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Cocos 2D "X" has been written in C++ which is useful for iOS, android and other mobile platforms. Apart from this, there are other versions of cocos like the cocos2d-iphone-android for Android which is written in Java. The cocos 2D-javascript is used for web-development purposes.

The cocos2D for iPhone is an objective C port for iOS and Mac OS X which works on the same design and concepts as the original framework. The API of cocos2D is integrated with Box2D and chipmunk physics engines.

Cocos2d is a framework that aids in iphone application development. It is free and easy to use. Cocos 2D makes it very convenient for developers to design programs by providing features like basic menus and buttons. It provides touch and accelerometer support. It also provides Particle System. It also provides parallax scrolling support and streak motion support. Apart from that it provides support for text-rendering and texture atlas. There is provision for orthogonal, isometric and hexagonal Tile Maps in Cocos 2D. It enables one to put Sound and Integrated pause and resume.

The features that are included in cocos2D which make it a favourite among developers to make a game using this framework are- Scene management, transition between scenes, Sprites and Sprite sheets, effects for waves, ripples, lens, liquid, etc. The cocos2D also allows for creating various actions. These actions can be categorized as Transformation actions, composable actions, ease actions and miscellaneous actions.

Cocos 2d has been built on objective C language and is the most popular 2D framework used for iphone application development and iphone game development. It is compatible with both open and closed source projects. It is based on Open GL ES 1.1. Using Cocos 2D, one can make one game available in both portrait and landscape mode. Cocos 2D has been approved by the app store and more than 2500 App store games have already been built on it. Cocos 2D for iPhone supports applications built on iPod Touch, iPhone, iPad and OS X.

Moving ahead, there is Kobold 2D. Kobold 2D is a framework that is a distribution of "Cocos2D for iPhone" which provides some additional libraries, an installer, sample projects as examples, code improvement techniques and various other features that make it simple to use such as ARC- automatic reference counting and cross-platform development for iOS and Mac OS X. Saves high score.

Cocos2D presents various features for effective gaming like move, rotate, blink, fade-in and fade-out, repeat actions, sequence, spawn, reverse sequence, call back actions, accelerate actions, orbit camera actions, particle system and work flow control.

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Cocos2d is a flexible framework and with the convenience features shortens the time for development. With the amazing features, it makes games more close to real life. Cocos 2d has increased levels of sophistication in smartphones games by many folds.

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