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Learning IOS 8 Game Development

Learning iOS 8 Game Development
Using Swift

Create robust and spectacular 2D and 3D games from
scratch using Swift – Apple's latest and easy-to-learn
programming language

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Synopsis

Create robust and spectacular 2D and 3D games from scratch using Swift â " Apple's latest and easy-to-learn programming language About This BookCreate engaging games from the ground up using SpriteKit and SceneKitBoost your game's visual performance using Metal - Apple's new graphics libraryA step-by-step approach to exploring the world of game development using SwiftWho This Book Is ForThis book is for novices as well as proficient game developers who want to learn more about game development using Swift. If you are from a 2D game development background and would like to learn the basics of 3D game development, this book is for you. Additionally, if you want to learn the basics of graphics programming and shaders, this book will be a good starting point.What You Will Learn Learn Apple's latest programming languagea€â •Swift Acquaint yourself with the Xcode interface Create stunning games with SpriteKit and SceneKit Understand the basics of graphics programming Intensify your gameplay experience by learning how to add customized sound Develop highly interactive games using animation, sound, collision detection, particle systems, and shaders Package and publish games on the Apple App Store In DetailGame development has been simplified with Apple's new programming languageâ •Swift. It starts with the absolute basics such as the Xcode interface and takes you all the way to Swift programming.You will take a walk through the creation of 2D and 3D games followed by an introduction to SpriteKit and SceneKit. The book also looks at how game objects are placed in 3D scenes, how to use the graphics pipeline, and how objects are displayed on mobile screens. You will also delve into essential game concepts such as collision detection, animation, particle systems, and scene transitions. Finally, you will learn how to publish and distribute games to the iTunes store.

Book Information

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Customer Reviews

This book often does not follow Swift standard practices. For example, it sometimes starts a file name with an underscore (_). Rather than title a title label titleLabel, it uses myLabel. Elsewhere it uses myBtn. It puts comments after (below) a line of code, rather than before or to the right of the code. As I write this, the code and resource files for the projects are at the publisher website as .zip.html files. Whatever that is, it opens as gibberish. Strip off the .html to make it a regular zip file and it will open. I notified the publisher of this problem. Earlier, I tweeted the author asking where the resource files were; he didn't respond. Finally, and fatally, the code is broken. I downloaded the code for Chapter 4 and it would not build due to errors. Some of these are simply because the book's version of Swift is out of date. I'm running the latest released version on my computer, not a beta.Update: the author has now responded with an offer to help.

The code is now somewhat outdated. The code has also some mistakes which may be overwhelming for beginners. The code isn't updated so you get a lot of errors. As an example he calls super.init before properties are initialized and so on. I can't recommend this book because it needs a serious update.

It covers not only 2D but also 3D scene kit and metal. So it's a good start to understand both 2D and 3D iOS game programming.It's written based on iOS8, so it's a bit outdated because currently iOS9 is released. But no big deal. you can figure out small changes in iOS9 here and there, if you understand swift language.This book covers broad scope, so the explanation is somewhat insufficient. The code for the 3D game project is not perfect either, so you need to figure out what needs to be done by googling or something.But again, it's tolerable because this book covers broad scope of 2D and 3D.I'll recommend this book if you are familiar with googling when something blocks your way.

I'm self-taught when it comes to mobile application programming, which I've learned from books like this one. Having knowledge a little above beginner in Objective-C, I wanted to check out what Swift has to offer. This is a great book to get started in Swift and I could pretty easily grasp all of the

material covered. I'm not sure how useful it will be for a seasoned professional, but as someone who wanted to learn more about Swift, I thought it was very helpful.

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