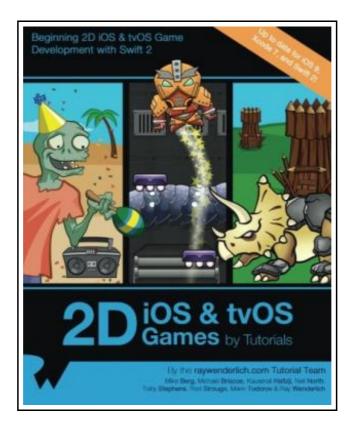
2D IOS Tvos Games by Tutorials: Beginning 2D IOS and Tvos Game Development with Swift 2 (Paperback)



Filesize: 4.09 MB

Reviews

This published publication is fantastic. it had been writtern very perfectly and useful. Once you begin to read the book, it is extremely difficult to leave it before concluding.

(Junius Herman)

2D IOS TVOS GAMES BY TUTORIALS: BEGINNING 2D IOS AND TVOS GAME DEVELOPMENT WITH SWIFT 2 (PAPERBACK)



Razeware LLC, United States, 2015. Paperback. Book Condition: New. 235 x 191 mm. Language: English . Brand New Book ***** Print on Demand *****.Learn How to Make 2D iOS and tvOS Games! Learn how to make iOS and tvOS games 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! [Screenshots of 6 games: Zombie Conga, Cat Nap, Drop Charge, Dino Defense, Delve, and Circuit Racer] By the time you re finished reading this book, you will have made 5 complete mini-games, from an action game to a puzzle game to a tower defense game! Topics Covered in 2D iOS tvOS 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 Sprite Kit 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, score and more in your game. tvOS: Learn how to port your game to the Apple TV and work with the remote. Physics: Add realistic physics behavior into your games. Beyond Sprites: Add video nodes, core image filters, and custom shapes. State Machines: Learn about GameplayKit s state machine support in iOS 9. 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. Entity-Component System: Use GameplayKit s new architecture for max reusability. Pathfinding: Make your characters move using GameplayKit's new pathfinding support. Tile Maps: Make games...

- Read 2D IOS Tvos Games by Tutorials: Beginning 2D IOS and Tvos Game Development with Swift 2 (Paperback) Online
- Download PDF 2D IOS Tvos Games by Tutorials: Beginning 2D IOS and Tvos Game Development with Swift 2 (Paperback)

Other Books



Mother Carey s Chickens (Paperback)

BOOK JUNGLE, United States, 2010. Paperback. Book Condition: New. 235 x 191 mm. Language: English . Brand New Book ***** Print on Demand *****. Kate Douglas Wiggin was an American children's author and educator. She...

Read Book »



Mother Stories (Paperback)

Bluewater Publications, United States, 2010. Paperback. Book Condition: New. Sarah Noble-Ives (illustrator). 235 x 191 mm. Language: English . Brand New Book ***** Print on Demand ******. I have endeavored to write, for mothers and dear...

Read Book »



The Birds Christmas Carol (Paperback)

BOOK JUNGLE, United States, 2009. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book ***** Print on Demand *****. Kate Douglas Wiggin was an American children's author and educator. She...

Read Book »



The Flag-Raising (Paperback)

BOOK JUNGLE, United States, 2010. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book ***** Print on Demand *****. Kate Douglas Wiggin was an American children's author and educator. She...

Read Book »



Homespun Tales (Paperback)

BOOK JUNGLE, United States, 2009. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book ***** Print on Demand *****. Kate Douglas Wiggin was an American children's author and educator. She...

Read Book »