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code samples for the book "Rapid

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Basic Setup. Setup the cocos2d-js

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Rahman (Apress, 2017). Download

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machine using Git. Releases. Release v1.0 corresponds to the code in the published book, without corrections or updates. Contributions

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The Cocos family of game

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development tools are some of the most popular game development tools used in the industry today. Based off the cocos2D-X game engine, Cocos Creator offers a simpler, faster and more efficient way to create games. Cocos creator supports scripting, scene management, multi-resolution support, resource management, animation editing, physics support and the ability to publish your games to Desktop and Mobile platforms.

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