

(Download pdf) iOS 9 Game Development Essentials

iOS 9 Game Development Essentials

Von Chuck Gaffney

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Von Chuck Gaffney : iOS 9 Game Development Essentials before purchasing it in order to gage whether or not it would be worth my time, and all praised iOS 9 Game Development Essentials:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. better than nothingVon Karl Vittelbecause swift is not a big language as of today and it changes a lot from version to version, it is very difficult to get started and to get examples in the web. so I thought buying a few books could help.this book is atleast uptodate as of today (feb 2016)there are a number of good examples that really help to get started with severalbut its not very deep or detailed - and a lot of stuff is missing

KurzbeschreibungDesign, build, and publish an iOS game from scratch using the stunning features of iOS 9About This BookCreate storyboards in Xcode from concept to code and designChalk out your game's overall navigation and structureWork with 2D and 3D game development toolsWho This Book Is ForThis 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.

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ber den Autor und weitere Mitwirkende
Chuck Gaffney
Chuck Gaffney is a programmer, voice actor, and game developer. He owns a company, Chuck's Anime Shrine, and has worked for some studios in New York. Some of Chuck's recent projects include VR and Unity projects for major studios and business firms, in addition to iOS and Swift programming.