

(Mobile book) iPhone Game Development (Developer Reference)

iPhone Game Development (Developer Reference)

Von Chris Craft, Jamey McElveen

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Von Chris Craft, Jamey McElveen : iPhone Game Development (Developer Reference) before purchasing it in order to gage whether or not it would be worth my time, and all praised iPhone Game Development (Developer Reference):

KundenrezensionenHilfreichste Kundenrezensionen3 von 3 Kunden fanden die folgende Rezension hilfreich. Good Book - poor supportVon Bcherwurm 248,32%In general, the book itself is a good ressource for iPhone developers. I'd not recommend this book to the absolut beginner though, as beginners are not the intended audience.What sets me up a little bit is the fact that the book states links to additional ressources multiple times. However, these links are sometimes dead or do not provide what the book promises.In particular, the segment explaining networked connections refers several times to online ressources on howtos on web services for games. Unfortunately, at the time of this writing, these references are either dead or provide themselves a reference back to the book. In other words,

book and website are ping-ponging, leading to nowhere. Annoying! Hence, no more than 3 stars.

Kurzbeschreibung New Apple Developer Series! A technical and business guide to creating and selling iPhone games
If you've always wanted to develop a cool iPhone game application and sell it for big bucks, this book is for you. iPhone Game Development covers all technical and commercial bases, from how to sign up for the Apple Development Program, master the development tools in the iPhone SDK, publish your game to the App Store, and convince people to buy it. You'll find full coverage of Cocoa Touch and other great features of the iPhone SDK, plus pages of real-world examples with step-by-step explanations. The book also includes loads of royalty-free code you can use for commercial development. Apple's iPhone is not only a mobile phone, it's also a game platform rivaling big names like Nintendo and Sony; anyone can sign up for the Apple Developer Program and publish their works to the App Store This hip book written by two successful gamers with over a decade of game development experience will teach you both the technical and business aspects of developing and publishing a game to the App Store, plus how to convince end-users to buy it Includes examples with step-by-step explanations of actual games and apps currently on the App Store A Companion Web site provides royalty-free code from the samples in the book, which you can use to jumpstart your own game development Save weeks of development time with the expert guidance you'll find in iPhone Game Development! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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Buchrckseite Make and market the next hot-selling iPhone game
If you've always wanted to create an iPhone game application and sell it, this book from two well-known iPhone app developers is for you. It covers all the bases, from how to sign up for the Apple Developer Program and use the iPhone SDK to what makes a game sellable, how to publish to the App Store, and ways to calculate return on investment. Find easy-to-follow tutorials and smart techniques that will soon have you creating games for fun and profit.* Understand the basic technologies: Multi-Touch controls, accelerometer support, embedded SQLite, and much more* Examine different kinds of puzzles, novelty apps, and action games* Learn advanced programming tricks that propel your games to a higher level* Find royalty-free code and great examples that you can use for your own projects* Add sizzle with Facebook(r) integration, peer-to-peer connectivity, and networking* See which games offer a higher return on investment and explore cost-effective ways to promote your games
Access the latest information on Apple development Visit www.wileydevreference.com for the latest on tools and techniques for Apple development, as well as specific code listings from this book.