

Join Tizen Ecosystem
with Cocos



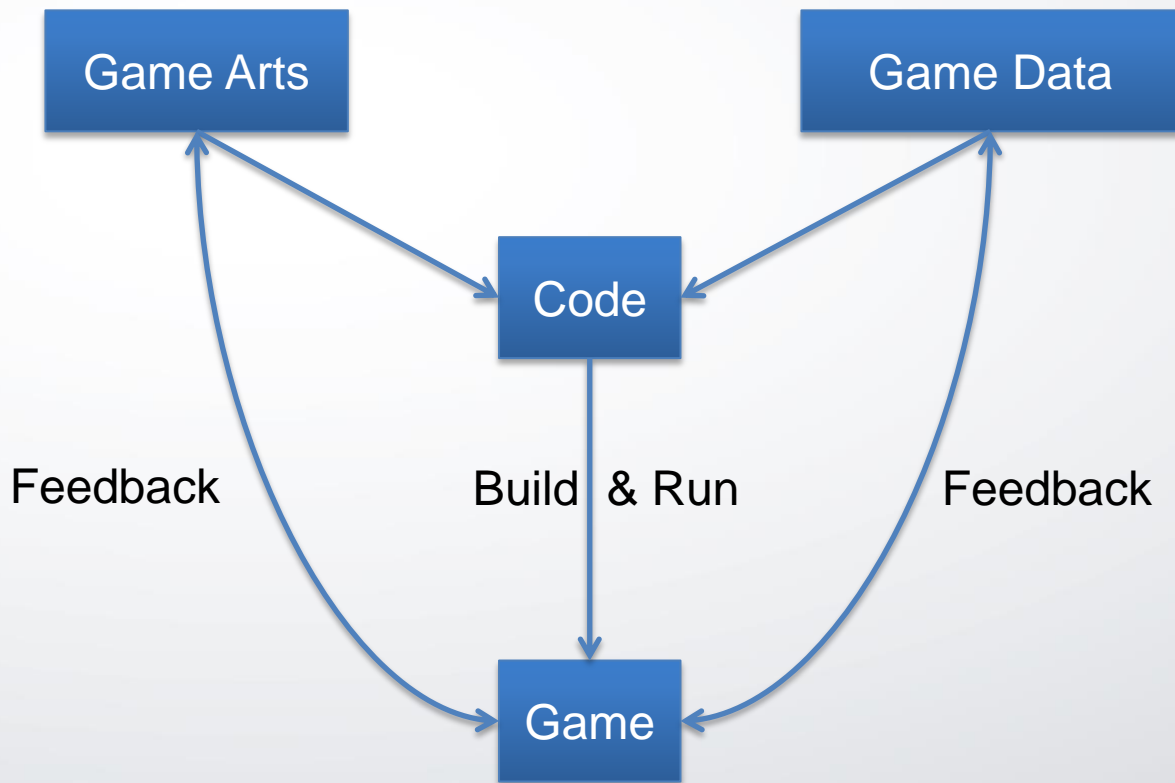
Guanghui Qu
触控科技
Chukong Technologies

- The Workflow of Cocos
- The latest development progress of Cocos
- The status of Tizen Support
- How to benefit from Tizen ecosystem

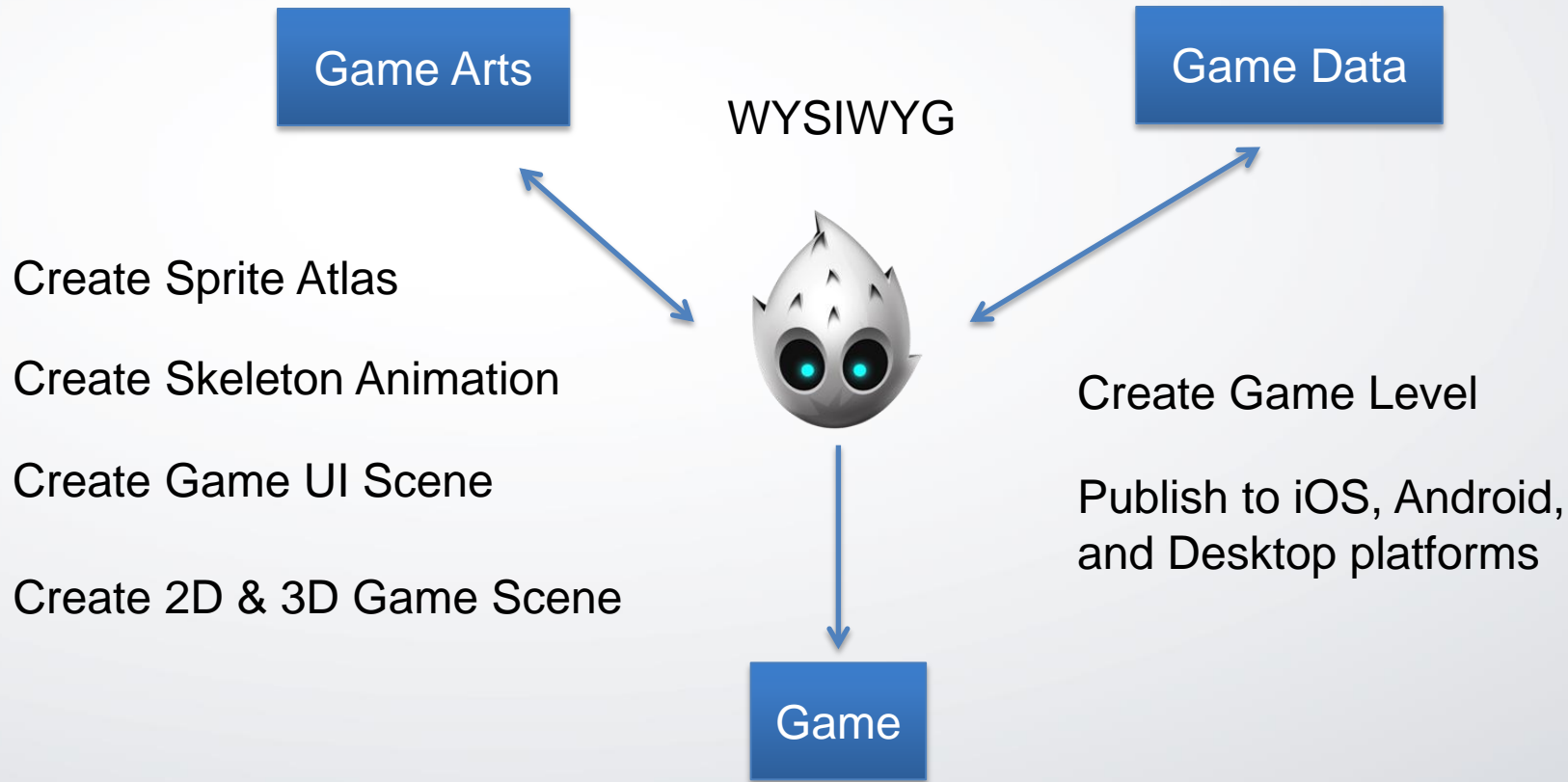
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- Code Centric Workflow
- Editor Centric Workflow
- Custom Workflow

Code Centric Workflow



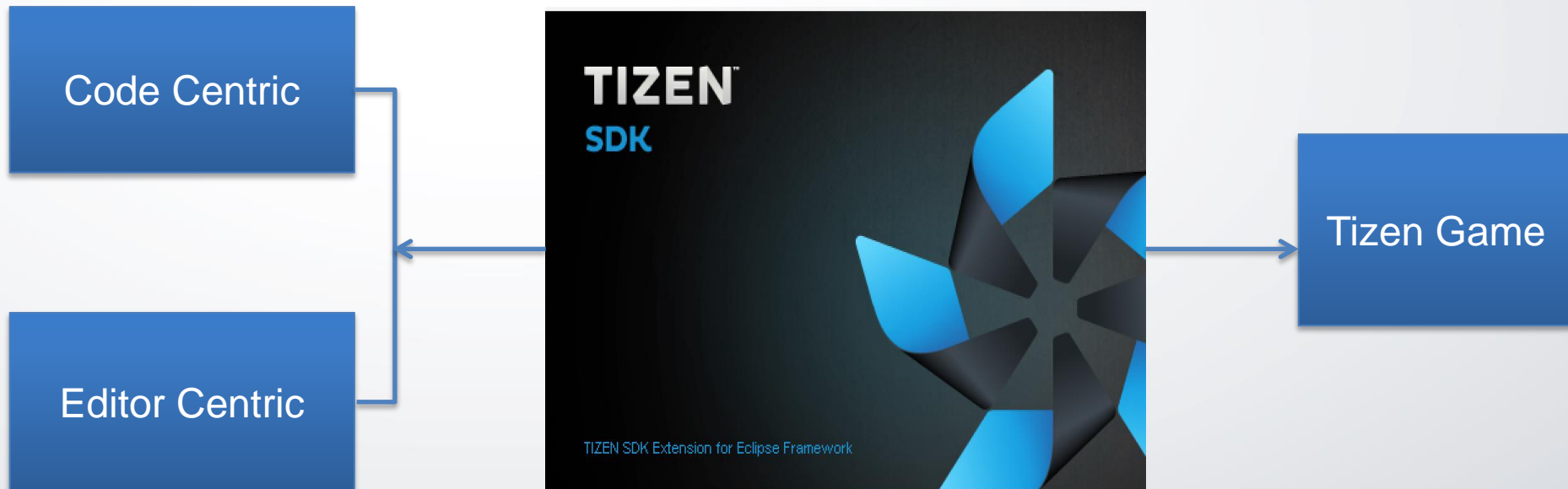
Editor Centric Workflow



What for Tizen?

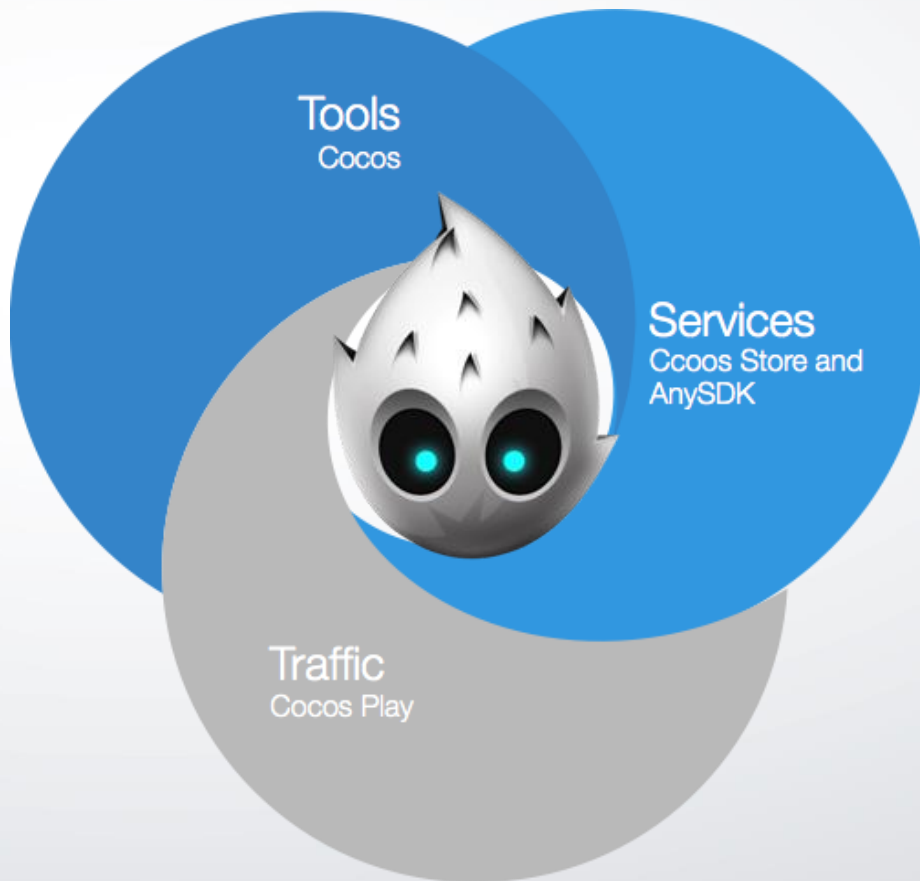


Custom Workflow



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The latest development progress of Cocos



Cocos 2.3.2



- Framework
Open source game engine
- Cocos Studio
Game scene editor
- Code IDE
Coding and Debugging tool
- Cocos Store
Asset store
- Cocos Simulator
Game simulator

All in One



Asset Store

The data in July



← 配置管理

渠道管理 >

公共渠道

自定义

热门 A--E F--J K--O P--T U--Z 0--9 ALL

搜索



A

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C

☐ 叉叉助手☒ 触控

D

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E

☐ E人E本应用商店

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百度游戏

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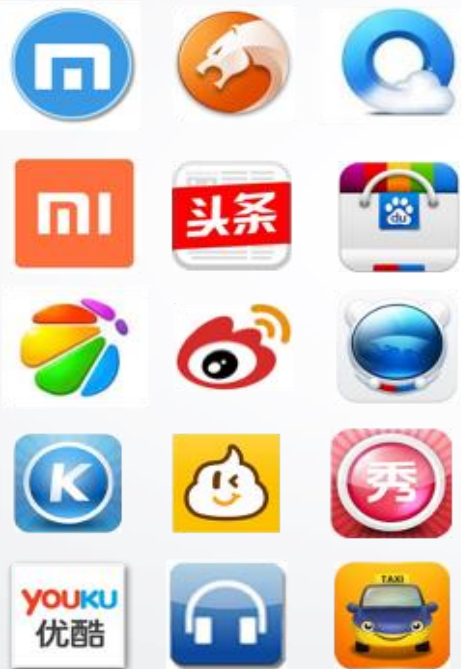
< 上一步

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Third Party Services





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Cocos2D-X 2.2.6

Cocos2D-X 3.5



```
graph LR; A([A Indie Game Developer From South Korean]) --> B([Cocos2D-X 2.2.6]);
```

A Indie Game Developer
From South Korean

Cocos2D-X 2.2.6



Show Time

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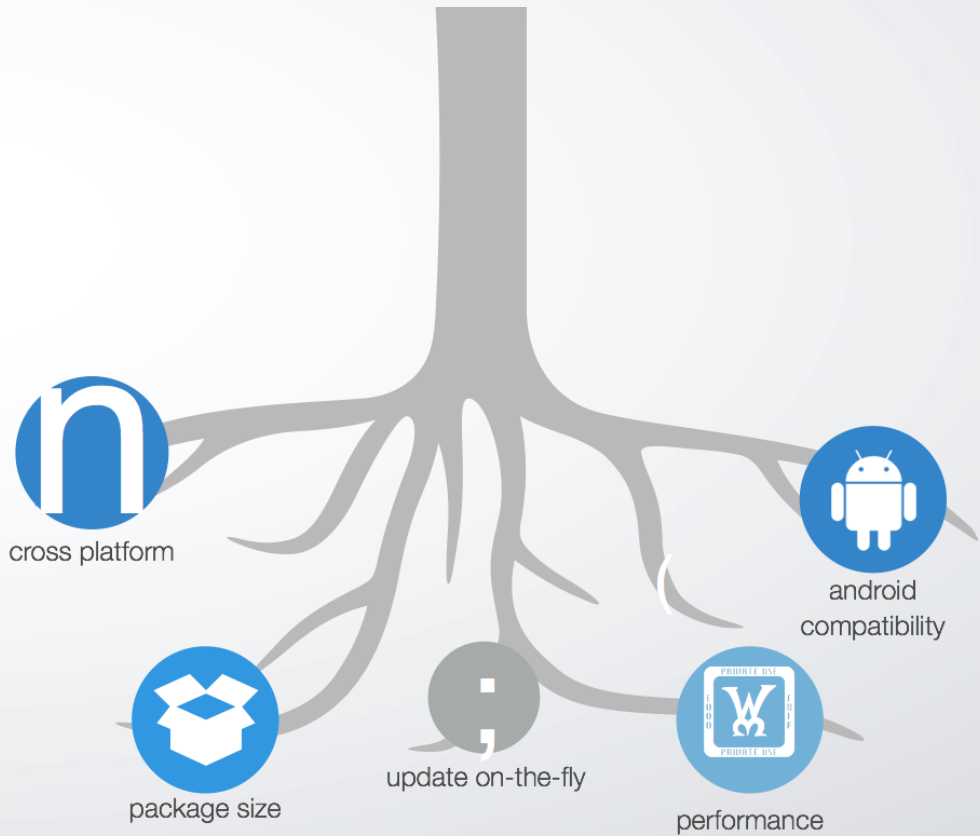
Cocos is Born for Mobile Games

Cross Platform

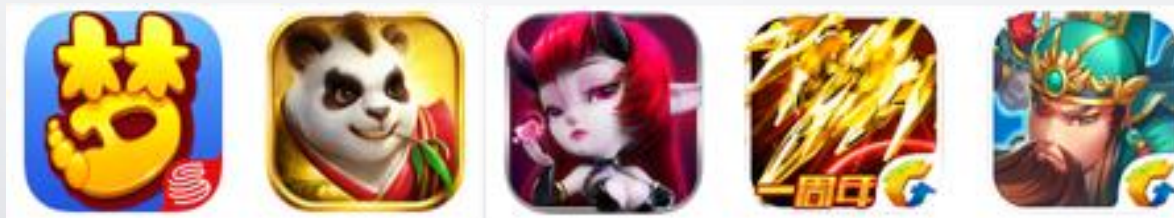
High Performance

Ad-hoc Update

Good Compatibility



Cocos Ecosystem



Tons of Games

Go Fishing on Tizen Platform

Q & A

Thank You