



Beginning Swift Games Development for iOS

Develop 2D and 3D games Using Apple's
SceneKit and SpriteKit

Second Edition

James Goodwill
Wesley Matlock

Apress®

Beginning Swift Games Development For Ios

Ying Liu



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Beginning Swift Games Development for iOS James Goodwill, Wesley Matlock, 2017-05-24 Learn the fundamental elements of the new Swift 3 programming language as applied to game development for new iOS 10 In Part 1 of this book you ll start with a basic 2D game idea and build the game throughout the book introducing each SpriteKit topic as you add new functionality to the game By the end of the book you ll have experience with all the important SpriteKit topics and have a fully functional game as a result In Part 2 you ll learn 3D game development using Apple s SceneKit framework and the Swift programming language following the same pattern used for Part 1 Game apps are one of the most popular categories in the Apple iTunes App Store In response James Goodwill and Wesley Matlock bring you *Beginning Swift Games Development for iOS Third Edition* an update to their best selling work After reading and using this book you ll have the skills and the code to build your first 2D and then 3D game app that you can run on any iOS enabled device What you ll learn Discover what s in the new Swift 3 programming language Apply Swift 3 to iOS 10 and 9 game development Build a 2D game app using SpriteKit and Swift Build a 3D game from 2D using SceneKit and Swift Who this book is for iOS app developers new to Swift or for those thinking of trying iOS game app development for the very first time *Beginning Swift Games Development for iOS* James Goodwill, Wesley Matlock, 2015-03-31 Game apps are one of the most popular categories in the Apple iTunes App Store Well the introduction of the new Swift programming language will make game development even more appealing and easier to existing and future iOS app developers In response James Goodwill Wesley Matlock and Apress introduce you to this book *Beginning Swift Games Development for iOS* In this book you ll learn the fundamental elements of the new Swift language as applied to game development for iOS In part 1 you ll start with a basic 2D game idea and build the game throughout the book introducing each SpriteKit topic as we add new functionality to the game By the end of the book you ll have experience with all the important SpriteKit topics and have a fully functional game as a result In part 2 of this book you ll learn 3D game development using Apple s SceneKit framework and the Swift programming language And you ll follow the same pattern we used for part 1 After reading and using this book you ll have the skills and the code to build your first 2D and then 3D game app that you can run on any iOS enabled device and perhaps sell in the Apple iTunes App Store

Digital Games eBook GURMEET SINGH DANG, **Beginning iPhone Development with Swift** Kim Topley, Fredrik Olsson, Jack Nutting, David Mark, Jeff LaMarche, 2014-11-22 The team that brought you the bestselling *Beginning iPhone Development* the book that taught the world how to program on the iPhone is back again for *Beginning iPhone Development with Swift* This definitive guide to the Swift programming language and the iOS 8 SDK and the source code has been updated to reflect Xcode 6.3.1 and Swift 1.2 There s coverage of brand new technologies including Swift playgrounds as well as significant updates to existing material You ll have everything you need to create your very own apps for the latest iOS devices Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64 bit iOS 8

specific project templates and designed to take advantage of the latest Xcode features Assuming little or no working knowledge of the new Swift programming language and written in a friendly easy to follow style this book offers a complete soup to nuts course in iPhone iPad and iPod touch programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 8 SDK and then guides you through the creation of your first simple application From there you will learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders You will 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 will learn how to save your data using the iPhone file system You will 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

Beginning iPhone Development with Swift 2 David Mark, Kim Topley, Jack Nutting, Fredrik Olsson, JEFF LAMARCHE, 2015-12-18 This is the definitive guide to the Swift programming language and the iOS 9 SDK and the source code has been updated to reflect Xcode 7 and Swift 2 There's up to date coverage of new Apple technologies as well as significant updates to existing material You will have everything you need to create your very own apps for the latest iOS devices Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64 bit iOS 9 specific project templates and designed to take advantage of the latest Xcode features Assuming little or no working knowledge of the new Swift programming language and written in a friendly easy to follow style this book offers a complete soup to nuts course in iPhone iPad and iPod touch programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 9 SDK and then guides you through the creation of your first simple application From there you will learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders You will 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 will learn how to save your data using the iPhone file system You will 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

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Who This Book is For **IOS Games by Tutorials** Ray Wenderlich, Mike Berg, Tom Bradley, PH., 2015-04-24 Updated for Swift 1.2 Learn how to make iOS games 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 iOS Games by Tutorials covers the following topics Sprites Get started quickly and get your images onto your screen Manual Movement Move sprites manually with a

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Swift Game Programming for Absolute Beginners Arjan Egges, 2015-08-03 Concepts of game programming are explained well and no prior knowledge of Swift language programming is required The images and audio provided are professional and clean William Fahle Computing Review May 31 2016 Swift Game Programming for Absolute Beginners teaches Apple's Swift language in the context of four fun and colorful games Learn the Swift 2.0 language and learn to create game apps for iOS at the same time a double win The four games you'll develop while reading this book are Painter Tut's Tomb Penguin Pairs Tick Tick These four games are casual arcade style games representing the aim and shoot casual puzzle and platform styles of game play Professionally developed game assets form part of the book download You'll get professionally drawn sprites and imagery that'll have you proud to show your learning to friends and family The approach in Swift Game Programming for Absolute Beginners follows the structure of a game rather than the syntax of a language You'll learn to create game worlds manage game objects and game states define levels for players to pass through implement animations based upon realistic physics and much more Along the way you'll learn the language but always in the context of fun and games Swift is Apple's new programming language introduced in 2014 to replace Objective C as the main programming language for iOS devices and Mac OS X Swift is a must learn language for anyone targeting Apple devices and Swift Game Programming for Absolute Beginners provides the most fun you'll ever have in stepping over the threshold toward eventual mastery of the language

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latest iOS 8 SDK By the end of this book you ll have all of the skills and a variety of examples to draft from to get your Swift app from idea to App Store with all the power of Xcode

Augmented Reality Osslan Osiris Vergara Villegas,Vianey Guadalupe Cruz Sánchez,2024-06-03 This book focuses on augmented reality AR technology which uses the real environment to superimpose virtual elements Therefore the reader can create applications that simulate scenarios that can be dangerous or expensive to generate in the real world AR has proven helpful in education marketing and industrial scenarios AR technology improves the user experience of various disciplines incorporating virtual information that maximizes the experience and adds knowledge This book intends students researchers and developers to have the possibility of finding the foundations on which AR technology rests Our book intends that students researchers and developers i learn the basics of AR ii understand the technologies that support AR iii know about AR applications that have been a watershed iv gain an understanding of the critical elements needed to implement an AR application v acquire skill in the step by step development of an AR application vi learn how to use the instruments to evaluate an AR application vii understand how to present the information about study cases and viii gain knowledge about AR challenges and trends

Building iOS 17 Apps with Xcode Storyboards Neil Smyth,2024-01-26 This book aims to teach the skills necessary to create iOS apps using the iOS 17 SDK UIKit Xcode 15 Storyboards and the Swift programming language Beginning with the basics this book outlines the steps necessary to set up an iOS development environment Next an introduction to the architecture of iOS 17 and programming in Swift is provided followed by an in depth look at the design of iOS apps and user interfaces More advanced topics such as file handling database management graphics drawing and animation are also covered as are touch screen handling gesture recognition multitasking location management local notifications camera access and video playback support Other features include Auto Layout local map search user interface animation using UIKit dynamics iMessage app development and biometric authentication Additional features of iOS development using Xcode are also covered including Swift playgrounds universal user interface design using size classes app extensions Interface Builder Live Views embedded frameworks collection and stack layouts CloudKit data storage and the document browser Other features of iOS 17 and Xcode 15 are also covered in detail including iOS machine learning features The aim of this book therefore is to teach you the skills necessary to build your own apps for iOS 17 Assuming you are ready to download the iOS 17 SDK and Xcode 15 have a Mac and have some ideas for some apps to develop you are ready to get started

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