

# iPhone & iPod Touch

## GAME PROGRAMMING

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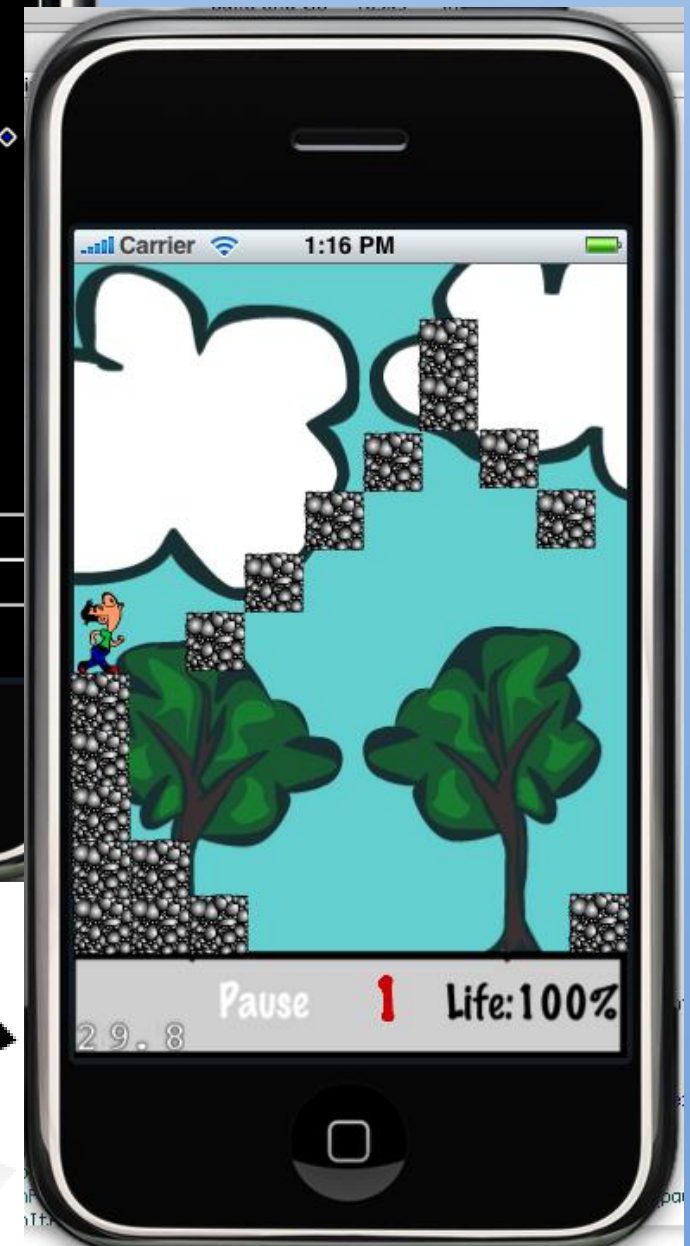
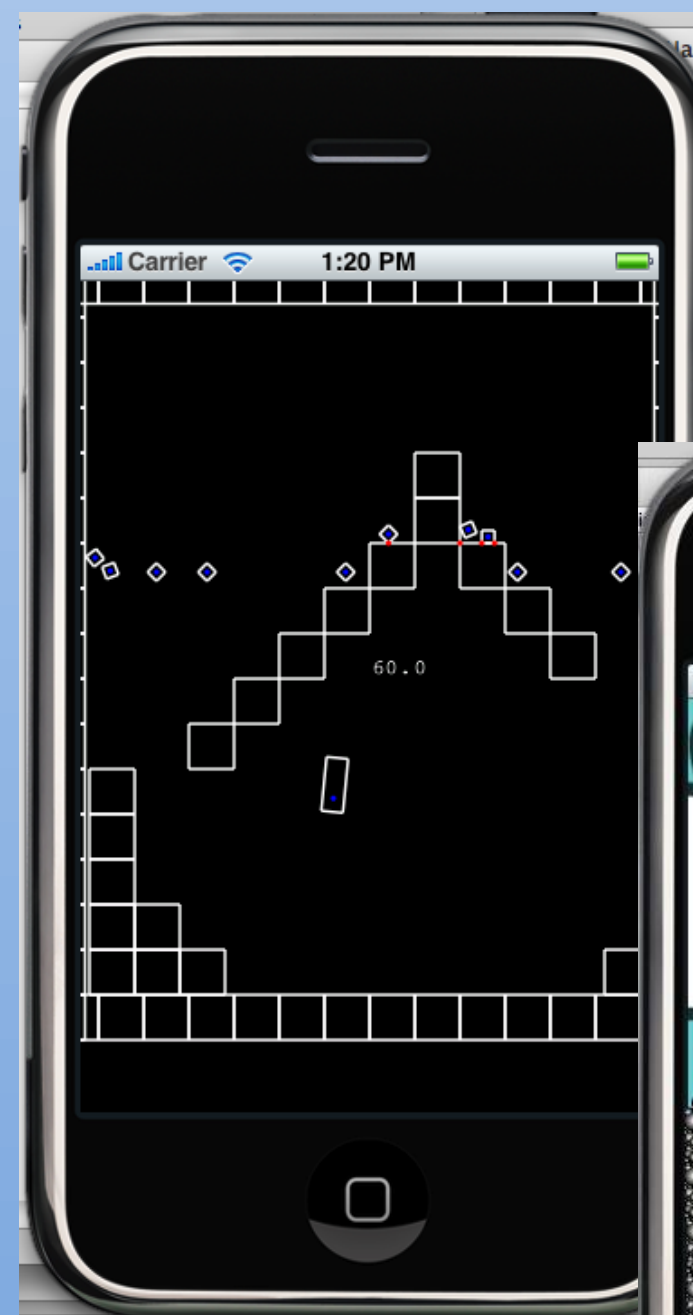
### Xcode and Cocos2D

Xcode is the development environment used to create iPhone and iPod games. Xcode allows you to simulate what your application will look like on the iPhone or iPod as well as supporting gestures and orientation changes. Apple also makes the iPhone/iPod SDK available for free to developers. Cocos2D is a framework for building 2D games. It makes animating sprites, timed methods, and other needed game functions much easier to implement.



### Transitions

Transitions are made possible in Cocos2D through the use of sprites and scenes. The backgrounds are first loaded by adding them as sprites and then organized into scenes. The scenes are animated much like an animated "character" sprite.



### Text

Because it is more time efficient for Cocos2D to display pictures than text, there are two classes designed for displaying text. The more first method uses the "Label" class and the second uses the "LabelAtlas" class which displays pictures of numbers instead of characters.



Chipmunk is an open source physics engine that can be implemented with Cocos2D. It is "light" enough to not overwhelm the handheld device, yet powerful enough to handle any sort of physics needed for a 2D game. Chipmunk can support all kinds of physics implementations including collisions, water, sliding, rolling, etc.

