



iOS Swift Game Development Cookbook, 2e (Paperback)

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O Reilly Media, Inc, USA, United States, 2015. Paperback. Condition: New. 2nd ed.. Language: English . Brand New Book. Want to build games with iOS technologies? This cookbook provides detailed recipes for a wide range of common iOS game-development issues, ranging from 2D and 3D math to Game Center integration, and OpenGL to performance. If you re familiar with iOS, Objective-C, and Swift, this is the problem-solving guide you want. Rather than focus on specific game engines for iOS, such as Cocos2D or the Corona SDK, the recipes in this cookbook strictly deal with baked-in iOS technologies. You ll learn solutions for everything from tile-matching games to racing, with working code that you can use right away. Lay out the structure of your gameBuild and customize menus with UIKitDetect and respond to user inputUse advanced techniques to play sound effects and musicWork with data, using iOS devices and the cloudCreate 2D graphics with SpriteKitAdd physics simulation to your gameLearn beginning to advanced 3D graphicsCreate challenges with artificial intelligenceUse networking to add multiplayer capabilitiesWork with game controllers and multiple screens.



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