



iOS Games by Tutorials

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Razeware LLC, 2013. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Learn how to make iOS games using Apple's brand new 2D game framework: Sprite Kit. Through a series of mini-games and challenges, you will go from beginner to advanced and learn everything you need to make your own game iOS Games by Tutorials covers the following topics: Sprites: Get started quickly and get your images onto your screen. Manual Movement: Move sprites manually with a crash course on 2D math. Actions: Learn how to move sprites the "easy way" using Sprite Kit actions. Scenes and Transitions: Make multiple screens in your app and move between them. Physics: Add realistic physics behavior into your games. Beyond Sprites: Add video nodes, core image filters, and custom shapes. Particle Systems: Add explosions, star fields, and other special effects. Adding "Juice" Take your game from good to great by polishing it until it shines. Game Center: Add achievements, leaderboards, & multiplayer support to your games. Accelerometer: Learn how to control your game through tilting your device. UIKit: Combine the power of UIKit with the Sprite Kit framework. AirPlay: Display your game on the Apple TV with the...



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