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Learn Sprite Kit for iOS Game Development

With Learn Sprite Kit for iOS Game Development, you'll discover how easy it is to create 2D games using the new Sprite Kit framework from Apple. You'll find how simple it is to create a scene, add animated sprites, incorporate edges, play sound effects, and create animated particles for special effects. You'll also use touch events to control your sprites, implement the built-in physics engine, handle sprite collisions and contacts, and much more. To help you in learning how to use all these cool features of Sprite Kit, you'll follow along as we build a complete 2D game for iPhone. By the time you finish the book, you'll have made your own 2D game, and you'll have learned all you need to know to get started on your next masterpiece.

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40,61 €

37,95 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9781430264392

Medium: Buch

ISBN: 978-1-4302-6439-2

Verlag: Apress

Erscheinungstermin: 24.06.2014

Sprache(n): Englisch

Auflage: 1. Auflage 2014

Produktform: Kartoniert

Gewicht: 4837 g

Seiten: 256

Format (B x H): 191 x 235 mm

