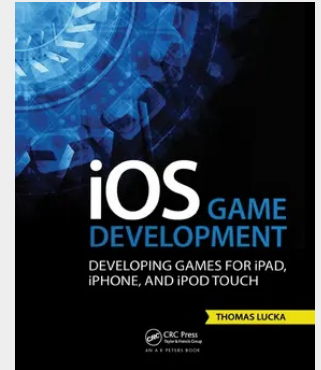


Lucka

IOS Game Development: Developing Games for Ipad, Iphone, and iPod Touch

The book offers information about the iOS platform. 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 covers new APIs such as the GLKit, GameKit, and Box2D Physics Engine.



181,50 €

169,63 € (zzgl. MwSt.)

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Artikelnummer: 9781138427747

Medium: Buch

ISBN: 978-1-138-42774-7

Verlag: A K PETERS LTD (MA)

Erscheinungstermin: 20.12.2019

Sprache(n): Englisch

Auflage: 1. Auflage 2019

Produktform: Gebunden

Gewicht: 975 g

Seiten: 394

Format (B x H): 193 x 239 mm

