

Beginning Ios 5 Game Development Using The Ios Sdk For Ipad Iphone And Ipod Touch

Beginning Android 3D Game Development is a unique, examples-driven book for today's Android and game app developers who want to learn how to build 3D game apps that run on the latest Android 5.0 (KitKat) platform using Java and OpenGL ES. Android game app development continues to be one of the hottest areas where indie and existing game app developers seem to be most active. Android is the second best mobile apps eco and arguably even a hotter game apps eco than iOS. 3D makes your games come alive; so in this book you'll find that we go in depth on creating 3D games for the Android platform with OpenGL ES 2.0 using an original case study game called Drone Grid. Moreover, this book offers an extensive case study with code that will be modular and re-useable helping you create your own games using advanced vertex and fragment shaders. Drone Grid is a game app case study that is somewhat similar to the best selling Geometry Wars game series utilizing a gravity grid and colorful abstract graphics and particles. After reading and using this book, you'll be able to build your first 3D Android game app for smartphones and tablets. You may even be able to upload and sell from popular Android app stores like Google Play and Amazon Appstore. This book follows an informal, demystifying approach to the world of game development with the Unity game engine. With no prior knowledge of game development or 3D required, you will learn from scratch, taking each concept at a time working up to a full 3D mini-game. You'll learn scripting with C# or JavaScript and master the Unity development environment with easy-to-follow stepwise tasks. If you're a designer or animator who wishes to take their first steps into game development or prototyping, or if you've simply spent many hours sitting in front of video games, with ideas bubbling away in the back of your mind, Unity and this book should be your starting point. No prior knowledge of game production is required, inviting you to simply bring with you a passion for making great games.

Learn how to develop an ace game for your iOS device, using Sprite Kit About This Book Learn about the Sprite Kit engine and create games on the iOS platform from the ground up Acquaint your Sprite Kit knowledge with Swift programming and turn your 2D game conceptualization into reality in no time An abridged and focused guide to develop an exhaustive mobile game Who This Book Is For This book is for beginners who want to start their game development odyssey in the iOS platform. If you are an intermediate or proficient game developer hailing from a different development platform, this book will be a perfect gateway to the Sprite Kit engine. The reader does not need to have any knowledge of Sprite Kit and building games on the iOS platform. What You Will Learn Learn about the Sprite Kit game engine and create indie games in no time Set sail on the quest of game development career by successfully creating a runner game Know more about the IDE provided by Apple for game development – Xcode Get an overview of Apple's latest programming language, Swift Discover the functionalities of scenes and nodes in a game Explore how physics bodies work and how to add this feature into your game Grasp knowledge of particle effect and shaders Add a scoring system into your game to visualize high scores In Detail Game development has always been an exciting subject for game enthusiasts and players and iOS game development takes a big piece of this cake in terms of perpetuating growth and creativity. With the newest version of iOS and Sprite Kit, comes a series of breathtaking features such as Metal rendering support, camera nodes, and a new and improved Scene Editor. Conceptualizing a game is a dream for both young and old. Sprite Kit is an exciting framework supported by Apple within the iOS development environment. With Sprite Kit, creating stunning games has become an easy avenue. Starting with the basics of game development and swift language, this book will guide you to create your own fully functional game. Dive in and learn how to build and deploy a game on your iOS platform using Sprite Kit game engine. Go on a detailed journey of game development on the iOS platform using the Sprite Kit game engine. Learn about various features implemented in iOS 8 that further increase the essence of game development using Sprite Kit. Build an endless runner game and implement features like physics bodies, character animations, scoring and other essential elements in a game. You will successfully conceive a 2D game along with discovering the path to reach the pinnacle of iOS game development. By the end of the book, you will not only have created an endless runner game but also have in-depth knowledge of creating larger games on the iOS platform. Style and approach An easy-to-follow, comprehensive guide that makes your learning experience more intriguing by gradually developing a Sprite Kit game. This book discusses each topic in detail making sure you attain a clear vision of the subject.

Create compelling 2D games with Learn cocos2d Game Development with iOS 5. This book shows you how to use the powerful cocos2d game engine to develop games for iPhone and iPad with tilemaps, virtual joypads, Game Center, and more. It teaches you: The process and best practices of mobile game development, including sprite batching, texture atlases, parallax scrolling, touch and accelerometer input. How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d-related tools and libraries. How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps. The ins and outs of the Kobold2D development environment for cocos2d and its preconfigured libraries, including cocos3d and Lua. Best of all, Learn cocos2d Game Development with iOS 5 will have you making games right from the very start. It guides you step-by-step through the creation of sample games. These fun examples are modeled after popular App Store games and teach you key concepts of the cocos2d game engine and relevant tools like TexturePacker (texture atlas), PhysicsEditor (physics collision shapes), Particle Designer (particle effects), Glyph Designer (bitmap fonts), and others. This book offers a rock-solid introduction to creating games made entirely with cocos2d and little or no iOS 5 SDK and OpenGL code. It also details alternative implementations, identifies the best free and commercial tools for cocos2d game development, features coverage of the author's improved cocos2d game engine (Kobold2D), and even helps you enhance your game's marketability on the App Store.

Beginning Android 3D Game Development

Developing Games for iPad, iPhone, and iPod Touch

Building iOS 5 Games

Understanding Game Application Development

Building iOS 5 Games

Monkey Game Development

The Unreal UDK features Epic's award-winning Unreal Engine 3, used to create bestselling games such as Infinity Blade for iOS, and popular console games like Borderlands and Bioshock. Now, you can build your own Unreal game for the iOS platform. Beginning iOS 3D Unreal Games Development covers using the Unreal UDK game creation system to create 3D games for the iOS platform, which includes the iPhone, iPod touch and iPad. Specifically, this book covers: UnrealScript programming language, going beyond the limitations of the visual Kismet scripting language The Unreal UDK code framework, basic UDK tools and other UDK items needed to build a game Various author-created game frameworks are presented and are used to illustrate the UnrealScript programming language and user input methods specific to the iOS mobile platform

Create your very own apps for the latest iOS devices. You'll start with the basics, and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK, and then guides you though the creation of your first simple application. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, Beginning iPhone Development with Swift 3 offers a comprehensive course in iPhone and iPad programming. In this third edition of the best-selling book, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10-specific project templates, and designed to take advantage of the latest Xcode features. Discover brand-new technologies, as well as significant updates to existing tools. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iOS file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! What You Will Learn Develop your own bestselling iPhone and iPad apps Utilize Swift playgrounds Display data in Table Views Draw to the screen using Core Graphics Use iOS sensor capabilities to map your world Get your app to work with iCloud and more Who This Book is For Anyone who wants to start developing for iPhone and iPad.

Covers the fundamentals of iOS 5 game development, with information on such topics as using OpenGL, controllers and sprites, collision detection, and game center integration.

*Beginning IOS Game Development*John Wiley & Sons

Beginning IOS Game Development

Game Development with Swift

Udk Ios Game Development Beginner's Guide

Game Development for iOS with Unity3D

The iOS Game Programming Collection (Collection)

Using the iOS SDK for iPad, iPhone and iPod touch

The first two chapters will provide you with grounding in Monkey. In each subsequent chapter you will create a complete game deployable to either iOS, Android, HTML5, FLASH, OSX, Windows and XNA. The last chapter will show you how to monetize the games so you can be commercially successful in the app development world. Do you want to quickly create games deployable to all the major desktop and mobile platforms?, if so look no further. You will learn how to utilize the highly versatile Monkey compiler to create 2d games deployable almost anywhere. No game development or programming experience is required.

To create successful games for the iPhone family of mobile devices, developers need to know how touch-input, real-time graphics, and sound come together in the iOS environment. iOS Game Development: Developing Games for iPad, iPhone, and iPod Touch takes you from the basics of app coding to releasing and marketing your game on the App Store. The book offers a wealth of previously unpublished information about the iOS platform. The text focuses on the concrete requirements of game developers, presenting in-depth details on each step in the mobile game development process. It explains the use of OpenGL ES for 2D/3D graphics and OpenAL for sound, both of which are recommended for game performance on the iOS platform. It also covers new APIs such as the GLKit, GameKit, and Box2D Physics Engine. To better understand the explanations, the author encourages you to access more than 30 iOS example apps from his website. Each app represents a small piece of the complex field of game development in a straightforward manner. The apps can be run on any device in the iPhone family and have been extensively tested with various iOS versions. Suitable for both newcomers and more advanced developers, this color book helps you get started with iOS game development. By following the book's clear descriptions and example programs, you will understand how to implement the fundamentals in smaller game projects and be able to create your first game for the App Store.

Videogame development is usually seen as a male dominated field; even playing videogames is often wrongly viewed as a pastime for men only. But behind the curtain, women have always played myriad important roles in gaming. From programmers to artists, designers to producers, female videogame developers endure not only the pressures of their jobs but also epic levels of harassment and hostility. Jennifer Brandes Hepler's Women in Game Development: Breaking the Glass Level-Cap gives voice to talented and experienced female game developers from a variety of backgrounds, letting them share the passion that drives them to keep making games. Key Features Experience the unique stories of nearly two dozen female game developers, from old-school veterans to rising stars. Understand the role of women in videogames, from the earliest days of development to the present day. Hear first-hand perspectives from working professionals in fields including coding, design, art, writing, community management, production and journalism. Get tips for how to be a better ally and make your company and teams more inclusive. Learn about the obstacles you face if you're an aspiring female developer, and how to overcome them. Meet the human face of some of the women who have endured the industry's worst harassment... and kept on going.

"Beginning 2D iOS game development with Swift"--Page 1 of cover.

2D Apple Games by Tutorials

Beginning 3D Apple Game Development with Swift 3

Unity 3.x Game Development Essentials

iOS for Game Programmers

Apple Game Frameworks and Technologies

Beginning iOS Application Development with HTML and JavaScript

Covers the fundamentals of iOS game development, with information on such topics as Xcode, Objective-C, Cocoa, user interaction, animation, audio apps, and networking.

Game apps on iPhone and now iPad remain one of the most popular type of apps in the Apple iTunes App Store. Does Angry Birds ring a bell? What you were once able to do just for the iPhone (and iPod touch) is now possible for the popular iPad, using the new iOS 5 SDK. Beginning iOS 5 Games Development provides a clear path for you to create games using the iOS 5 SDK platform for the iPad, iPhone, and iPad touch. You'll learn how to use classes to create game apps, including graphics, and animations. The latest version of Xcode will be used in parts of the book to guide you along the way of building your apps. Other topics include iOS 5 game apps development with the newest iOS Game Center update, persisting user data, and designing a compelling user experience. After reading this book, you'll come away with the skills and techniques for building a game app, top to bottom, that could perhaps even be sold on the Apple iTunes App Store.

Get in the game and start building games for the iPhone or iPad! Whether you only have a little experience with iOS programming or even none at all, this accessible guide is ideal for getting started developing games for the iPhone and iPad. Experienced developer and author Patrick Alessi presents the iOS system architecture, gives you the step-by-step of game development, and introduces the languages used to develop games. From the basic building blocks to including drawing, responding to user interaction, animation, and sound, this book provides a one-stop-shop for getting your game up and running. Explores the tools and methodology used to develop games for the iPhone and iPad Requires no previous experience with building a game for the iOS platform Details how iOS games require different considerations than other applications Addresses working with the Xcode programming environment, how to draw with the Quartz 2D API, ways to handle user input, and techniques for incorporating animation with Core Animation and sound with Core Audio If you're ready to jump on the gaming app bandwagon, then this book is what you need to get started!

This book covers the various aspects of developing web-based applications for iOS. Over the past four years, the iPhone and iPad have been amazingly successful. Because of this success, application developers are entering a world of sophisticated, multifunctional mobile applications. Now mobile web-based applications can bring together web apps, native apps, multimedia video and audio, and the mobile device itself. By using this book you will learn how to create a mobile application from beginning to end, utilizing open source frameworks to speed up development times, emulate the look and feel of built-in Apple applications, capture finger touch interactions, and optimize applications for Wi-Fi and wireless networks. The book introduces you to the web application platform for iOS. It also guides you through the process of building new applications from scratch as well as migrating existing web applications to this new mobile platform. By doing this, the book helps readers design a user interface that is optimized for iOS touch-screen displays and integrate their applications with iPhone services, including Phone, Mail, Google Maps, and GPS. This book is aimed at beginning and intermediate web developers who want to learn how to build new applications for iOS or migrate existing web apps to this platform. In general, you will find it helpful if you have a working knowledge of these technologies: HTML/XHTML CSS JavaScript Ajax

A Hands-On Guide to Building Your First iPhone Game

Learning IOS Game Programming

iOS Game Development By Example

Beginner's Guide

Beginning C++ Game Programming

iOS Game Development

This book takes the readers on a journey into the world of mobile game development aimed at beginner Objective-C programmers. The book enables the reader to create a number of projects, which include a matching game, a puzzle game, a whack-a-mole game, a pong game, and a coloring book. Each of these projects gives the readers a variety of knowledge and skills that they can apply to their own gaming projects. It includes a companion disc with source code, images, and project files. By the end of the book, the reader will have five apps that they 've developed, along with the knowledge of making games for the iOS platform. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com. Features: Builds five game projects including a matching game, a puzzle game, a coloring book, game of pong, and a " whack-a-mole " game that will give the reader exposure to making games on the iOS platform Includes information on iOS 5, iOS 6, iOS 7 and iOS8 - the latest versions for the iPhone and iPad . Utilizes the UIKit that enables readers to apply their knowledge to more areas than just games since many of the topics can be applied to general iOS development Includes a companion disc with source code, images, and project files.

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.

Embrace the mobile gaming revolution by creating popular iOS games with Swift 4.2 Key Features Learn to create games for iPhone and iPad with the latest Swift Programming language Understand the fundamental concepts of game development like game physics, camera action, sprites, controls, among others Build Augmented reality games using ARKit for true performance Book Description Swift is the perfect choice for game development. Developers are intrigued by Swift and want to make use of new features to develop their best games yet. 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 - including its new ones for game development. Using SpriteKit, you will learn how to animate sprites and textures. Along the way, you will master physics, animations, and collision effects and how to build the UI aspects of a game. You will then work on creating a 3D game using the SceneKit framework. Further, we will look at how to add monetization and integrate Game Center. With iOS 12, we see the introduction of ARKit 2.0. This new version allows us to integrate shared experiences such as multiplayer augmented reality and persistent AR that is tied to a specific location so that the same information can be replicated on all connected devices. In the next section, we will dive into creating Augmented Reality games using SpriteKit and SceneKit. Then, finally, we will see how to create a Multipeer AR project to connect two devices, and send and receive data back and forth between those devices in real time. By the end of this book, you will be able to create your own iOS games using Swift and publish them on the iOS App Store. What you will learn Deliver powerful graphics, physics, and sound in your game by using SpriteKit and SceneKit Set up a scene using the new capabilities of the scene editor and custom classes Maximize gameplay with little-known tips and strategies for fun, repeatable action Make use of animations, graphics, and particles

to polish your game Understand the current mobile monetization landscape Integrate your game with Game Center Develop 2D and 3D Augmented Reality games using Apple's new ARKit framework Publish your game to the App Store Who this book is for If you wish to create and publish iOS games using Swift, then this book is for you. No prior game development or experience with Apple ecosystem is needed. The iOS Game Programming Collection consists of two bestselling eBooks: Learning iOS Game Programming: A Hands-On Guide to Building Your First iPhone Game Learning Cocos2D: A Hands-on Guide to Building iOS Games with Cocos2D, Box2D, and Chipmunk Since the launch of the App Store, games have been the hottest category of apps for the iPhone, iPod touch, and iPad. That means your best chance of tapping into the iPhone/iPad " Gold Rush " is to put out a killer game that everyone wants to play (and talk about). While many people think games are hard to build, they actually can be quite easy, and this collection is your perfect beginner ' s guide. Learning iOS Game Programming walks you through every step as you build a 2D tile map game, Sir Lamorak ' s Quest: The Spell of Release (which is free in the App Store). You can download and play the game you ' re going to build while you learn about the code. You learn the key characteristics of a successful iPhone game and important terminology and tools you will use. Learning Cocos2D walks you through the process of building Space Viking (which is free on the App Store), a 2D scrolling game that leverages Cocos2D, Box2D, and Chipmunk. As you build Space Viking, you ' ll learn everything you need to know about Cocos2D so you can create the next killer iOS game. This collection helps you Plan high-level game design, components, and difficulty levels Use game loops to make sure the right events happen at the right time Render images, create sprite sheets, and build animations Use tile maps to build large game worlds from small reusable images Create fire, explosions, smoke, sparks, and other organic effects Deliver great sound via OpenAL and the iPhone ' s media player Provide game control via iPhone ' s touch and accelerometer features Craft an effective, intuitive game interface Build game objects and entities and making them work properly Detect collisions and ensuring the right response to them Polish, test, debug, and performance-tune your game Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Build your game ' s main menu screen for accessing levels Use Cocos2D ' s Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion--Cocos2D ' s sound engine Add gravity, realistic collisions, and ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games

IOS Games by Tutorials

Beginning iOS 3D Unreal Games Development

Women in Game Development

Learn C++ for Game Development

Learning iOS Game Programming

Develop and Design

Game apps on iPhone and now The New iPad remain one of the most popular type of apps in the Apple iTunes App Store. Does Angry Birds ring a bell? Now, you can learn to build game apps for the iPhone 5 and The New iPad using the new iOS 6 SDK. Beginning iOS 6 Games Development provides a clear path for you to learn and create iPhone and iPad game apps using the iOS 6 SDK platform. You'll learn how to use the core classes to create rich and dynamic games apps, including graphics, animations, and sound. The latest version of Xcode 4.5 will be used in parts of the book to guide you along the way of building your iPhone or iPad game apps. Other topics include iOS 6 game apps development with the newest iOS Game Center update, persisting user data, and designing a compelling user experience. After reading this book, you'll come away with the skills and techniques for building a game app, top to bottom, that could perhaps even be sold on the Apple iTunes App Store. * NOTE: This book is an update of Beginning iOS 5 Games Development (ISBN-13: 978-1430237105) and Beginning iPhone Games Development (ISBN-10: 1430225998).**

Beginning Android C++ Game Development introduces general and Android game developers like you to Android's powerful Native Development Kit (NDK). The Android NDK platform allows you to build the most sophisticated, complex and best performing game apps that leverage C++. In short, you learn to build professional looking and performing game apps like the book's case study, Droid Runner. In this book, you'll learn all the major aspects of game design and programming using the Android NDK and be ready to submit your first professional video game app to Google Play and Amazon Appstore for today's Android smartphones and tablet users to download and play. The techniques contained in this book include building a game engine, writing a renderer, and building a full game app with entities, game levels and collisions. As part of the tutorial you'll also learn about inserting perspectives using cameras and including audio in your game app.

Mobile-app development, and mobile-game-app development in particular, is attracting developers with the promise of a large and growing user base and ginormous unit sales. For example, over during the Christmas holiday, Tapulous reported iOS users were downloading the newest version of Tap Tap Revenge 25,000 times per hour, peaking at 45,000 downloads per hour on Christmas day. This book teaches iOS game development fundamentals. The book is broken up into sections, each building from the last. By the end of the book, the reader will have a firm grasp on the concepts of game development for iOS devices. The book offers real world examples and actual games the reader can code and play and is aimed at people who understand programming concepts but are new to iOS game development.

Since the launch of the App Store, games have been the hottest category of apps for the iPhone, iPod touch, and iPad. That means your best chance of tapping into the iPhone/iPad "Gold Rush" is to put out a killer game that everyone wants to play (and talk about). While many people think games are hard to build, they can actually be quite easy, and Learning iOS Game Programming is your perfect beginner's guide. Michael Daley walks you through every step as you build a killer 2D game for the iPhone. In Learning iOS Game Programming, you'll learn how to build a 2D tile map game, Sir Lamorak's Quest: The Spell of Release (which is free in the App Store). You can download and play the game you're going to build while you learn about the code and everything behind the scenes. Daley identifies the key characteristics of a successful iPhone game and introduces the technologies, terminology, and tools you will use. Then, he carefully guides you through the whole development process: from planning storylines and game play all the way through testing and tuning. Download the free version of Sir Lamorak's Quest from the App Store today, while you learn how to build the game in this book. Coverage includes Planning high-level game design, components, and difficulty levels Using game loops to make sure the right events happen at the right time Rendering images, creating sprite sheets, and building basic animations Using tile maps to build large game worlds from small reusable images Creating fire, explosions, smoke, sparks, and other organic effects Delivering great sound via OpenAL and the iPhone's media player Providing game control via iPhone's touch and accelerometer features Crafting an effective, intuitive game interface Building game objects and entities and making them work properly Detecting collisions and ensuring the right response to them Polishing, testing, debugging, and performance-tuning your game Learning iOS Game Programming focuses on the features, concepts, and techniques you'll use most often—and helps you master them in a real-world context. This book is 100% useful and 100% practical; there's never been an iPhone game development book like it!

Beginning iOS 5 Games Development

Beginning iOS 6 Games Development

3D Apple Games by Tutorials

Beginning 2D IOS, Tvos, Macos & Watchos Game Development with Swift 3

Breaking the Glass Level-Cap

Swift Game Development

The book takes a step-by-step process in completing tasks with many detailed illustrations while allowing you to add your own creativity to the mix to create a game that is uniquely your own.If you would like to make iOS games with the Unreal Development Kit or are interested in porting your game from PC to iOS, this book is for you

If you're new to C++ but understand some basic programming, then Learn C++ for Game Development lays the foundation for the C++ language and API that you'll need to build game apps and applications. Learn C++ for Game Development will show you how to: Master C++ features such as variables, pointers, flow controls, functions, I/O, classes, exceptions, templates, and the Standard Template Library (STL) Use design patterns to simplify your coding and make more powerful games Manage memory efficiently to get the most out of your creativity Load and save games using file I/O, so that your users are never disappointed Most of today's popular console and PC game platforms use C++ in their SDKs. Even the Android NDK and now the iOS SDK allow for C++; so C++ is growing in use for today's mobile game apps. Game apps using C++ become much more robust, better looking, more dynamic, and better performing. After reading this book, you'll have the skills to become a successful and profitable game app or applications developer in today's increasingly competitive indie game marketplace. The next stage is to take the foundation from this book and explore SDKs such as Android/Ouya, PlayStation, Wii, Nintendo DS, DirectX, Unity3D, and GameMaker Studio to make your career really take off.

Ready to make amazing games for the iPhone and iPad? With Apple's Swift programming language, it's never been easier. This updated cookbook provides detailed recipes for managing a wide range of common iOS game-development issues, ranging from 2D and 3D math, SpriteKit, and OpenGL to augmented reality with ARKit. You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion, or want a refresher on gaming-related math problems? This book provides sample projects and straightforward answers. All you need to get started is some familiarity with iOS development in Swift.

Create a fully featured application that's both sophisticated and engaging. This book provides a detailed guide in developing augmented reality games that can take advantage of the advanced capabilities of new iOS devices and code while also offering compatibility with still supported legacy devices. No programming experience is necessary as this book begins on the ground floor with basic programming concepts in Unity and builds to incorporating input from the real world to create interactive realities. You'll learn to program with the Unity 2017 development platform using C#. Recent announcements of increased AR capabilities on the latest iPhones and iPads show a clear dedication on Apple's part to this emerging market of immersive games and apps. Unity 2017 is the latest version of this industry leading development platform and C# is a ubiquitous programming language perfect for any programmer to begin with. Using the latest development technologies, Beginning iOS AR Game Development will show you how to program games that interact directly with the real world environment around the user for creative fantastic augmented reality experiences. What You'll Learn Download assets from the Unity store Create a scene in Unity 2017 Use physics and controls on mobile devices Who This Book Is For Beginner programmers and/or people new to developing games using Unity. It also serves as a great introduction to developing AR games and educators teaching the subject at high school or higher levels.

Beginning iOS AR Game Development

Learn IOS 12 Game Development Using SpriteKit, SceneKit and ARKit 2. 0, 3rd Edition

Beginning iPhone Games Development

Beginning Android C++ Game Development

With Xamarin.Forms and ASP.NET

Learn to program with C++ by building fun games, 2nd Edition

"Learn to program games using Apple's new framework: Sprite Kit!"--Cover.

Learn How to Make 3D iOS Games! Learn how to make 3D games in Swift, using Apple's built-in 3D game framework: Scene Kit. Through a series of mini-games and challenges, you will go from beginner to advanced and learn everything you need to make your own 3D game! By the time you're finished reading this book, you will have made 4 complete mini-games, including games similar to Fruit Ninja, Breakout, Marble Madness, and Crossy Road! Topics Covered in 3D iOS Games by Tutorials: Scene Kit: Get to know the basics with your first Scene Kit game project. Nodes: Use nodes with geometry and cameras to construct a 3D scene. Physics: Unleash the power of the built-in physics engine. Render Loop: Learn how you can leverage the Render Loop for updates. Particle Systems: Create massive explosions with the built-in 3D Particle Engine. Scene Editor: Create stunning 3D scenes with the built-in Scene Kit Editor. Cameras: Learn how to move the viewpoint around your game. Lights: Learn how to illuminate your games with different types of lights. Primitives: Construct an entire game with just primitive shapes. Collision Detection: Learn how to detect when your game objects collide. Materials: Unleash reality, and learn about all the various types of textures. Reference Nodes: Leverage the power of reference nodes to built massive scenes. Transitions: Learn how to transition from one scene to another. Actions: Add animation with the built-in Action Editor. And much more, including: Shadows, Motion Control, Advanced Collision Detection Techniques and Audio.

Provides information on how to build a successful iPhone game and includes instructions for creating a 2D tile map game.

Learn How to Make 2D Games for iOS, tvOS, watchOS and macOS! Learn how to make games for all the major Apple platforms in Swift, using Apple's built-in 2D game framework: Sprite Kit. Through a series of mini-games and challenges, you will go from beginner to advanced and learn everything you need to make your own game! By the time you're finished reading this book, you will have made 6 complete mini-games, from an action game to a puzzle game to a tower defense game! Topics Covered in 2D Apple Games by Tutorials Sprites: Get started quickly and get your images onto your screen. Manual Movement: Move sprites manually with a crash course on 2D math. Actions: Learn how to move sprites the "easy way" using SpriteKit actions. Scenes and Transitions: Make multiple screens in your app and move between them. Camera: Use Sprite Kit's built-in camera to control your view. Labels: Learn how to display text for lives, scores and more in your game. Physics: Add realistic physics behavior into your games. Beyond Sprites: Add video nodes, core image filters, and custom shapes. Particle Systems: Add explosions, star fields, and other special effects. Adding "Juice" Take your game from good to great by polishing it until it shines. Online Gaming: Add multiplayer features to your game with Apple's Game Center. Tile Maps: Make games that use tile maps with obstacles, power-ups, and more. tvOS: Learn how to port your game to the Apple TV and work with the remote. watchOS: Take advantage of the unique features of the Apple Watch. macOS: Learn how to bring 2D gaming to the desktop. And much more, including a bonus chapter on creating your own 2D game art!

Exploring the iOS SDK

Build 2D Games with SpriteKit and Swift

Beginning iOS Game Development

Simple Solutions for Game Development Problems

Beginning Python Games Development, Second Edition

iPhone games are hot! Just look at the numbers. Games make up over 25 percent of total apps and over 70 percent of the most popular apps. Surprised? Of course not! Most of us have filled our iPhone or iPod touch with games, and many of us hope to develop the next best-selling, most talked-about game. You've probably already read and mastered Beginning iPhone 3 Development; Exploring the iPhone SDK, the best-selling second edition of Apress's highly acclaimed introduction to the iPhone and iPod touch by developers Dave Mark and Jeff LaMarche. This book is the game-specific equivalent, providing you with the same easy-to-follow, step-by-step approach, more deep technical insights, and that familiar friendly style. While games are all about fun, at the same time, they're serious business. With this Beginning iPhone Games Development book, you're going to roll up your sleeves and get your hands dirty with some hardcore coding. While you may have written games before, this book will take you further, immersing you in the following topics: Game graphics and animation with UIKit, Quartz, Core Animation, and OpenGL ES Game audio with OpenAL, MediaPlayer Framework, AV Foundation, and AudioSession Game networking with GameKit, Bonjour, and Internet sharing For those looking for iPad game development coverage and/or iOS 5 SDK specific game coverage, check out the published Beginning iOS 5 Games Development by Lucas Jordan from Apress. Design and develop sophisticated 2D games that are as much fun to make as they are to play. From particle effects and pathfinding to social integration and monetization, this complete tour of Apple's powerful suite of game technologies covers it all. Familiar with Swift but new to game development? No problem. Start with the basics and then layer in the complexity as you work your way through three exciting - and fully playable - games. In the end, you'll know everything you need to go off and create your own video game masterpiece for any Apple platform. Discover the power of Apple Game Frameworks, Xcode, and Swift by building three exciting games: Gloop Drop - a new twist on a classic arcade game, Val's Revenge - a roguelike dungeon crawler, and Hog - a social player vs. player mobile dice game. With Apple Game Frameworks, you can create high-performance, power-efficient games that work across all Apple platforms, including iOS, macOS, tvOS, and watchOS. In this book, you'll discover how to... Design and develop rich 2D gaming experiences using Apple's built-in game frameworks. Harness the power of SpriteKit using Xcode and Swift to create engaging player experiences. Use the visual Scene Editor to build complete scenes. Unleash the power of the Particle Editor to create amazing effects. Use GameplayKit to add advanced features to your games like pathfinding, artificial intelligence, and complex rule systems. Build larger, more complex worlds with tile maps and Xcode's visual Tile Map editor. Bring people together using GameKit and Game Center, Apple's social gaming network. Increase revenue with third-party banner ads and rewarded ads using Google AdMob (tm). Monetize your games with StoreKit and in-app purchases. So, grab your gear and get your game on - it's time to level up your skills. What You Need: macOS Mojave 10.14.6 or newer Xcode 11.3 or newer Basic knowledge of Swift 5.1.4 or newer

Get to grips with programming techniques and game development using C++ libraries and Visual Studio 2019 Key Features Learn game development and C++ with a fun, example-driven approach Build clones of popular games such as Timberman, Zombie Survival Shooter, a co-op puzzle platformer, and Space Invaders Discover tips to expand your finished games by thinking critically, technically, and creatively Book Description The second edition of Beginning C++ Game Programming is updated and improved to include the latest features of Visual Studio 2019, SFML, and modern C++ programming techniques. With this book, you'll get a fun introduction to game programming by building five fully playable games of increasing complexity. You'll learn to build clones of popular games such as Timberman, Pong, a Zombie survival shooter, a coop puzzle platformer and Space Invaders. The book starts by covering the basics of programming. You'll study key C++ topics, such as object-oriented programming (OOP) and C++ pointers, and get acquainted with the Standard Template Library (STL). The book helps you learn about collision detection techniques and game physics by building a Pong game. As you build games, you'll also learn exciting game programming concepts such as particle effects, directional sound (spatialization), OpenGL programmable shaders, spawning objects, and much more. Finally, you'll explore game design patterns to enhance your C++ game programming skills. By the end of the book, you'll have gained the knowledge you need to build your own games with exciting features from scratch What you will learn Set up your game development project in Visual Studio 2019 and explore C++ libraries such as SFML Explore C++ OOP by building a Pong game Understand core game concepts such as game animation, game physics, collision detection, scorekeeping, and game sound Use classes, inheritance, and references to spawn and control thousands of enemies and shoot rapid-fire machine guns Add advanced features to your game using pointers, references, and the STL Scale and reuse your game code by learning modern game programming design patterns Who this book is for This book is perfect for you if you have no C++ programming knowledge, you need a beginner-level refresher course, or you want to learn how to build games or just use games as an engaging way to learn C++. Whether you aspire to publish a game (perhaps on Steam) or just want to impress friends with your creations, you'll find this book useful.

Demystifies the Processes of Game Development Game Development for iOS with Unity3D takes you through the complete process of Unity iOS game development. A game developer for over 12 years, the author presents production-proven techniques and valuable tips and tricks needed to plan, build, test, and launch games for the iPhone, iPod, and iPad. He walks you through all the necessary procedures, including how to publish your game to the App Store. Encompasses the Whole Range of iOS Game Development This practical book begins with advice on writing a game design document and getting Apple developer certification. It then covers the build processes of the Unity Remote application and explains how to use the Unity editor. After focusing on debugging and optimization, the author describes tips for designing and marketing a successful App Store page. The book also features two iOS-ready games to explore, adapt, and play. Source files for the game examples are available at www.crcpress.com. Guides You in Creating a Functional iOS Game Accessible to indie game developers and small- to medium-sized studios, this hands-on guide gives you the tools and knowledge needed to start building and launching iOS games. It helps you create games using Unity3D and publish them to the App Store.

Learn cocos2d Game Development with iOS 5

Developing Augmented Reality Apps with Unity and C#

Beginning iPhone Development with Swift 3

With PyGame

iOS Swift Game Development Cookbook

Learn to build a simple data-driven mobile game application using the power of Xamarin.Forms, ASP.NET, the Web API, and SignalR with this short book. In it you will build a cross-platform mobile application that targets both iOS and Android, connect your app with your database using Entity Framework, and implement real-time syncing functionality using SignalR. Understanding Game Application Development starts by giving you an overview of the development tools, an installation guide, and a list of prerequisites. You will learn how to manage application flow, create your workspace, and set up your database. Next, you will see how to access data for handling CRUD operations and define the necessary API endpoints. Further, you will build a mobile application with Xamarin.Forms, both in iOS and in Android. You will also understand the deployment and testing process as well as how to build a real-time leader board using ASP.NET MVC and SignalR. Finally, you will understand how to publish your source code on GitHub from Visual Studio 2017. What You Will LearnUnderstand the basic concept and fundamentals of the technologies used for building the applicationsSet up your development environmentCreate a SQL database from scratch Implement a data access layerDefine REST service endpoints using the Web APIDeploy, test, and debug iOS and Android applicationsPush your source code to GitHubWho This Book Is For .NET developers who want to jump on mobile application development with Xamarin and learn with practical examples.

Beginning Python Games Development, Second Edition teaches you how to create compelling games using Python and the PyGame games development library. It will teach you how to create visuals, do event handling, create 3D games, add media elements, and integrate OpenGL into your Python game. In this update to the first ever book to cover the popular open source PyGame games development library, you'll stand to gain valuable technical insights and follow along with the creation of a real-world, freely downloadable video game. Written by industry veterans and Python experts Will McGugan and Harrison Kinsley, this is a comprehensive, practical introduction to games development in Python. You can also capitalize upon numerous tips and tricks the authors have accumulated over their careers creating games for some of the world's largest game developers.