



iOS 9 Game Development Essentials (Paperback)

By Chuck Gaffney

Packt Publishing Limited, United Kingdom, 2015. Paperback. Book Condition: New. 235 x 190 mm. Language: English. Brand New Book ***** Print on Demand *****. Design, build, and publish an iOS game from scratch using the stunning features of iOS 9 About This Book * Create storyboards in Xcode from concept to code and design * Chalk out your game s overall navigation and structure * Work with 2D and 3D game development tools Who This Book Is For This book is intended for game developers who wish to develop 2D and 3D games for iPhone and iPad. If you are a developer from another platform, or game engine such as Android or Unity, a current iOS developer wishing to learn more about Swift and the latest features of iOS 9, or even if you are new to game development, then this book is for you. Some prior programming knowledge is recommended, but not required. What You Will Learn * Familiarise yourself with both basic and advanced Swift game development code * Understand the structure and flow of a typical iOS app * Work with the SpriteKit framework to make 2D games, sprites, and overlays * Discover 3D game development with...



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