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# iOS Game Programming Cookbook

*Von Bhanu Birani, Chhavi Vaishnav*  
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Produktinformation Veröffentlicht am: 2015-03-25 Erscheinungsdatum: 2015-03-25 File Name: B00V8BMX2S | File size: 58.Mb

**Von Bhanu Birani, Chhavi Vaishnav : iOS Game Programming Cookbook** before purchasing it in order to gage whether or not it would be worth my time, and all praised iOS Game Programming Cookbook:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Schnelle Rezepte fr die iOS SpieleentwicklungVon CustomerDieses Buch beschreibt die neue Entwicklungsumgebung SpriteKit von Apple anhand kleiner Rezepte. Der Leser erfahrt anhand eines Beispiel-Spieles alles was ntig ist, um

einen SideScroller zu entwickeln. Es geht um Animation, Scrolling, Texturen, Collision Detection und einiges mehr was ntig ist, um ein vollstndiges Spiel zu schreiben.Nebenbei lernt man die Xcode-Umgebung, inkl. wichtiger Werkzeuge zur Fehleranalyse und Optimierung kennen. Einen groen Teil des Buches nimmt die Spiele-Physik ein.Wer vor hat, fr iOS zu entwickeln, dem kann ich das Buch empfehlen.Einen Stern Abzug erhlt das Buch von mir, weil es sich auf Objective-C bezieht. Apple selbst propagiert Swift als neue Sprache zum Entwickeln von Software. Allerdings muss man zugeben, dass Swift noch nicht ganz ein Jahr auf dem Markt ist und das Schreiben eines Buches auch seine Zeit in Anspruch nimm. Ebenso zeigen die Screenshots eine Xcode-Version 5.x, mit der aktuell auf dem Markt befindlichen 6.3.x haben sich ein paar davon gendert. Das ndert nichts am Inhalt des Buches, macht es nur schwerer, den Rezepten zu folgen.

KurzbeschreibungOver 45 interesting game recipes that will help you create your next enthralling gameAbout This BookLearn to create 2D graphics with Sprite Kit, game physics, AI behaviours, 3D game programming, and multiplayer gamingUse native iOS frameworks for OpenGL to create 3D textures, allowing you to explore 3D animations and game programmingExplore powerful iOS game features through detailed step-by-step recipesWho This Book Is ForThis book is for developers who are willing to explore iOS game programming in depth.Good knowledge level and understanding of iOS game development will be an added advantage. You should already have a working installation of Xcode and Sprite kit.What You Will LearnExplore Apple's new SpriteKit frameworkCreate advanced iOS games using emitters, parallax effects, and texture packersAdd sound to your games with iCloud supportImplement and integrate various AI behaviors, such as flocking, alignment, and cohesion in your gameDevelop a mini 3D game using OpenGLCreate a multiplayer drag-race game using BluetoothIn DetailAs mobile game development is increasing in popularity, iOS Game Programming Cookbook offers a cutting-edge platform for you to visualize and strengthen your game ideas and implementation. You will start by understanding the concepts of SpriteKit and implement them in your games. You will learn about the particle system, game center, and how to analyze game performance, followed by how to use SpriteKit's built-in physics simulation and integrate the physics world in the game with bodies that have joints and can detect collisions in your projects. Next, you will pump up the volume in your game by adding music with iCloud support.Moving on, you will add various AI behaviors and obstacle avoidance in your games. You will also get the chance to refresh your mathematics and physics skills to get a deeper understanding of game AI. By the end of the book, you will have created a multiplayer game!KurzbeschreibungOver 45 interesting game recipes that will help you create your next enthralling gameAbout This BookLearn to create 2D graphics with Sprite Kit, game physics, AI behaviours, 3D game programming, and multiplayer gamingUse native iOS frameworks for OpenGL to create 3D textures, allowing you to explore 3D animations and game programmingExplore powerful iOS game features through detailed step-by-step recipesWho This Book Is ForThis book is for developers who are willing to explore iOS game programming in depth.Good knowledge level and understanding of iOS game development will be an added advantage. You should already have a working installation of Xcode and Sprite kit.What You Will LearnExplore Apple's new SpriteKit frameworkCreate advanced iOS games using emitters, parallax effects, and texture packersAdd sound to your games with iCloud supportImplement and integrate various AI behaviors, such as flocking, alignment, and cohesion in your gameDevelop a mini 3D game using OpenGLCreate a multiplayer drag-race game using BluetoothIn DetailAs mobile game development is increasing in popularity, iOS Game Programming Cookbook offers a cutting-edge platform for you to visualize and strengthen your game ideas and implementation. You will start by understanding the concepts of SpriteKit and implement them in your games. You will learn about the particle system, game center, and how to analyze game performance, followed by how to use SpriteKit's built-in physics simulation and integrate the physics world in the game with bodies that have joints and can detect collisions in your projects. Next, you will pump up the volume in your game by adding music with iCloud support.Moving on, you will add various AI behaviors and obstacle avoidance in your games. You will also get the chance to refresh your mathematics and physics skills to get a deeper understanding of game AI. By the end of the book, you will have created a multiplayer game!ber den Autor und weitere MitwirkendeBhanu Birani Bhanu Birani has 5 years of experience in the software industry and a lifetime association with the technical industry. After years of programming experience in different programming languages, he started developing applications for iOS devices. He started software development along with his graduation and was really interested in learning the new technologies in the market. He then joined a software company and started developing games for them, focusing on artificial intelligence development in games. He has also authored Application Development with Parse using iOS SDK and Getting Started with Flurry Analytics, both published by Packt Publishing.Chhavi Vaishnav Chhavi Vaishnav has more than 4 years of experience in the software industry. After her master's, she started working with IBM as a test engineer and then with extraordinary talent, she was promoted to the role of release manager in the organization. Despite being in the management profile, she has a relentless inclination towards iOS and mobility. She has contributed and worked on several projects directly and indirectly by strategizing and managing the technology in

depth. She is a complete package for the organization with a get it done mindset.