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# Game Development With Swift



## Synopsis

Embrace the mobile gaming revolution and bring your iPhone game ideas to life with Swift About This Book Create and design games for iPhone and iPad using SpriteKit Learn all of the fundamentals of SpriteKit game development and mix and match techniques to customize your game Follow a step-by-step walk-through of a finished SpriteKit game, from clicking on "New Project" to publishing it on the App Store Who This Book Is For If you wish to create and publish fun iOS games using Swift, then this book is for you. You should be familiar with basic programming concepts. However, no prior game development or Apple ecosystem experience is required. What You Will Learn Deliver powerful graphics, physics, and sound in your game by using SpriteKit Explore drawing and animation techniques for fun and quick results Read and react to various forms of player input including physical device tilt and touch recognition Master Apple's IDE, Xcode, and the accompanying toolset Polish your menus and HUD to make your game stand out Integrate your game with Game Center so that your players can share their high scores and achievements Maximize gameplay with little-known tips and strategies for fun and repeatable action Publish your hard work to the App Store and enjoy as people play your games In Detail Apple's new programming language, Swift, is fast, safe, accessible—the perfect choice for game development! Packed with best practices and easy-to-use examples, this book leads you step by step through the development of your first Swift game. The book starts by introducing Swift's best features for game development. Then, you will learn how to animate sprites and textures. Along the way, you will master the physics framework, add the player character and NPCs, and implement controls. Towards the end of the book, you will polish your game with fun menus, integrate with Apple Game Center for leaderboards and achievements, and then finally, learn how to publish your finished games to the App Store. By the end of this book, you will be able to create your own iOS games using Swift and SpriteKit.

## Book Information

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## Customer Reviews

This book works through a single SpriteKit game over the course of eleven chapters. Thankfully, it is not yet another book teaching you Swift or Xcode—it's all SpriteKit (plus a chapter on Game Center and publishing your game). The book uses Xcode 6.3.2 and Swift 1.2, but I'm using Xcode 6.4 and through the first seven chapters, every bit of the code in the book has compiled without error. The book was also well proof-read—no mangled grammar or text that doesn't match illustrations. Honestly, the only slips I've seen so far have been occasional semi-colons inserted (by habit, no doubt) in code. They don't affect anything. I realize that the mania today is for games, but I do wish someone would teach animation in service to science and the humanities, like animated models of orbiting planets, or animated text manipulation. This book will do however, by simply substituting its colliding comic characters with colliding astronomical bodies. It's a pleasure to give this book a high rating—would there were more like it on the market. If the author wanted to write a Swift 2.0 advanced SpriteKit book, I'd buy it in a heartbeat.

I have been working with Objective-C more than ten years and I have been looking for a good book that combines swift syntax and game development, I have looking for many books and I have come across this one and I am amazed. This book has a very nice tips to create a game with SpriteKit, indeed I found very useful the SpriteKit Scene editor because you can create powerful scenes with few magical touches. Also this book has a very nice chapter about physics, and this is why I am very happy with this book. This book is a gem for all Objective-C game developers that want to learn swift. It is a 5-star book!!

I was looking for a straightforward book that would help me understand Apple's pre-made SpriteKit functions and how to get basic game elements wired up. I've done some game developing for the web with Javascript so I understand WHAT I want to do but Googling and looking Apple's documentation (which still has pages that haven't switched over from Objective-C) proved to be too cumbersome. Normally I prefer learning by making multiple smaller games, as opposed to building

on one big one, because I've had some experiences where code changes or errors render the whole thing useless. This book, however, does a great job of building on one game and explaining with quick concise text and through code comments. I really appreciate the author didn't waste my time, like so many Swift books do, by just repeating the same coding basics like variables, loops, and functions that end up taking up a third of the book and don't cover anything new. He jumps right in and shows you how to actually do stuff! And as others have said I've had almost no issues with changes via the new version of Swift after this written. Also, things I've had to look up online so far have been mostly when I've wanted to make sure I get, but I'm glad he doesn't over-explain every single detail since there are other books that will do that and often times I find books that do tend to miss the mark of guessing what needs more explaining. Also, a big thank you to Stephen for his quick email reply when I had a question about SKNodes vs. SKSpriteNode coordinates. If you have a basic understanding of how to code and just want to start making games as quickly as possible, this short but succinct book is for you.

I like that this book lays out an entire game from start to finish. Most examples I've found online address a single topic or put everything into a single file. Here, however, you build the program in pieces and get to see how everything fits together. The author keeps each section to a manageable size and explains the code as you go. I've read more than my share of programming books over the years and this one truly stands out.

This book is the best. Its codes are so organized that you can use its structure just right when you make your own game. The quality of the game, which this book is making, is better than other books. The game is not as simple as other games in other game programming books. It even covers the making of endless world using scene kit editor, which other books don't cover. It's made with Swift 1.2, I think, but it's totally working in Swift 2.0. Other books written with Swift 1.2 needs your own correction here and there, when you use Swift 2.0. But this book's code needs almost no correction. I really recommend this book. this book is not thick, but it gives you more knowledge than other books.

After reading very dry Swift text the past few months this book became a much welcomed addition. It was written during Swift 1.2, and with 3.0 on the horizon this language has gone through a lot of changes. The code directly from the book will definitely throw some errors. It's essential you supplement this book with code from author's blog ThinkingSwift (found inside the book's check

point sections). The author also answers email, so if you ask nicely I'm sure he'll make himself available to assist.

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