Learning iOS 8 Game Development Using Swift

Create robust and spectacular 2D and 3D games from scratch using Swift — Apple's latest and easy-to-learn programming language

Siddharth Shekar

[PACKT]

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James Bucanek

Learning Ios 8 Game Development Using Swift:

iOS 9 Game Development Essentials Chuck Gaffney,2015-11-06 Design build and publish an iOS game from scratch using the stunning features of iOS 9 About This Book Create storyboards in Xcode from concept to code and design Chalk out your game s overall navigation and structure Work with 2D and 3D game development tools Who This Book Is For This book is intended for game developers who wish to develop 2D and 3D games for iPhone and iPad If you are a developer from another platform or game engine such as Android or Unity a current iOS developer wishing to learn more about Swift and the latest features of iOS 9 or even if you are new to game development then this book is for you Some prior programming knowledge is recommended but not required What You Will Learn Familiarise yourself with both basic and advanced Swift game development code Understand the structure and flow of a typical iOS app Work with the SpriteKit framework to make 2D games sprites and overlays Discover 3D game development with SceneKit Visually design levels and game assets with XCode 7 s latest features Explore the concept of component based structuring with iOS 9 s Gameplaykit Beta test and publish your game with iTunes Connect In Detail Game development has always been a combination of programming and art and mobile game development is no exception to this rule The iOS platform has been both a staple in the ever growing mobile game market as well as a launching point for many game developers hobby and career wise The features and frameworks available in iOS 9 continue to cater to the synergy of design and computer engineering using tools that allow developers to take a game idea from concept to application in record time Whether you are new to iOS and game development as a whole or are an experienced programmer wanting to learn the latest features of the platform iOS 9 Game Development Essentials will provide you with crucial insight into this widely used platform Starting with the Swift programming language this book gets the ball rolling with code concepts and game centric code samples right from the get go giving you get a solid understanding of Apple s cutting edge programming language The book takes you through iOS game development concepts and introduces the various frameworks that allow you to develop robust reusable and intelligent game components in both 2D and 3D game environments Style and approach This book is a step by step guide into the code and concepts of iOS apps Each chapter contains diagrams that showcase the features of the platform along with code samples from Apple and code samples exclusive to this book **Learning IOS 8 Game Development Using Swift** Siddharth Shekar,2015-05-29 This book is for novices as well as proficient game developers who want to learn more about game development using Swift If you are from a 2D game development background and would like to learn the basics of 3D game development this book is for you Additionally if you want to learn the basics of graphics programming and shaders this book will be a good starting point

Learning iOS UI Development Yari D'areglia,2015-12-30 Implement complex iOS user interfaces with ease using Swift About This Book Build compelling user interfaces that users will enjoy using the iOS UIKit framework Make your iOS apps easily recognizable and familiar with the UIKit framework Use this comprehensive step by step guide to create a complete

custom layout Who This Book Is For This easy to follow guide is perfect for beginner level iOS developers who want to become proficient in user interface development It would also be useful for experienced iOS developers who need a complete overview of this broad topic all in one place without having to consult various sources What You Will Learn Understand the basic requirements to work with iOS user interfaces Get to know about the UI tools frameworks and built in components Plot dynamic layout structures using Auto Layout Shape and implement adaptive user interfaces for different screen sizes Draw and animate your user interfaces using the CALayer and UIKit animations Intercept and handle user touches to create user interface interactivity Create and depict totally custom controls Design with iOS through Core Graphics In Detail Through this comprehensive one stop guide you ll get to grips with the entire UIKit framework and in a flash you ll be creating modern user interfaces for your iOS devices using Swift Starting with an overview of the iOS drawing system and the available tools you will then learn how to use these technologies to create adaptable layouts and custom elements for your applications Next you ll be introduced to other topics such as animation and code drawing with Core Graphics which will give you all the knowledge you need to create astonishing user interfaces By the end of this book you will have a solid foundation in iOS user interface development and will have gained valuable insights on the process of building firm and complex UIs Style and approach This concise yet information packed guide is full of step by step instructions and screenshots of real life examples delivered in a direct manner to get you creating modern user interfaces for your iOS devices using SWIFT in no time   Learn iOS 8 App Development James Bucanek,2014-12-09 Learn iOS 8 App Development is both a rapid tutorial and a useful reference You ll quickly get up to speed with Swift Cocoa Touch and the iOS 8 SDK It s an all in one getting started guide to building useful apps You ll learn best practices that ensure your code will be efficient and perform well earning positive reviews on the iTunes App Store and driving better search results and more revenue The iOS 8 SDK offers powerful new features and this book is the fastest path to mastering them and the rest of the iOS SDK for programmers with some experience who are new to iPhone and iPad app development Many books introduce the iOS SDK but few explain how to develop apps optimally and soundly This book teaches both core Swift language concepts and how to exploit design patterns and logic with the iOS SDK based on Swift and the Cocoa Touch framework Why spend months or years discovering the best ways to design and code iPhone and iPad apps when this book will show you how to do things the right way from the start Get an accelerated treatment of the core fundamentals of Swift Develop your first app using Xcode s advanced interface design tools Build your first iPhone app using the code that you re given as you walk through this book Finally debug and distribute your first app on Apple s iTunes App Store Learn how to create apps for any model of iPhone the iPod Touch the iPad or build universal apps that run on all of them After reading this book you ll be creating professional quality apps ready to upload to the app store making you the prestige and the money you seek   **Unreal Engine Game Development Cookbook** John P. Doran,2015-10-30 Over 40 recipes to accelerate the process of learning game design and solving

development problems using Unreal Engine About This Book Explore the quickest way to tackle common challenges faced in Unreal Engine Create your own content levels light scenes and materials and work with Blueprints and C scripting An intermediate fast paced Unreal Engine guide with targeted recipes to design games within its framework Who This Book Is For This book is for those who are relatively experienced with Unreal Engine 4 and have knowledge of its fundamentals Working knowledge of C is required What You Will Learn Discover editor functionalities for an in depth insight into game design Develop environments using terrain for outdoor areas and a workflow for interiors as well using brushes Design various kinds of materials with unique features such as mirrors and glows Explore the various ways that lighting can be used in the engine Build various level effects using Blueprints Unreal s visual scripting system Set up a development environment and develop custom functionality with C for your games Create healthbars and main menus with animations using Slate Unreal s UI solution through the UMG Editor Package and create an installer to get your project out into the world In Detail Unreal Engine is powerful tool with rich functionalities to create games It equips you with the skills to easily build mobile and desktop games from scratch without worrying about which platform they will run on You can focus on the individual complexities of game development such as animation and rendering This book takes you on a journey to jumpstart your game design efforts You will learn various aspects of the Unreal engine commonly encountered with practical examples of how it can be used with numerous references for further study You will start by getting acquainted with Unreal Engine 4 and building out levels for your game This will be followed by recipes to help you create environments place meshes and implement your characters You will then learn to work with lights camera and shadows to include special effects in your game Moving on you ll learn Blueprint scripting and C programming to enable you to achieve trigger effects and add simple functionalities By the end of the book you will see how to create a healthbar and main menu and then get your game ready to be deployed and published Style and approach This book offers detailed easy to follow recipes that will help you master a wide range of Unreal Engine 4 s features Every recipe provides step by step instructions with explanations of how these features work and alternative approaches and research materials so you can learn even more   IOS Swift Game Development Cookbook Jonathon Manning,Paris Buttfield-Addison,2015-05-12 The authors present a manual for designing and creating iOS games for the iPhone iPad and iPod touch using Apple s Swift programming language   **Swift Game Development** Siddharth Shekar,Stephen Haney,2018-09-28 Embrace the mobile gaming revolution by creating popular iOS games with Swift 4 2 Key FeaturesLearn to create games for iPhone and iPad with the latest Swift Programming languageUnderstand the fundamental concepts of game development like game physics camera action sprites controls among othersBuild Augmented reality games using ARKit for true performanceBook Description Swift is the perfect choice for game development Developers are intrigued by Swift and want to make use of new features to develop their best games yet Packed with best practices and easy to use examples this book leads you step by step through the development of your

first Swift game The book starts by introducing Swift s best features including its new ones for game development Using SpriteKit you will learn how to animate sprites and textures Along the way you will master physics animations and collision effects and how to build the UI aspects of a game You will then work on creating a 3D game using the SceneKit framework Further we will look at how to add monetization and integrate Game Center With iOS 12 we see the introduction of ARKit 2 0 This new version allows us to integrate shared experiences such as multiplayer augmented reality and persistent AR that is tied to a specific location so that the same information can be replicated on all connected devices In the next section we will dive into creating Augmented Reality games using SpriteKit and SceneKit Then finally we will see how to create a Multipeer AR project to connect two devices and send and receive data back and forth between those devices in real time By the end of this book you will be able to create your own iOS games using Swift and publish them on the iOS App Store What you will learnDeliver powerful graphics physics and sound in your game by using SpriteKit and SceneKitSet up a scene using the new capabilities of the scene editor and custom classesMaximize gameplay with little known tips and strategies for fun repeatable actionMake use of animations graphics and particles to polish your gameUnderstand the current mobile monetization landscapeIntegrate your game with Game CenterDevelop 2D and 3D Augmented Reality games using Apple s new ARKit frameworkPublish your game to the App StoreWho this book is for If you wish to create and publish iOS games using Swift then this book is for you No prior game development or experience with Apple ecosystem is needed   *Getting Started with SpriteKit* Jorge Jordan,2016-01-25 Develop fun and exciting games and create amazing animations for your existing apps with SpriteKit Apple s 2D game development framework About This Book Learn the key concepts of game development in iOS Take advantage of SpriteKit to create your own games and improve your apps Follow the step by step chapters to create a complete product ready to submit to the App Store Who This Book Is For Getting Started with SpriteKit is for beginner level iOS developers who want to add an extra edge to their apps and create amazing games using SpriteKit It doesn t matter whether you have experience in iOS development or not as this book will show you the swift tricks you can use to create games What You Will Learn Create and configure a SpriteKit project from scratch Load and manage the basic elements of games such as sprites labels and geometrical primitives Handle touch events detect collisions and play sound audio files Create complex elements animate sprites and run the parallax effect Complete your games with key components such as a main menu transitions between scenes a tutorial and the ability to load and save data Increase the efficiency of your device using the accelerometer or by adding shaders lights and shadows Gain complementary techniques such as creating or finding audio resources applying SpriteKit to apps or using third party tools In Detail SpriteKit is Apple s game engine to develop native iOS games Strongly boosted by the Apple Inc Cupertino it has increased in popularity since its first release This book shows you the solutions provided by SpriteKit to help you create any 2D game you can imagine and apply them to create animations that will highlight your existing apps This book will give you the knowledge you need to apply SpriteKit to your

existing apps or create your own games from scratch Throughout the book you will develop a complete game The beautiful designs implemented in the game in this book will easily lead you to learn the basis of 2D game development including creating and moving sprites and adding them to a game scene You will also discover how to apply advanced techniques such as collision detection action execution playing music or running animations to give a more professional aspect to the game You will finish your first game by learning how to add a main menu and a tutorial as well as saving and loading data from and to the player s device Finally you will find out how to apply some mobile games techniques such as accelerometer use or touch detection Style and approach Written in an informal way with plenty of illustrative screenshots this easy to follow and practical guide will help you get the most from SpriteKit The main part of the book provides step by step instructions to develop of a complete product while the last chapters give you some complementary techniques than can be used in mobile 2D game development **Haxe Game Development Essentials** Jeremy McCurdy,2015-11-26 Create games on multiple platforms from a single codebase using Haxe and the HaxeFlixel engine About This Book Learn the modern cross platform language Haxe to build games without any trouble Create engaging 2D games that are compatible with desktop web and mobile platforms Learn how to speed up your workflow with OpenFL and HaxeFlixel using this useful and compact guide Who This Book Is For This book is for game developers with some experience programming games on one or more platforms already If you want to leverage your game development experience on one platform to develop for multiple platforms and to get up and running quickly this book is for you Having prior experience with a language similar to Haxe such as ActionScript or JavaScript will help but isn t required What You Will Learn Understand the fundamentals of the Haxe programming language Set up a development environment that will work on Windows Mac and Linux Create fun 2D games using OpenFL and HaxeFlixel Understand how to implement a user interface Enhance the gameplay experience with cool animations Improve immersion by adding sound Make your game modular and easily expandable using configuration files Compile games that will work on desktop web and mobile platforms In Detail Haxe is a powerful and high level multi platform language that s incredibly easy to learn Used by thousands of developers and many high profile companies Haxe is quickly emerging as a forerunner in the area of cross platform programming OpenFL builds on top of Haxe to make developing for multiple platforms quick and painless HaxeFlixel provides you with the tools you need to build amazing 2D games easier than ever before Cross platform development has been supercharged using the Haxe programming language making it increasingly easy and hassle free to develop multi platform games If you ve programmed games before and want to learn out how to deliver games across multiple platforms or develop games faster then Haxe Game Development Essentials is the book for you It starts by showing you how to set up your development environment then running you through some Haxe language fundamentals and finally taking you through the process of programming a game from start to finish You will learn how to create a side scrolling shooter game using HaxeFlixel Next you will learn to enhance the game with new gameplay features

user interfaces animations sound and configuration files to make your game expandable Once your game is built and ready you will learn how to deploy it to web Android iOS and desktop systems By the end of this book you will be confident about creating multi platform games using Haxe OpenFL and HaxeFlixel in a faster and easier way Style and approach Since this book is aimed at people who have worked on games before this book is written in a way that will get you quickly up to speed with a new set of tools but will still be accessible for less experienced developers Each chapter covers an essential milestone in building a game from start to finish The chapters move in a logical fashion starting with the basics of Haxe development and ending with preparing a game for deployment   **C++ Game Development By Example** Siddharth Shekar,2019-05-03 Explore modern game programming and rendering techniques to build games using C programming language and its popular libraries Key Features Learn how you can build basic 2D and complex 3D games with C Understand shadows texturing lighting and rendering in 3D game development using OpenGL Uncover modern graphics programming techniques and GPU compute methods using the Vulkan API Book DescriptionAlthough numerous languages are currently being used to develop games C remains the standard for fabricating expert libraries and tool chains for game development This book introduces you to the world of game development with C C Game Development By Example starts by touching upon the basic concepts of math programming and computer graphics and creating a simple side scrolling action 2D game You ll build a solid foundation by studying basic game concepts such as creating game loops rendering 2D game scenes using SFML 2D sprite creation and animation and collision detection The book will help you advance to creating a 3D physics puzzle game using modern OpenGL and the Bullet physics engine You ll understand the graphics pipeline which entails creating 3D objects using vertex and index buffers and rendering them to the scene using vertex and fragment shaders Finally you ll create a basic project using the Vulkan library that ll help you get to grips with creating swap chains image views render passes and frame buffers for building high performance graphics in your games By the end of this book you ll be ready with 3 compelling projects created with SFML the Vulkan API and OpenGL and you ll be able take your game and graphics programming skills to the next level What you will learn Understand shaders and how to write a basic vertex and fragment shader Build a Visual Studio project and add SFML to it Discover how to create sprite animations and a game character class Add sound effects and background music to your game Grasp how to integrate Vulkan into Visual Studio Create shaders and convert them to the SPIR V binary format Who this book is for If you re a developer keen to learn game development with C or get up to date with game development this book is for you Some knowledge of C programming is assumed   **Mastering Android Game Development with Unity** Siddharth Shekar,Wajahat Karim,2017-05-25 Create enthralling Android games with Unity Faster Than Ever Before About This Book Develop complex Android games with the help of Unity s advanced features such as artificial intelligence high end physics and GUI transformations Create amazing Graphical User Interfaces GUIs with Unity s new uGUI system Unravel and deploy exciting games across Android devices Who This Book Is For If you are a Unity 5

developer and want to expand your knowledge of Unity 5 to create high end complex Android games then this book is for you Readers are expected to have a basic understanding of Unity 5 working with its environment and its basic concepts What You Will Learn Develop your own Jetpack Joyride clone game Explore the advanced features of Unity 5 by building your own Action Fighting game Develop remarkable Graphical User Interfaces GUIs with Unity s new uGUI system Enhance your game by adding stunning particle systems and complex animations Build pleasing virtual worlds with special effects lights sky cube maps and cameras Make your game more realistic by providing music and sound effects Debug and deploy your games on different Android devices In Detail Game engines such as Unity are the power tools behind the games we know and love Unity is one of the most widely used and best loved packages for game development and is used by everyone from hobbyists to large studios to create games and interactive experiences for the Web desktop mobile and console With Unity s intuitive easy to learn toolset and this book it s never been easier to become a game developer You will begin with the basic concepts of Android game development a brief history of Android games the building blocks of Android games in Unity 5 and the basic flow of games You will configure an empty project for the Jetpack Joyride Clone Game add an environment and characters and control them Next you will walk through topics such as particle systems camera management prefabs animations triggers colliders and basic GUI systems You will then cover the basic setup for 3D action fighting games importing models textures and controlling them with a virtual on screen joystick Later you will set up Scene for 3D Configuration create basic gameplays and manage input controls Next you will learn to create the interface for the main menu gameplay game over achievements and high score screens Finally you will polish your game with stats sounds and Social Networking followed by testing the game on Android devices and then publishing it on Google Play Amazon and OUYA Stores Style and approach A step by step and detailed guide to developing high end complex Android games utilizing the advanced concepts of Unity

Swift 2 Design Patterns Julien Lange,2015-10-28 Build robust and scalable iOS and Mac OS X game applications About This Book Learn to use and implement the 23 Gang of Four design patterns using Swift 2 Design and architect your code for Swift application development Understand the role generic UML design and participants in the class diagram of the pattern by implementing them in a step by step approach Who This Book Is For This book is intended for competent Swift developers who want to apply enduring design patterns with Swift to structure and scale their application code What You Will Learn Choose the appropriate pattern depending on the problem to be solved Understand the generic class diagram of each of the 23 GoF patterns and how each object participates in the pattern Use Swift to implement these patterns even though the language doesn t provide all of the object oriented programming concepts such as abstract class interface and so on Architect your software to avoid the overuse of memory time spent on calculations or high network traffic Find the best way to organize your code to make it more secure from the outside world Prepare your code to make it more flexible when the consumer changes or the third party component hidden code changes Structure your code to change the algorithm to apply

at runtime Deliver Flyweight responsibility to your objects In Detail Swift is a multi paradigm language It has expressive features familiar to those used to work with modern functional languages while also keeping the object oriented features of Objective C It remains compatible with Apple s legacy codes and frameworks A design pattern systematically names motivates and explains a general design that addresses a recurring design problem in object oriented systems It describes the problem the solution when to apply the solution and its consequences It also gives implementation hints and examples Knowledge about design patterns is also one of the best ways to make you different compared to other low level developers This book shows you how to use Swift 2 to learn about 23 Gang of Four GoF design patterns and is organized into three categories The book will present you the five creational patterns followed by the seven structural patterns and finishing with the 11 behavioral patterns as defined by the GoF Each chapter will introduce the pattern by defining its role which common problems the pattern should be used for its generic UML representation how each objects presented in the class diagram participate in the pattern and what the role of each of these objects is The book then presents you with a concrete case as an illustration that will be used to implement the pattern using Swift Style and approach A step by step tutorial completed with screenshots and code highlights wherever necessary Each chapter discusses one or more patterns with its definitions and a simple to follow illustration case using a playground or XCText project to implement it with Swift **iOS Programming Cookbook** Hossam Ghareeb,2017-03-31 Over 50 exciting and powerful recipes to help you unearth the promise of iOS programming About This Book Create high performance iOS apps with a focus on application development APIs and techniques Enrich your UI skills with UIStoryboard Autolayout Size classes and Container view Produce enhanced results with iOS 10 as a result of learning and implementing pro level practices techniques and solutions Who This Book Is For If you are an iOS developer on a quest to develop your perfect iOS app then this book is for you It would also prove to be a valuable resource for those who want to get up and running with iOS development through a clear practical approach In order to unleash the full potential of this book basic Swift programming knowledge is necessary What You Will Learn Build your own custom UIViews through code or the interface builder Implement a dynamic and interactive interface in an iOS app Work on various graphics related elements and the process of using them together to make meaningful shapes Use the side over and split view to interact with multiple apps concurrently Encrypt JSON calls to make the app more secure Work on web markup feature to enhance search optimization In Detail Do you want to understand all the facets of iOS programming and build complex iOS apps Then you have come to the right place This problem solution guide will help you to eliminate expensive learning curves and focus on specific issues to make you proficient at tasks and the speed up time involved Beginning with some advanced UI components such as Stack Views and UICollectionView you will gradually move on to building an interface efficiently You will work through adding gesture recognizer and touch elements on table cells for custom actions You will work with the Photos framework to access and manipulate photos You will then prepare your app for multitasking and write

responsive and highly efficient apps Next you will integrate maps and core location services while making your app more secure through various encryption methods Finally you will dive deep into the advanced techniques of implementing notifications while working with memory management and optimizing the performance of your apps By the end of the book you will master most of the latest iOS 10 frameworks Style and approach This is the best practical resource on iOS 10 development This book with its no nonsense approach and a clear practical focus will be your best friend on your quest to develop your perfect iOS app The best thing about this book is that in addition to recipes on iOS programming techniques and app development essentials it will take you on a complete guided tour of all the new app development APIs that are shipped with iOS 10 **Swift 2 Blueprints** Cecil Costa,2015-10-27 Sharpen your skills in Swift by designing and deploying seven fully functional applications About This Book Develop a variety of iOS compatible applications that range from health and fitness to utilities using this project based handbook Discover ways to make the best use of the latest features in Swift to build on a wide array of applications Follow step by step instructions to create Swift apps oriented for the real world Who This Book Is For If you are a competent iOS developer who wants to develop stunning applications with Swift then this book is for you Familiarity with Swift programming is assumed What You Will Learn Get to grips with the basics of Xcode and Swift for application development Create a Photo Sharing application to capture an image edit it using different features and share it via social media Develop applications using the WatchKit and exchange data between iPhone and the Watch Use advanced features such as SpriteKit to build a game Install third party Swift frameworks to improvise on your application development Discover how to simulate home automation with HomeKit Build an application to monitor the user s weight heart rate and the number of steps for Health Historic Analysis Manipulate media using AVFoundation framework to merge audio and video In Detail In this book you will work through seven different projects to get you hands on with developing amazing applications for iOS devices We start off with a project that teaches you how to build a utility app using Swift Moving on we cover the concepts behind developing an entertainment or social networking related application for example a small application that helps you to share images audio and video files from one device to another You ll also be guided through create a city information app with customized table views a reminder app for the Apple Watch and a game app using SpriteKit By the end of this book you will have the required skillset to develop various types of iOS applications with Swift that can run on different iOS devices You will also be well versed with complex techniques that can be used to enhance the performance of your applications Style and approach This book takes a step by step approach to help you build apps from scratch and learn the methodology to develop real time applications using Swift **Cocos2d Cross-Platform Game Development Cookbook** Siddharth Shekar,2016-02-22 Develop games for iOS and Android using Cocos2d with the aid of over 70 step by step recipes About This Book Learn to efficiently use Cocos2d to develop cross platform games and have them work on iOS as well as Android Get acquainted with industry wide professional tools such as Glyph Designer Texture

Packer and Physics Editor as well as using the Swift Sprite builder implementation of Cocos2d Use the easy to follow recipes to develop as well as deploy games to the Playstore and the App Store Who This Book Is For This book is for intermediate game developers and especially the ones who are generally curious to find out what s new in Cocos2d v 3 3 What You Will Learn Build custom sprites with custom animations for the game Build interactivity into your game by adding gestures and touch interactions Understand AI enemy programming and path finding to make games more exciting Add physics to your game to make it more lively and interactive Get familiar with the Swift and Sprite builder implementations along with Objective C programming Perform hassle free deployment of games built in iOS onto Android Add effects and particle systems to make the game more colorful In Detail Cocos2d is the world s leading game development framework for developing iOS games With the introduction of Swift and Spritebuilder it has become easier than ever to develop the games of your dreams without much effort With Cocos2d you can also deploy the game on Android thereby maximizing profit and reducing development and porting costs The book starts off with a detailed look at how to implement sprites and animations into your game to make it livelier You will then learn to add scenes to the game such as the gameplay scene and options scene and create menus and buttons in these scenes as well as creating transitions between them From there on you will get an understanding of how to program user interactions such as tapping holding and swiping You ll then add accelerometer inputs and physics to the scene and make objects respond back to the inputs A game is practically incomplete without audio being added so this will be covered next The next section will include ways to add Artificial Intelligence to enemies in the game allowing them to patrol chase and shoot in a projectile manner You will then learn to use NSUserDefault to save and load game progress and create and access files using JSON Plist and XML files for custom storage and retrieval of data Then you will learn to add dynamic lighting to your game and will use industry wide tools such as Texture Packer Glyph Designer Physics Editor Particle Designer and Sprite Illuminator to create more visually appealing and performance optimized games Towards the end of the book we dive into Apple s latest programming language Swift highlighting the major differences between Objective C and Swift The book culminates with taking your existing game developed for iOS and porting it to Android showing you how to install the Android Xcode plugin as well Style and approach The book is written in an extremely lucid and step by step manner it can be understood easily by anyone The topics included are broken down into individual chapters so you can refer to the specific chapter to get answers on the subject you are interested in **Learn SpriteBuilder for iOS Game Development** Steffen Itterheim,2014-11-26 SpriteBuilder is the fun and versatile game development environment that is a natural successor to Cocos2D Cocos3D and Chipmunk2D In Learn SpriteBuilder for iOS Game Development experienced game developer and author Steffen Itterheim shows you how to get the most out of SpriteBuilder to create a full featured 2D action game that you can use as a basis for your own games You ll learn SpriteBuilder best practices how to incorporate SpriteBuilder into your game development workflow and how to use the

various features of SpriteBuilder including game physics scrolling menus and playing audio assets You ll learn everything from the basics to advanced topics like visual effects soft body physics rendering textured polygons and porting to Android You ll be using both SpriteBuilder and the latest version of Cocos2D version 3 If you have a bit of iOS development experience and you want to learn to create imaginative 2D games Learn SpriteBuilder for iOS Game Development is exactly the book you need **IOS 8 for Programmers** Paul J. Deitel,Harvey M. Deitel,Abbey Deitel,2015 This tutorial employs the Deitels proven app driven approach to teaching mobile programming Each chapter is built around a single unique app The chapter begins with a detailed walk through of what the app does then dives into the underlying code By the end of the chapter the reader has not only learned key iOS programming principles but has actually built a working iOS app *iOS 9 App Development Essentials* Neil Smyth,2015-10-22 iOS 9 App Development Essentials is latest edition of this popular book series and has now been fully updated for the iOS 9 SDK Xcode 7 and the Swift 2 programming language Beginning with the basics this book provides an outline of the steps necessary to set up an iOS development environment An introduction to the architecture of iOS 9 and programming in Swift is provided followed by an in depth look at the design of iOS applications and user interfaces More advanced topics such as file handling database management in app purchases graphics drawing and animation are also covered as are touch screen handling gesture recognition multitasking iAds integration location management local notifications camera access and video and audio playback support Other features are also covered including Auto Layout Twitter and Facebook integration App Store hosted in app purchase content Sprite Kit based game development local map search and user interface animation using UIKit dynamics Additional features of iOS development using Xcode 7 are also covered including Swift playgrounds universal user interface design using size classes app extensions Interface Builder Live Views embedded frameworks CloudKit data storage and TouchID authentication The key new features of iOS 9 and Xcode 7 are also covered in detail including new error handling in Swift 2 designing Stack View based user interfaces multiple storyboard support iPad multitasking map flyover support 3D Touch and Picture in Picture media playback The aim of this book therefore is to teach you the skills necessary to build your own apps for iOS 9 Assuming you are ready to download the iOS 9 SDK and Xcode 7 have an Intel based Mac and ideas for some apps to develop you are ready to get started **Beginning Swift Games Development for iOS** James Goodwill,Wesley Matlock,2015-03-31 Game apps are one of the most popular categories in the Apple iTunes App Store Well the introduction of the new Swift programming language will make game development even more appealing and easier to existing and future iOS app developers In response James Goodwill Wesley Matlock and Apress introduce you to this book Beginning Swift Games Development for iOS In this book you ll learn the fundamental elements of the new Swift language as applied to game development for iOS In part 1 you ll start with a basic 2D game idea and build the game throughout the book introducing each SpriteKit topic as we add new functionality to the game By the end of the book you ll have experience with all the important SpriteKit topics and have a

fully functional game as a result In part 2 of this book you ll learn 3D game development using Apple s SceneKit framework and the Swift programming language And you ll follow the same pattern we used for part 1 After reading and using this book you ll have the skills and the code to build your first 2D and then 3D game app that you can run on any iOS enabled device and perhaps sell in the Apple iTunes App Store   **iOS 10 App Development Essentials** Neil Smyth,2016-10-28

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Learning Ios 8 Game Development Using Swift Introduction

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