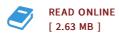# iPhone Games Projects

By Mike Lee

Apress. Paperback. Condition: New. 280 pages. iPhone games are hot! Just look at the App Store. Over 25 of apps are games, and 70 of the most popular apps are games. Surprised Of course not! Weve all filled our iPhones with games, and each of us hopes to develop the next best-selling, hottest game! This book is a collection of must-know information from master independent iPhone game developers. Find out how some of the most innovative and creative game developers have made it to the pinnacle of game design and profitability. Its loaded with practical tips for efficient development and creating compelling, totally addictive gaming experiences. And its not all talk! Its packed with code that you can download and use to realize your own great ideas. This books authors are responsible for some of the all-time most popular and talked-about games: Brian Greenstone developed Enigmo and Cro-Mag Rally. Aaron Fothergill developed Flick Fishing. Mike Lee developed Tap Tap Revolution, the most downloaded game in App Store history. Mike Kasprzaks Smiles was a finalist in the IGF 2009 Best mobile game competition. PJ Cabrera, Richard Zito and Matthew Aitken (Quick Draw, Pole2Pole), Joachim Bondo (Deep Green), and Olivier Hennessy and...

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Reviews

The book is fantastic and great. It generally does not expense excessive. Its been designed in an exceptionally easy way and it is simply right after i finished reading through this book by which really changed me, change the way i think.
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