Beginning iOS Game Development

Description:
Start writing games for the iOS platform today

Want to start writing games for the iPhone® and iPad®, but you're new to iOS development? This book provides the starting point. No matter your experience level with iOS programming, this beginner's guide covers the technologies you need to know to get started creating fun iOS games. The coverage begins with the tools you'll need, including Xcode® and Interface Builder, then gives you a tutorial in C and Objective-C®, the languages you'll need to develop for iOS. Then you'll learn how to use the Cocoa® Foundation framework and the Model-View-Controller architecture. Once you have the foundation in place, you'll move on to the libraries you need to add graphics, animation and sound, control user interaction, and even allow players to play head-to-head across a network. Learning how to create games should be nearly as much fun as playing them, so this book offers a complete, playable game in nearly every chapter. Each game is created in simple, easy-to-understand parts, building to a full game by chapter's end. Author Patrick Alessi explains all the code line-by-line so you'll always know exactly what you're building.

Beginning iOS Game Development:

Teaches you to write games by having you create real working games

Details the key libraries for creating iOS games: graphics, user interaction, animation, and sound

Shows you how to use Apple's frameworks to make writing games simpler

Walks you through ways to effectively debug and test your games

Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved.

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