

Beginning Swift Games Development for iOS

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

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 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.

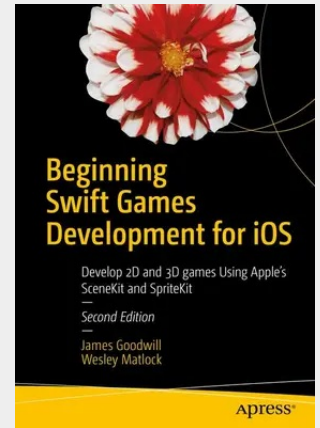
What you'll learn

- 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.

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.



40,65 €

37,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9781484223093

Medium: Buch

ISBN: 978-1-4842-2309-3

Verlag: Apress

Erscheinungstermin: 26.05.2017

Sprache(n): Englisch

Auflage: 2. Auflage 2017

Produktform: Kartoniert

Gewicht: 4438 g

Seiten: 208

Format (B x H): 178 x 254 mm

