in the GameScene.h file as follows:

   ```c
   bool onTouchBegan(cocos2d::Touch *touch, cocos2d::Event *event);
   void onTouchMoved(cocos2d::Touch *touch, cocos2d::Event *event);
   void onTouchEnded(cocos2d::Touch *touch, cocos2d::Event *event);
   void onTouchCancelled(cocos2d::Touch *touch, cocos2d::Event *event);
   ```

   This is what the GameScene.h file will look like:
The previous functions do the following:

- The `onTouchBegan` function detects when a single-touch has occurred, and it returns a Boolean value. This should be `true` if the event is swallowed by the node and `false` indicates that it will keep on propagating.

- The `onTouchMoved` function detects when the touch moves.

- The `onTouchEnded` function detects when the touch event has ended, essentially when the user has lifted up their finger.

- The `onTouchCancelled` function detects when a touch event has ended but not by the user; for example, a system alert. The general practice is to call the `onTouchEnded` method to run the same code, as it can be considered the same event for most games.

2. Declare a Boolean variable in the `GameScene.h` file, which will be `true` if the screen is being touched and `false` if it isn’t, and also declare a float variable to keep track of the position being touched:

   ```
   bool isTouching;
   float touchPosition;
   ```

   This is how it will look in the `GameScene.h` file:

3. Add the following code in the `init()` method of `GameScene.cpp`:

   ```
   auto listener = EventListenerTouchOneByOne::create();
   listener->setSwallowTouches(true);
   listener->onTouchBegan = CC_CALLBACK_2 (GameScreen::onTouchBegan, this);
   listener->onTouchMoved = CC_CALLBACK_2 (GameScreen::onTouchMoved, this);
   listener->onTouchEnded = CC_CALLBACK_2 (GameScreen::onTouchEnded, this);
   listener->onTouchCancelled = CC_CALLBACK_2 (GameScreen::onTouchCancelled, this);
   this->getEventDispatcher()->addEventListenerWithSceneGraphPriority(listener, this);
   isTouching = false;
   touchPosition = 0;
   ```
Moving the Space Pod Using Touch

This is how it will look in the GameScene.cpp file:

```cpp
auto listener = EventListenerTouchOneByOne::create();
listener->setSwallowTouches(true);

listener->onTouchBegan = CC_CALLBACK_2(GameScreen::onTouchBegan, this);
listener->onTouchMoved = CC_CALLBACK_2(GameScreen::onTouchMoved, this);
listener->onTouchEnded = CC_CALLBACK_2(GameScreen::onTouchEnded, this);
listener->onTouchCancelled = CC_CALLBACK_2(GameScreen::onTouchCancelled, this);
this->getEventDispatcher()->addEventListenerWithSceneGraphPriority(listener, this);

isTouching = false;
touchPosition = 0;
```

4. There is quite a lot of new code in the previous code snippet, so let's run through it line by line:
   - The first statement declares and initializes a listener for a single-touch
   - The second statement prevents layers underneath from where the touch occurred by detecting the touches
   - The third statement assigns our onTouchBegan method to the onTouchBegan listener
   - The fourth statement assigns our onTouchMoved method to the onTouchMoved listener
   - The fifth statement assigns our onTouchEnded method to the onTouchEnded listener
   - The sixth statement assigns our onTouchCancelled method to the onTouchCancelled listener
   - The seventh statement sets the touch listener to the event dispatcher so the events can be detected
   - The eighth statement sets the isTouching variable to false as the player won't be touching the screen initially when the game starts
   - The final statement initializes the touchPosition variable to 0

5. Implement the touch functions inside the GameScene.cpp file:

```cpp
bool GameScreen::onTouchBegan(cocos2d::Touch *touch, cocos2d::Event * event)
{
    isTouching = true;
    touchPosition = touch->getLocation().x;

    return true;
}

void GameScreen::onTouchMoved(cocos2d::Touch *touch,
```
cocos2d::Event * event)
{
    // not used for this game
}

void GameScreen::onTouchEnded(cocos2d::Touch * touch, 
cocos2d::Event * event)
{
    isTouching = false;
}

void GameScreen::onTouchCancelled(cocos2d::Touch * touch, 
cocos2d::Event * event)
{
    onTouchEnded(touch, event);
}

The following is what the GameScene.cpp file will look like:

```cpp
bool GameScreen::onTouchBegan(cocos2d::Touch * touch, 
cocos2d::Event * event)
{
    isTouching = true;
    touchPosition = touch->getLocation().x;
    return true;
}

void GameScreen::onTouchMoved(cocos2d::Touch * touch, 
cocos2d::Event * event)
{
    // not used for this game
}

void GameScreen::onTouchEnded(cocos2d::Touch * touch, 
cocos2d::Event * event)
{
    isTouching = false;
}

void GameScreen::onTouchCancelled(cocos2d::Touch * touch, 
cocos2d::Event * event)
{
    onTouchEnded(touch, event);
}
```

6. Let's go over the touch functions that have been implemented previously:

- The `onTouchBegan` method will set the `isTouching` variable to `true` as the user is now touching the screen and is storing the starting touch position.

- The `onTouchMoved` function isn't used in this game but it has been implemented so that you are aware of the steps for implementing it (as an extra task, you can implement touch movement so that if the user moves his/her finger from one side to another direction, the space pod gets changed).
Moving the Space Pod Using Touch

- The `onTouchEnded` method will set the `isTouching` variable to `false` as the user is no longer touching the screen.
- The `onTouchCancelled` method will call the `onTouchEnded` method as a touch event has essentially ended.

7. If the game were to be run, the space pod wouldn't move as the movement code hasn't been implemented yet. It will be implemented within the `update()` method to move left when the user touches in the left half of the screen and move right when user touches in the right half of the screen. Add the following code at the end of the `update()` method:

```cpp
// check if the screen is being touched
if (true == isTouching)
{
    // check which half of the screen is being touched
    if (touchPosition < visibleSize.width / 2)
    {
        // move the space pod left
        playerSprite->setPosition().x(playerSprite->getPosition().x - (0.50 * visibleSize.width * dt));

        // check to prevent the space pod from going off the screen (left side)
        if (playerSprite->getPosition().x <= 0 + (playerSprite->getContentSize().width / 2))
        {
            playerSprite->setPositionX(playerSprite->getContentSize().width / 2);
        }
    }
    else
    {
        // move the space pod right
        playerSprite->setPosition().x(playerSprite->getPosition().x + (0.50 * visibleSize.width * dt));

        // check to prevent the space pod from going off the screen (right side)
        if (playerSprite->getPosition().x >= visibleSize.width - (playerSprite->getContentSize().width / 2))
        {
            playerSprite->setPositionX(visibleSize.width - (playerSprite->getContentSize().width / 2));
        }
    }
}
```
Chapter 7

The following is how this will look after adding the code:

```swift
// check if the screen is being touched
if (true == isTouching) {
    // check which half of the screen is being touched
    if (touchPosition.x < visibleSize.width / 2) {
        // move the space pod left
        playerSprite->setPositionX(playerSprite->getPosition().x - (0.5f * visibleSize.width * dt));
        // check to prevent the space pod from going off the screen[ left side]
        if (playerSprite->getPosition().x <= 0 + (playerSprite->getContentSize().width / 2)) {
            playerSprite->setPositionX(playerSprite->getContentSize().width / 2);
        }
    } else {
        // move the space pod right
        playerSprite->setPositionX(playerSprite->getPosition().x + (0.5f * visibleSize.width * dt));
        // check to prevent the space pod from going off the screen [right side]
        if (playerSprite->getPosition().x >= visibleSize.width - (playerSprite->getContentSize().width / 2)) {
            playerSprite->setPositionX(visibleSize.width - (playerSprite->getContentSize().width / 2));
        }
    }
}
```

The preceding code performs the following steps:

1. Checks whether the screen is being touched.
2. Checks which side of the screen is being touched.
3. Moves the player left or right.
4. Checks whether the player is going off the screen and if so, stops him/her from moving.
5. Repeats the process until the screen is no longer being touched.

This section covered how to set up single-touch events and implement them within the game to be able to move the space pod left and right.

**Multi-touch events**

Multi-touch is set up in a similar manner of declaring the functions and creating a listener to actively listen out for touch events.

Follow these steps to implement multi-touch into a scene:

1. Firstly, the multi-touch feature needs to be enabled in the `AppController.mm` file, which is located within the `ios` folder. To do so, add the following code line below the `viewController.view = eglView;` line:
   ```swift
   [eglView setMultipleTouchEnabled: YES];
   ```
The following is what the `AppController.mm` file will look like:

```
-(BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
    // Override point for customization after application launch.
    // Add the view controller's view to the window and display.
    window = [[UIWindow alloc] initWithFrame:[UIScreen mainScreen] bounds];

    // Init the CCEAGLView
    CCEAGLView *envView = [CCEAGLView initWithFrame:[window bounds]
        pixelFormat: kCCEAGLPixelFormatRGB565,
        depthFormat: GL_DEPTH24_STENCIL8,
        preservedBuffer: NO,
        shareOpenGL: nil,
        multiSampling: NO,
        numberOfSamples: 0];

    // Use RootViewController to create a CCEAGLView
    _viewController = [[RootViewController alloc] initWithNibName:nil bundle:nil];
    _viewController.wantsFullScreenLayout = YES;
    _viewController.view = envView;

    // Set RootViewController to window
    if ([[UIDevice currentDevice].systemVersion floatValue] < 6.0) {
        // warning: addSubview doesn't work on iOS 5
        [window addSubview:_viewController.view];
    } else {
        // use this method on iOS 6
        [window setRootViewController:_viewController];
    }
    [window makeKeyAndVisible];
    [[UIApplication sharedApplication] setStatusBarHidden:YES];

    // IMPORTANT: Setting the GLView should be done after creating the RootViewController
    cocos2d::GLView *glView = cocos2d::GLView::createNamedView(envView);
    cocos2d::Director::getInstance()->setRenderView(glView);
    cocos2d::Director::getInstance()->run();
    return YES;
}
```

2. Declare the touch functions within the game scene header file (the functions do the same thing as the single-touch equivalents but enable multiple touches that can be detected simultaneously):

```c
void onTouchesBegan(const std::vector<cocos2d::Touch *> &touches, cocos2d::Event *event);
void onTouchesMoved(const std::vector<cocos2d::Touch *> &touches, cocos2d::Event *event);
void onTouchesEnded(const std::vector<cocos2d::Touch *> &touches, cocos2d::Event *event);
void onTouchesCancelled(const std::vector<cocos2d::Touch *> &touches, cocos2d::Event *event);
```

The following is what the header file will look like:

```
void onTouchesBegan(const std::vector<cocos2d::Touch *> &touches, cocos2d::Event *event);
void onTouchesMoved(const std::vector<cocos2d::Touch *> &touches, cocos2d::Event *event);
void onTouchesEnded(const std::vector<cocos2d::Touch *> &touches, cocos2d::Event *event);
void onTouchesCancelled(const std::vector<cocos2d::Touch *> &touches, cocos2d::Event *event);
```
3. Add the following code in the `init()` method of the `scene.cpp` file to listen to the multi-touch events that will use the `EventListenerTouchAllAtOnce` class, which allows multiple touches to be detected at once:

```cpp
auto listener = EventListenerTouchAllAtOnce::create();
listener->onTouchesBegan = CC_CALLBACK_2(GameScreen::onTouchesBegan, this);
listener->onTouchesMoved = CC_CALLBACK_2(GameScreen::onTouchesMoved, this);
listener->onTouchesEnded = CC_CALLBACK_2(GameScreen::onTouchesEnded, this);
listener->onTouchesCancelled = CC_CALLBACK_2(GameScreen::onTouchesCancelled, this);
this->getEventDispatcher()->addEventListenerWithSceneGraphPriority(listener, this);
```

The following is how this will look:

```
auto listener = EventListenerTouchAllAtOnce::create();
listener->onTouchesBegan = CC_CALLBACK_2(GameScreen::onTouchesBegan, this);
listener->onTouchesMoved = CC_CALLBACK_2(GameScreen::onTouchesMoved, this);
listener->onTouchesEnded = CC_CALLBACK_2(GameScreen::onTouchesEnded, this);
listener->onTouchesCancelled = CC_CALLBACK_2(GameScreen::onTouchesCancelled, this);
this->getEventDispatcher()->addEventListenerWithSceneGraphPriority(listener, this);
```

4. Implement the following multi-touch functions inside the `scene.cpp`:

   ```cpp
   void GameScreen::onTouchesBegan(const std::vector<cocos2d::Touch *> &Touches, cocos2d::Event *event) {
     CCLOG("Multi-touch BEGAN");
   }
   
   void GameScreen::onTouchesMoved(const std::vector<cocos2d::Touch *> &Touches, cocos2d::Event *event) {
     for (int i = 0; i < Touches.size(); i++) {
       CCLOG("Touch %i: %f", i, Touches[i]->getLocation().x);
     }
   }
   
   void GameScreen::onTouchesEnded(const std::vector<cocos2d::Touch *> &Touches, cocos2d::Event *event) {
     CCLOG("MULTI TOUCHES HAVE ENDED");
   }
   ```
Moving the Space Pod Using Touch

```cpp
void GameScreen::onTouchesCancelled(const std::vector<cocos2d::Touch *> &touches, cocos2d::Event *event)
{
    CCLOG("MULTI TOUCHES HAVE BEEN CANCELLED");
}
```

The following is how this will look:

5. The multi-touch functions just print out a log, stating that they have occurred, but when touches are moved, their respective x positions are logged.

This section covered how to implement core foundations for multi-touch events so that they can be used for features such as zooming (for example, zooming into a scene in the Clash Of Clans game) and panning. Multi-touch wasn't incorporated within the game as it wasn't needed, but this section is a good starting point to implement it in future games.

**Summary**

This chapter covered how to set up touch listeners to detect touch events for single-touch and multi-touch. We incorporated single-touch within the game to be able to move the space pod left or right, depending on which half of the screen was being touched. Multi-touch wasn't used as the game didn't require it, but its implementation was shown so that it can be used for future projects. The next chapter will cover how to implement collision detection to add the final gameplay element so that the asteroids can collide with the player.
Collision Detection

This chapter will cover how Cocos2d-x handles collision detection. This will be used to detect collisions between the space pod and asteroids. There are several methods that can be used but fortunately, over the years, Chukong Technologies has refined Cocos2d-x to incorporate a great physics engine. This is built on top of the existing and popular Chipmunk engine while simplifying its implementation, but the extensively used physics engine Box2d can also be used with Cocos2d-x.

Topics covered in this chapter are as follows:

• What is collision detection?
• Setting up collision detection
• Implementing collision detection

Collision detection
Before implementing collision detection in our game, let’s go over what collision detection actually is. Collision detection is the process of determining whether two or more objects have collided using mathematical computations. Fortunately, we won’t have to implement this manually.

Player collision detection
The only collision detection that needs to be performed is between the players, the space pod, and the moving asteroids that the player has to avoid. If the player collides with an asteroid, then the game will transition to the Game Over scene.
Collision Detection

Setting up collision detection

In the GameScene.h file, add the following lines:

```cpp
void setPhysicsWorld(cocos2d::PhysicsWorld* world) {
    mWorld = world;
    mWorld->setGravity(cocos2d::Vect(0, 0));
}
bool onContactBegin(cocos2d::PhysicsContact& contact);
```cocos2d::PhysicsWorld* mWorld;

The first statement declares and initializes the physics world method that assigns the physics world and sets the gravity to 0 because the game doesn’t require gravity as it’s in space. So, the physics engine will simply be used for collision detection.

The second statement declares the onContactBegin() method that will be called when a collision has taken place.

The third statement creates the local physics world.

The GameScene.h file should look like the following screenshot once the preceding code has been added to the header:

```cpp
class GameScene : public cocos2d::Layer {
public:
    static cocos2d::Scene* createScene();
    // Here's a difference. Method 'init' in cocos2d-x returns bool, instead of returning 'id' in cocos2d-iPhone
    virtual bool init();
    // implement the static create() method manually
    CREATE_FUNC(GameScene);
    void onTouchBegan(cocos2d::Touch* touch, cocos2d::Event* event);
    void onTouchMoved(cocos2d::Touch* touch, cocos2d::Event* event);
    void onTouchEnded(cocos2d::Touch* touch, cocos2d::Event* event);
    void onTouchCancelled(cocos2d::Touch* touch, cocos2d::Event* event);
    bool isTouching;
    float touchPosition;
    static cocos2d::Sprite* asteroids;
    static cocos2d::Sprite* backgroundSpriteArray[3];
    static cocos2d::Sprite* playerSprite;
private:
    cocos2d::PhysicsWorld* mWorld;
};
```
Implementing the collision detection

The next step is to implement the physics into the GameScene.cpp file using the following steps:

1. Modify the init() method as follows:
   - Change `auto scene = Scene::create();` to `auto scene = Scene::createWithPhysics();`
   - Add `layer->setPhysicsWorld(scene->getPhysicsWorld());` below the layer declaration

The following screenshot is how the GameScene.cpp file will look after these modifications:

```
Scene* GameScene::createScene()
{
    // 'scene' is an autorelease object
    auto scene = Scene::createWithPhysics();

    // 'layer' is an autorelease object
    auto layer = GameScene::create();
    layer->setPhysicsWorld(scene->getPhysicsWorld());

    // add layer as a child to scene
    scene->addChild(layer);

    // return the scene
    return scene;
}
```

2. Add the following code lines after the player sprite initialization inside the init() method:

```
auto body = PhysicsBody::createCircle(playerSprite->getContentSize().width / 2);
body->setContactTestBitmask(true);
body->setDynamic(true);
playerSprite->setPhysicsBody(body);
```

The following screenshot is what the updated GameScene.cpp file will look like:

```
playerSprite = Sprite::create("GameScene\Space_Pod.png");
auto body = PhysicsBody::createCircle(playerSprite->getContentSize().width / 2);
body->setContactTestBitmask(true);
body->setDynamic(true);
playerSprite->setPhysicsBody(body);
playerSprite->setPosition(Point(visibleSize.width / 2,
                                 (pauseItem->getContentSize().height / 2) - (playerSprite->getContentSize().height / 2)));
this->addChild(playerSprite, -1);
```
Let's go over the preceding code lines that have just been added:

- The first statement creates a physics body for the space pod, which will be a circle for the purpose of this game
- The second statement sets the body up for collision detection
- The final statement assigns the body to the player's sprite

3. Add the following code lines before the return statement inside the init() method:

```cpp
auto contactListener = EventListenerPhysicsContact::create();
contactListener->onContactBegin = CC_CALLBACK_1(GameScreen::onContactBegin, this);
this->getEventDispatcher()->addEventListenerWithSceneGraphPriority(contactListener, this);
```

The following screenshot is how this will look in the file:

4. The previous code adds a listener to actively listen for collisions; if a collision is detected, the onContactBegin method will be called.

5. Using the following code, add a physics body for the asteroids every time they are spawned. Add this after pushing the asteroid to the asteroids' vector.

```cpp
auto body = PhysicsBody::createCircle(asteroids[asteroids.size() - 1]->getContentSize().width / 2);
body->setContactTestBitmask(true);
body->setDynamic(true);
asteroids[asteroids.size() - 1]->setPhysicsBody(body);
```

The following screenshot is how the file will look after adding the preceding code:

```
auto body = PhysicsBody::createCircle(asteroids[asteroids.size() - 1]->getContentSize().width / 2);
body->setContactTestBitmask(true);
body->setDynamic(true);
asteroids[asteroids.size() - 1]->setPhysicsBody(body);
```

Nothing is done differently for the asteroid body than the space pod apart from changing the size and position.
6. The final step is to implement the `onContactBegin` method, which will call the `GoToGameOverScene` method that was implemented earlier in the book:

   ```cpp
   bool GameScreen::onContactBegin(PhysicsContact& contact)
   {
       GoToGameOverScene(this);

       return true;
   }
   ```

   Though only circular collision detection was used in this chapter as it was sufficient, when using more complex objects and shapes, the need for better and bespoke shapes can arise, and then tools such as PhysicsEditor can be used to create custom shapes. PhysicsEditor is an amazing tool that allows you to create custom shapes using the built-in tracer or manipulating the physics body shape using a mouse.

**Summary**

This chapter covered how Cocos2d-x handles physics using its own physics implementation built on top of the Chipmunk physics engine. Then, the scene was modified to run using physics. Once the physics world was set up, we implemented physics listeners and bodies to detect collisions between the player's space pod and the asteroids. The next chapter will cover how to add audio to the game when certain conditions are triggered, for example, when the player dies by colliding with an asteroid.
Adding Audio to the Game

This chapter will cover how Cocos2d-x handles the implementation of audio within a game. We will also cover the different types of audio available for use and how to implement them using sound files that will be provided. The sound will be played when certain conditions are met and methods are triggered.

The topics covered in this chapter are as follows:

- Loading sound effects
- Playing sound effects
- Loading background music
- Playing background music
- Additional sound effect features
- Additional background music features

Cocos2d-x along with many other engines supports two main types of audio implementation. They are as follows:

- **Sound effects**: This is used to play a short file, which could be repeated several times. For example, clicking on a button or collecting pickups.
- **Music**: This is used to play music files that are large and mainly designed for background music, and usually only one is played at any given time.

Firstly, add the sound files to your Resources folder inside a sound folder (the sound folder isn't necessary but helps with file organization). Then, add the sound folder to the game project. This process is very similar to adding the images as we did earlier in the book.
Adding Audio to the Game

The next few sections will cover audio implementation within our project (Cocos2d-x only supports MP3 and WAV formats for cross-platform support but the OGG format is supported on Android).

Loading and playing sound effects

This section will cover how to use Cocos2d-x to load and play back sound effects within our game when certain conditions that have already been implemented throughout the course of this book are triggered.

The following are the main steps to play sound effects:

1. Include sound header.
2. Preload sound effect file (usually in the init() method).
3. Play sound effect when appropriate.

Adding sound effects

There will be two main sound effects that will be played throughout the game:

- **Button-click sound effect**: This will be played whenever a menu button is clicked excluding the pause button
- **Crash sound effect**: This will be played when the player's space pod collides with an asteroid

Adding the menu-button-click sound effect

Let's add the menu-button-click sound effect in the MainMenuScene.cpp file using the code explained in the following steps, which follows the steps given in the Loading and playing sound effects section:

1. Add the sound header to the top of the file:
   ```cpp
   #include "SimpleAudioEngine.h"
   ```

   This is how the MainMenuScene.cpp file will look after adding the preceding header file:
2. Preload the sound effect inside the init() method (make sure when the resource files are added, they are added as a reference and not as a group):

   CocosDenshion::SimpleAudioEngine::getInstance() ->
   preloadEffect("audio/ButtonClick.wav");

   This is how the preceding code will look in the MainMenuScene.cpp file:

   ```cpp
   CocosDenshion::SimpleAudioEngine::getInstance() -> preloadEffect("audio/ButtonClick.wav");
   ```

   The audio engine doesn't belong to the Cocos2d-x namespace as it is an optional module. This allows other sound engines such as FMOD to be used.

3. Play the sound effect in the GoToGameScene method:

   CocosDenshion::SimpleAudioEngine::getInstance() ->
   playEffect("audio/ButtonClick.wav");

   This is how the preceding code will look in the MainMenuScene.cpp file:

   ```cpp
   void MainMenu::GoToGameScene(cocos2d::Ref *pSender) {
       CocosDenshion::SimpleAudioEngine::getInstance() -> playEffect("audio/ButtonClick.wav");
       auto scene = GameScene::createScene();
       Director::getInstance() -> replaceScene(TransitionFade::create(1.0, scene));
   }
   ```

   Before adding the crash sound effect, add all the other instances of the button-click sound effect using the preceding steps. The following is a list of all the places it needs to be played:

   - The play button in the Main Menu scene (we just implemented it)
   - The resume, main menu, and retry buttons in the Pause scene
   - The retry and main menu buttons in the Game Over scene

**Adding the crash sound effect**

Now let's add the crash sound effect using the same steps for the button-click sound effect. Add the code shown in the following steps in the GameScene.cpp file:

1. Add the sound header to the top of the file:

   ```cpp
   #include "SimpleAudioEngine.h"
   ```
Adding Audio to the Game

This is how it will look in the GameScene.cpp file:

2. Preload the sound effect inside the init() method:
   
   ```
   CocosDenshion::SimpleAudioEngine::getInstance()->preloadEffect("audio/Crash.wav");
   ```

   This is how the preceding code will look in the GameScene.cpp file:

3. Play the sound effect in the onContactBegin() method:
   
   ```
   CocosDenshion::SimpleAudioEngine::getInstance()->playEffect("audio/Crash.wav");
   ```

   This is how the preceding code will look in the GameScene.cpp file:

This section covered how to preload sound effect files and play them using Cocos2d-x. Then, button-click and crash sound effects were implemented in the game. There are other features that can be used for sound effects that will be covered in the next section.

Additional sound effect features

The previous section covered loading and playing sound effect files, but there are a few other things that can be done with sound effects. Some of them will be covered in this section, with the rest being accessible via Cocos2d-x's reference page.
Though sound effect files are small, they can be paused and resumed using the following code:

```cpp
CocosDenshion::SimpleAudioEngine::getInstance()->pauseEffect(soundID);
CocosDenshion::SimpleAudioEngine::getInstance()->resumeEffect(soundID);
```

The `soundID` variable is an unsigned integer, which is assigned the return value of a sound effect being played, for example:

```cpp
unsigned int id;
id = CocosDenshion::SimpleAudioEngine::getInstance()->playEffect("audio/ButtonClick.wav");
CocosDenshion::SimpleAudioEngine::getInstance()->pauseEffect(id);
CocosDenshion::SimpleAudioEngine::getInstance()->resumeEffect(id);
```

The volume of a sound effect playback can be set ranging from 0 to 1, using the following code:

```cpp
CocosDenshion::SimpleAudioEngine::getInstance()->setEffectsVolume(0.5);
```

This section was an overview of some of the additional features for sound effects provided by Cocos2d-x.

## Loading and playing background music

This section will cover how to use Cocos2d-x to load and play background music within our game to add an extra dimension to the game.

The following are the main steps to play background music:

1. Include sound header.
2. Preload background music file (usually in the `init()` method).
3. Play background music, usually at the start of a scene in the `init()` method.

### Adding background music

Let's add background music to the `MainMenuScene.cpp` file:

1. Add the sound header to the top of the file (we have already added it for the button-click sound effect):
   ```cpp
   #include "SimpleAudioEngine.h"
   ```
Adding Audio to the Game

The following is how it will look in the MainMenuScene.cpp file:

```cpp
#include "MainMenuScene.h"
#include "GameScene.h"
#include "SimpleAudioEngine.h"
```

2. Check whether the background music is already playing. If it isn't, preload the background music file and play it on repeat (add `true` to repeat, after specifying the audio file in the play method). Add the following code inside the `init()` method:

```cpp
if (CocosDenshion::SimpleAudioEngine::getInstance()->isBackgroundMusicPlaying() == false)
{
    CocosDenshion::SimpleAudioEngine::getInstance()->preloadBackgroundMusic("audio/Music.mp3");
    CocosDenshion::SimpleAudioEngine::getInstance()->playBackgroundMusic("audio/Music.mp3", true)
}
```

The following is how it will look in the MainMenuScene.cpp file:

```cpp
if (CocosDenshion::SimpleAudioEngine::getInstance()->isBackgroundMusicPlaying() == false)
{
    CocosDenshion::SimpleAudioEngine::getInstance()->preloadBackgroundMusic("audio/Music.mp3");
    CocosDenshion::SimpleAudioEngine::getInstance()->playBackgroundMusic("audio/Music.mp3", true);
}
```

This section covered how to preload a background music file and play it using Cocos2d-x by first checking whether the music is already playing. There are other features that can be used for background music. These will be covered in the next section.

Additional background music features

The previous section covered loading and playing background music, but there are a few other features provided by Cocos2d-x for background music. Some of them will be covered in this section, with the rest being accessible via Cocos2d-x's reference page.

Background music can be paused and resumed as well through Cocos2d-x. This needs to be done when the application goes to the background. iOS automatically prevents the music from playing but Android OS doesn't. Modify the AppDelegate.cpp file using the following steps:
1. Add the following code to the `applicationDidEnterBackground()` method to pause the music when the application goes to the background. For example, when the home button is tapped:

   ```cpp
   CocosDenshion::SimpleAudioEngine::getInstance() ->
   pauseBackgroundMusic();
   ```

   The following is what the preceding code will look like in the `AppDelegate.cpp` file:

   ```cpp
   void AppDelegate::applicationDidEnterBackground() {
     Director::getInstance()->stopAnimation();
     // if you use SimpleAudioEngine, it must be pause
     CocosDenshion::SimpleAudioEngine::getInstance() ->
     pauseBackgroundMusic();
   }
   ```

2. Add the following code to the `applicationWillEnterForeground()` method to resume the music when the application returns to the foreground. For example, when the user navigates back to the application from the device's home screen:

   ```cpp
   CocosDenshion::SimpleAudioEngine::getInstance() ->
   resumeBackgroundMusic();
   ```

   The following is what the preceding code will look like in the `AppDelegate.cpp` file:

   ```cpp
   void AppDelegate::applicationWillEnterForeground() {
     Director::getInstance()->startAnimation();
     // if you use SimpleAudioEngine, it must resume here
     CocosDenshion::SimpleAudioEngine::getInstance() ->
     resumeBackgroundMusic();
   }
   ```

3. The volume of the background music playback can be set to range from 0 to 1, using the following code:

   ```cpp
   CocosDenshion::SimpleAudioEngine::getInstance() ->
   setBackgroundMusicVolume(0.5);
   ```

   The following is what the preceding code will look like in the `AppDelegate.cpp` file:

   ```cpp
   CocosDenshion::SimpleAudioEngine::getInstance() ->
   setBackgroundMusicVolume(0.5);
   ```

This section was an overview of some of the additional features provided by Cocos2d-x for background music. These additional features can be used to enhance the gameplay and create an immersive atmosphere within the game.
Adding Audio to the Game

Summary
This chapter covered how Cocos2d-x handles audio loading and playback along with some of the additional features provided such as setting the audio volume. Sound effects were applied with background music constantly being played in the background. The next chapter will cover the use of an accelerometer to enable more dynamic and engaging gameplay for the user.
Implementing Accelerometer Support

This chapter will cover how to set up accelerometer support within a Cocos2d-x project using the built-in functions. This chapter can be thought of as a general purpose reference guide with no additional dependencies.

The contents of this chapter will not be used for the game that is being developed through the course of this book, but it is still important to have an understanding of accelerometer support using Cocos2d-x, enabling you to implement it in future projects.

The topics covered in this chapter are as follows:

- Setting up the accelerometer
- Detecting motion
- Getting the motion's direction

Many existing games make use of accelerometer support to enhance the gaming experience. Accelerometers allow the phone/application to detect motion, for example, tilting a device. Fortunately, Cocos2d-x provides built-in functionalities to set up and handle motion through the accelerometer. Most devices have accelerometers, so if an application only supported accelerometer gameplay, it wouldn't have an issue running on most, if not all, devices.

This isn't to say that other input techniques such as touch should be omitted, as not all users like motion or touch. Providing multiple avenues of input is the ideal route to go down when developing games. The touch functionality should be provided as a minimum requirement as users are more familiar with this kind of input. Accelerometer support will not be implemented in the game created throughout this book; you can implement it as an additional feature after reading this chapter.
Implementing Accelerometer Support

Setting up the accelerometer

This section will cover how to use Cocos2d-x to set up the accelerometer support within a scene in order to enable motion detection. Setting up the accelerometer is very similar to setting up touch events, as it requires a listener to actively check for motion that calls the appropriate functions.

The following steps will guide you through the process of implementing accelerometer support within a game:

1. Open the scene header file that you would like to add accelerometer support to, and add the acceleration method that will be called every time motion is detected:
   ```
   void onAcceleration(cocos2d::Acceleration *acc, cocos2d::Event *event);
   ```
   The following is how the file will look after adding the preceding code line:

2. Add the following code lines inside the `init()` method of the scene's implementation file:
   ```
   Device::setAccelerometerEnabled(true);
   auto listener = EventListenerAcceleration::create
                   (CC_CALLBACK_2(MainMenu::onAcceleration, this));
   Director::getInstance()->getEventDispatcher()->
           addEventListenerWithSceneGraphPriority(listener, this);
   ```
   The following is how the file will look after adding the preceding code lines:

Let's go over the code added to the `init()` method:

- The first statement enables the accelerometer
- The second statement sets up an acceleration listener to actively check for motion and call the `onAcceleration()` method when motion is detected
- The third statement sets the listener to the event dispatcher to pick up the motion event
3. Add the following implementation for the `onAcceleration()` method:

```cpp
void MainMenu::onAcceleration(cocos2d::Acceleration *acc, cocos2d::Event *event)
{
    CCLOG("x = %f", acc->x);
    CCLOG("y = %f", acc->y);
    CCLOG("z = %f", acc->z);
}
```

The following screenshot is how the file will look after adding the preceding code lines:

![Code Snippet]

The `onAcceleration()` method that was just implemented simply prints out the different axes' acceleration values. Using these, you could keep a track of previous values and check what direction it has moved, to possibly move the space pod. Use this chapter and implement the accelerometer support into the game as an additional feature.

Using the preceding code, you can test the accelerometer on a device. The values received can be stored and compared to see how they change depending on how the device is moved. This will enable you to determine the range for the implementation of the desired motion effect within the game, which could be used to move the space pod using the accelerometer. This could be achieved by storing the acceleration value and comparing it to the current acceleration and then moving in a particular direction.

**Summary**

This chapter covered how Cocos2d-x handles motion through the accelerometer support. However, it wasn't implemented within the game. This chapter serves as a good foundation for implementing it within the game to move the space pod using motions such as tilting the device. The next chapter will cover how to solve some of the common problems you might face when using Cocos2d-x and where to go from there.
Congratulations! We have completed the game development. Together, we created a space game, which tasks the player with avoiding the oncoming asteroids using touch. This chapter won't add anything to the game in particular but will show you some of the common pitfalls you will most likely face when developing games using Cocos2d-x and how to overcome them.

We will cover the following topics in this chapter:

- Common issues when developing games using Cocos2d-x
- Overcoming the issues
- What to do with the skills acquired through the course of the book

### Problem solving

This section will cover some of the issues that may plague a Cocos2d-x project; it will also cover the methods to overcome them.

### Removing debug information

A new project, by default, has the debug information situated in the bottom-left corner of the screen; this information should be disabled before publishing a game. However, it is still important, so it should only be disabled once the game development is complete.
The following is what the debug information looks like:

![Debug Information](image)

To remove the debug information, use the following steps:

1. Open AppDelegate.cpp.
2. Change the line `director->setDisplayStats(true);` to `director->setDisplayStats(false);`, as shown in the following screenshot:

   ![Screenshot](image)

**Positioning on different devices**

There are several devices the user can use; therefore, developing for a single device isn't a practical route, as it would alienate many potential users, thus reducing revenue. The main problem to avoid is developing using magic numbers (arbitrary values within the code). For example, for positioning, use relative positioning instead; this will be dynamic.

Let's look at an example. A background needs to be added to a scene and should be centered. The developer might be using an iPhone in landscape mode with a resolution of 480 x 320 pixels; in this case, the developer could set the background position to (240, 160). This will work well on their device but not on iPhone Retina, iPad, or most Android devices. Instead, the best method would be to position the background at \( \left( \frac{\text{screenSize.width}}{2}, \frac{\text{screenSize.height}}{2} \right) \). Using this method, the background will be positioned well on all devices. A similar system should be used for all assets.

**Moving an object on different devices**

When moving objects on different devices, there can be speed differences; this can be due to two main problems:

- **Frame rate**: This problem arises when more powerful devices can run the game at higher frame rates. This can be overcome by factoring in delta time using an `update()` function, as we did when scrolling the game’s background.
• **Screen size**: Different screen sizes can cause issues as a moving object could take longer to move on an iPad Retina compared to an iPad. This can be overcome by factoring in the screen resolution; width or height can be used, but it's important to be consistent. This was demonstrated earlier in the book when scrolling the background.

**Trouble generating new projects**

When generating new projects, several issues can arise; one of the main causes is that the setup wasn't successful. Confirm that all the environment variables have been added by running the `setup.py` command again.

**Reusing actions**

If you try and reuse actions on a node, the game will crash. The only way to overcome this is to create a new action or clone an action (you need to autorelease it for Cocos2d-x 2.x.x) for each instance instead of trying to reuse it.

**Sequencing actions**

When running several actions, you might want them to run one after another, that is, when the previous one has finished running. If multiple actions are run using the `runAction` method on a node, they will start as soon as they are called. However, to run them one after another, the sequence action should be run; this has already been covered in this book.

**Running your application on simulators**

A general rule of thumb is to not run applications on Android simulators as they are terrible; run them on an actual device. For iOS, the simulators are a lot better but still not as good as a real device, so you should run the application on a real device if applicable. This is due to certain features such as motion missing from a simulator and simulators having poor performance. A very good alternative to the Android simulator is BlueStacks, which is free.
Problem Solving and What’s Next

Application size
Many users think that because the generated application's folder is over 200 MB, the size of their application will also be 200 MB; it won't as there is all the extra stuff. An easy way to find it out is to build the project and check the application's size. However, this doesn't mean you shouldn't try and reduce the application size. Use the following tips to reduce the application's size:

- Use sprite sheets instead of separate images
- Reduce image size, as high-resolution assets aren't always required for mobile devices
- Make sure that all the unnecessary files are removed, including duplicates
- Try to avoid big images if they are not needed (images above 1024 x 1024 pixels resolution are not good for cross-platform games)

Breakpoints
This is more of a general tip: use breakpoints when you are having issues, as it allows individual lines to be tested while being able to check the status of variables using the console. Using logs (CCLOG) is also a useful technique for debugging.

What's next?
Until now, we discussed some of the issues that may occur when developing using Cocos2d-x. The best way to overcome them is to check out the tests that are provided by Cocos2d-x; check out the Cocos2d-x forum, stack overflow, and our YouTube channel (https://www.youtube.com/user/sonarsystemslimited), which contains hundreds of tutorials.

Together we created a game from scratch, providing you with the foundation to create games. The game developed through the course of this book will be available for iOS and Android for free; it is titled Space Drop Free.
So, what's next now that this book is finished? First, this book is a great reference guide for Cocos2d-x, so it can be used over and over again when implementing features and trying to recap how they work. Here is a list of things that you could do as learning tasks:

• Implement accelerometer support into the game
• Add a scoring feature
• Increase the speed of the background as the game progresses, similar to the *Super Jet Bunny* game
• Add multiple levels
• Implement a power up feature
Index

A

accelerometer
  about 107
  setting up 108
accelerometer support
  about 107
  implementing 108
  setting up 109
actions
  about 68
  Bezier action 70-72
  fading action 76-78
  jumping action 69, 70
  movement action 68, 69
  place action 72
  reference link 67
  repeat action 79, 80
  reusing 113
  rotation action 74, 75
  scaling action 72, 73
  sequencing action 80
  skewing action 78, 79
  tinting action 75, 76
addChild() method 41
additional transitions, Cocos2d-x
  flip transitions 52
  page transitions 53
  zoom transitions 53
Android Developer Tools (ADT)
  URL 6
animation
  about 81, 82
  reference link 81
Apache ANT
  URL 6
AppDelegate.cpp
  refactoring 16, 17
application
  running, on simulators 113
application size
  reducing, tips 114
audio implementation, Cocos2d-x
  music 99
  sound effect 99
B
background music
  adding 103, 104
  features 104, 105
  loading 103
  playing 103
Bezier action
  about 70
  BezierBy 70
  BezierTo 71
BezierBy action 70
BezierTo action 71, 72
Box2d 93
breakpoint
  using 114
button-click sound effect 100
C
Chipmunk engine 93
Cocos2d-JS 5
Cocos2d-x
  about 5
  additional transitions 52
  background music, loading 103
background music, playing 103
C++ 5
collision detection 93
games 5
learning tasks 114, 115
Lua 5
scenes 23
touch 83
transitions, URL 51
URL 6
Cocos2d-x APIs
URL 39
collision detection
about 93
between players 93
collision detection, between players
implementing 95-97
setting up 94
crash sound effect
about 100
adding 101, 102

D
debug information
removing 111, 112
different devices, positioning
example 112

F
FadeIn action 77
FadeOut action 77
FadeTo action 76
fade transition
about 51
instances 52
fading action
about 76
FadeIn 77
FadeOut 77
FadeTo 76
features, background music 104, 105
features, sound effects 102
flip transitions 52

G
Game Over scene
sprites, adding to 58
menus, coding in 47, 48
scenes, coding in 33, 34
Game scene
menus, coding in 43, 44
sprites, adding to 59-65
scenes, coding in 31, 32
GameScene.cpp file
refactoring 25, 26
GameScene.h file
refactoring 25
GoToGameOverScene function 32
GoToGameScene function 30, 34
GoToMainMenuScene function 34, 36
GoToPauseScene function 32

H
HelloWorldScene.cpp
refactoring 14-16
HelloWorldScene.h
refactoring 13, 14
housekeeping
about 13
AppDelegate.cpp, refactoring 16
HelloWorldScene.cpp, refactoring 14
HelloWorldScene.h, refactoring 13

I
init() method 40

J
JumpBy action 69
jumping action
about 69
JumpBy 69
JumpTo 70
JumpTo action 70

L
Last-In First-Out (LIFO) 27
M

Main Menu scene
  sprites, adding to 56, 57
  menus, coding in 40, 41
  scenes, coding in 29
menu-button-click sound effect
  adding 100, 101

menus
  about 39
  Menu Font item 39
  Menu Label item 39
  Menu Sprite item 39

music, Cocos2d-x 99

N

Native Development Kit (NDK)
  URL 6

new projects
  generating, issues 113
Non-playable Characters (NPCs) 55

O

object
  moving, frame rate issue 112
  moving, screen size issue 113
onAcceleration() method 109
onTouchCancelled function 85
onTouchEnded function 85
onTouchMoved function 85

P

page transitions 53
Pause scene
  menus, coding in 45, 46
  scenes, coding in 35, 36
  sprites, adding to 58, 59

problem solving methods, Cocos2d-x project
  about 111
  actions, reusing 113
  actions, sequencing 113
  application, running on simulators 113
  application size, reducing 114
  breakpoints, using 114
  debug information, removing 111, 112
  different devices, positioning 112
  new project, generating issues 113
  objects, moving on different devices 112

project, Cocos2d-x
  prerequisites 6
  setting up 6-12

R

repeat action
  about 79, 80
  Repeat 79
  RepeatForever 80
RepeatForever action 80
Retry function 36
RotateBy action 74
RotateTo action 74, 75
rotation action
  RotateBy 74
  RotateTo 74, 75

S
ScaleBy action 73
ScaleTo action 73
scaling action
  ScaleBy 73
  ScaleTo 73
scene
  about 23
coding; in Game Over scene 33, 34
coding; in Game scene 30-32
coding; in Main Menu scene 29
coding; in Pause scene 35, 36
creating 24
GameScene.cpp file, refactoring 25, 26
GameScene.h file, refactoring 25
manipulating 27, 28
popping 27
pushing 27
replacing 27
scene manipulation
  methods 27
sequencing action
  Sequence 80, 81
simulators
  application, running on 113
single-touch events
  implementing 84-89
single-touch method 83
SkewBy action 78
skewing action
  about 78, 79
  SkewBy 78
  SkewTo 78
SkewTo action 78
sound effects
  about 99
  button-click sound effect 100
crash sound effect 100
crash sound effect, adding 101, 102
features 102
loading 100
menu-button-click sound effect,
  adding 100, 101
playing 100
sprite declaration
  example 55
sprites
  about 55
  adding, to Game Over scene 58
  adding, to Game scene 59-65
  adding, to Main Menu scene 56, 57
  adding, to Pause scene 58, 59
displaying 56
sprites, Game scene
  scrolling asteroids, implementing 61
  scrolling background, implementing 60
T
tintBy action 75
tinting action
  about 75
tintBy 75
tintTo 76
TintTo action 76
touch, Cocos2d-x
  multi-touch 83
  single-touch 83
touch events
  setting up, process 84
U
update function 60
V
visibleSize variable 43
Z
zoom transitions 53
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