

Beginning iPhone Games Development

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.

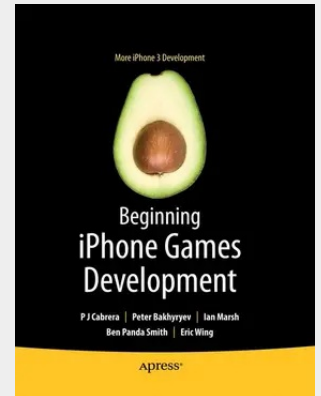
You've probably already read and mastered , the best-selling second edition of Apress's highly acclaimed introduction to the iPhone and iPod touch by developers **Dave Mark** and **Jeff LaMarche** . This book is the game-specific equivalent, providing you with the same easy-to-follow, step-by-step approach, 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 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 by Lucas Jordan from Apress.

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. Youve probably already read and mastered Beginning iPhone 3 Development; Exploring the iPhone SDK, the best-selling second edition of Apresss 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, theyre serious business. With this Beginning iPhone Games Development book, youre 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.



36,33 €
33,95 € (zzgl. MwSt.)

Nicht mehr lieferbar

Artikelnummer: 9781430225997
Medium: Buch
ISBN: 978-1-4302-2599-7
Verlag: Apress
Erscheinungstermin: 12.05.2010
Sprache(n): Englisch
Auflage: 1. Auflage 2010
Produktform: Kartoniert
Gewicht: 1352 g
Seiten: 728
Format (B x H): 191 x 235 mm

