



Architecture of a 2D Game for Android and IOS Using Cocos2DX [

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text (article)

Analítica

This paper we present the architecture and tools used in the development a 2D game that works on both Android and IOS. To do this we use the Cocos2DX, this tool allows to development 2D game with portability and power required to run on these two mobile environments used. It is important to note that the article also shows how modeled and implemented in Cocos 2DX a game, called 2D Labyrinth, this serves to illustrate how Cocos2DX handles all processing OpenGL graphics and thus no problems when running submitted in various mobile devices. And finally, we show the game operation using the proposed architecture and tools

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Baratz Innovación Documental

- Gran Vía, 59 28013 Madrid
- (+34) 91 456 03 60
- informa@baratz.es