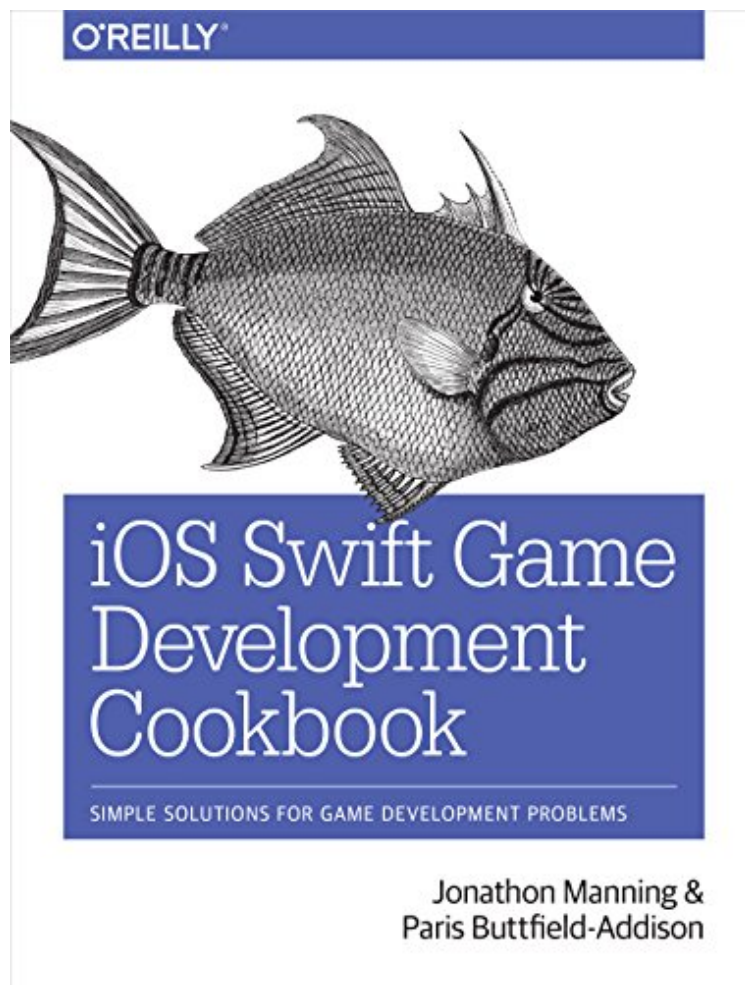


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## iOS Swift Game Development Cookbook: Simple Solutions for Game Development Problems

Von Jonathon Manning, Paris Buttfield-Addison  
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**Von Jonathon Manning, Paris Buttfield-Addison : iOS Swift Game Development Cookbook: Simple Solutions for Game Development Problems** before purchasing it in order to gage whether or not it would be worth my time, and all praised iOS Swift Game Development Cookbook: Simple Solutions for Game Development Problems:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. 3D part outdated / but still a lot of good examplesVon Karl Vittelthe book is not uptodate with swift 2so a lot of the examples do not work anymore ore are way to complex - especially in the field of 3Dthe book also includes C examples that are not longer necessary with the latest swiftso its a bit of a disappointment given that priceon the other hand there are plenty of very usefull out of the box practical examples, that are superusefull.0 von 0 Kunden fanden die folgende

Rezension hilfreich. Ideal für Profis, die in die Spielewelt einsteigen wollen Von Pepe4711 Ein sehr gutes Buch, um in die Game-Programmierung einzusteigen. Viele Themen werden sehr gut erklärt (Sprite Kit, Physics, Datenspeicherung, Netzwerk, 3D usw.). Die Autoren sind Experten und sehr kompetent, ihr Ton ist freundlich, klar und humorvoll.

Kurzbeschreibung Ready to make amazing games for the iPhone, iPad, and iPod touch? With Apples Swift programming language, its never been easier. This updated cookbook provides detailed recipes for a managing wide range of common iOS game-development issues, ranging from 2D and 3D math to SpriteKit and OpenGL to performance all revised for Swift. You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion, or want a refresher on gaming-related math problems? This book provides sample projects and straightforward answers. All you need to get started is some familiarity with iOS development, Swift, and Objective-C. Design the architecture and code layout of your game Build and customize menus with UIKit Detect and respond to user input Use techniques to play sound effects and music Learn different ways to store information for later use Create 2D graphics with SpriteKit Create 3D graphics with SceneKit Add two-dimensional physics simulation Learn beginning, intermediate, and advanced 3D graphics with OpenGL Create challenges with artificial intelligence Take advantage of game controllers and external displays