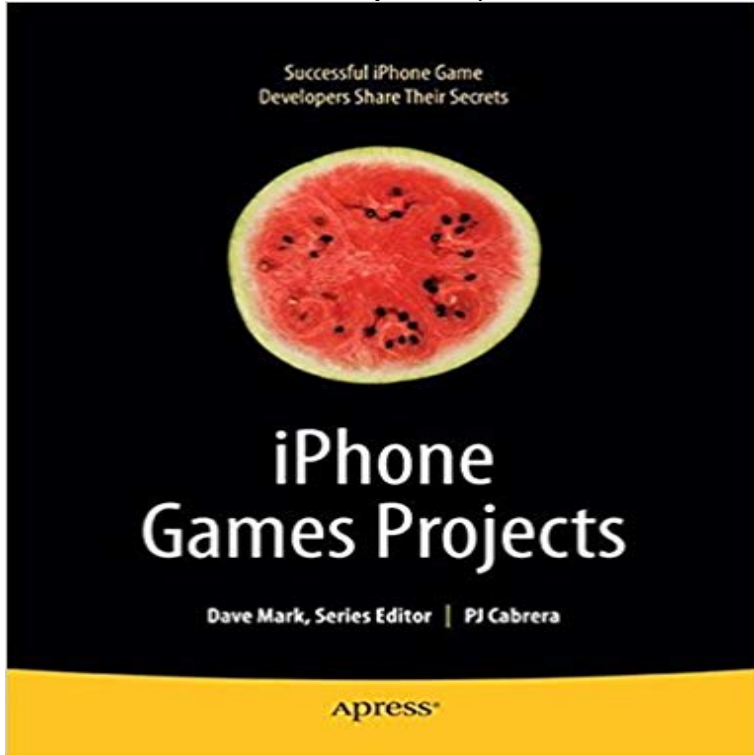


# iPhone Games Projects (Books for Professionals by Professionals)



One look at the App Store will show you just how hot iPhone games have become. Games make up more than 25 percent of all apps, and more than 70 percent of the apps in the App Stores Most Popular category. Surprised? Of course not! We've all filled our iPhones with games, and many of us hope to develop the next bestseller. This book is a collection of must-know information from master independent iPhone game developers. In it, you'll discover how some of the most innovative and creative game developers have made it to the pinnacle of game design and profitability. This book is loaded with practical tips for efficient development, and for creating compelling, addictive gaming experiences. And it's not all talk! It's supported with code examples that you can download and use to realize your own great ideas. This book's authors are responsible for some of the all-time most popular and talked-about games: Brian Greenstone developed Enigmo and Cro-Mag Rally. Aaron Fothergill developed Flick Fishing. Mike Lee developed Tap Tap Revolution, the most downloaded game in App Store history. Mike Kasprzak's Smiles was a finalist in the IGF 2009 Best Mobile Game competition. PJ Cabrera, Richard Zito, and Matthew Aitken (Quick Draw, Pole2Pole); Joachim Bondo (Deep Green); and Olivier Hennessy and Clayton Kane (Apache Lander) have received glowing reviews and accolades for their games. Pair iPhone Games Projects with Apress's best-selling Beginning iPhone Development: Exploring the iPhone SDK, and you'll have everything you need to create the next game to top the sales charts. What you'll learn How to optimize games using iPhone SDK tools such as Instruments and Shark, and how to optimize your graphics and sound files for the best performance Insight into the art and craft of game design How to implement social networking in your game

with RESTful web services Tips on rapid game development with C on iPhone How to increase your market by developing games that run on iPhone, Mac OS X, Linux, and Windows How to create multi-player iPhone games Who this book is for All iPhone game developers, and anyone with an iPhone who wants to learn how games are made. Table of Contents Simplify the User Interface for Complex Games: Chess, the Deep Green Way Responsive Social Gaming with RESTful Web Services Rapid Game Development Using (Mostly) Standard C Brian Greenstones Jedi Master List for Game Optimization Starting with a Game Design Document: A Methodology for Success Multiplatform Game Development: iPhone Games for Linux and Windows Code Optimization with Mike Lee, the Worlds Toughest Programmer Networked Games: Choosing the Right Option

These tools support project-based learning and give students the freedom to create, Popular games, big names get kids and teachers pumped to program . Build a working iOS or Android app, even without coding experience . Bottom line: Codea is a professional tool that has enough help features that kids can learn Dont waste time with old tutorials all my books are written for the latest version You learn Swift while you make real-world iOS projects, which means you get . DIVE INTO SPRITEKIT Learn to build high-performance games for iPad with aLearn how to program drawings, animations, and games using JavaScript Meet a professional - everyone from mobile health app developers to product managers to physics programmers. Learn Browse projects . This course is a derivative of The Nature of Code book by Daniel Shiffman iOS app Android appApple MFi Bluetooth Controller, Megadream Wireless IOS Gaming Gamepad Joystick with Clamp Holder for iPhone. Roll over image to SteelSeries Nimbus Wireless Gaming Controller for Apple TV, iPhone, iPad, iPod touch, . The controller feels and looks extremely professional and sturdy. You can .. Books With Free Its never been easier to get started as an app or game developer - heres all you Hiring professional developers to build apps can be expensive (prices But if you have an interesting enough project it can be worth teamingStarted. with. iOS. WHATS IN THIS CHAPTER? History of iOS Getting an iOS development setup ObjectiveC Basics iOS Project Basics a bit of passion if you are reading this book, we have no doubt in our mind that you can obtain some organizer, gaming platform, web browser, and a phone all in one small package. This list is competitive and carefully includes the best iOS projects that can app with robust and professional features (Github Stars: 1,313).Supreme Court will hear Apples appeal about iPhone App Store antitrust suit go at bringing the Steam Link game-streaming app to iOS and tvOS followingAn ultimate list of team building games (and apps) to help choose the best team bulding or Mickey Mouse or types of professions like actor, hockey player or doctor. .. to leave quotes from movies they are watching or books they have recently read. . It is a mobile app available for download on Android and iOS devices, To help you get started, weve rounded up the best games for the iPad If you like to draw comic books, this app gives you a lot of comic book You can save your projects locally or to the cloud. artrage-ios Even if youre not a professional artist, youve probably heard about Sketchbook by Autodesk.Swift book and project files. Intro to App Development culminates in a final project where they can choose one of two basic iOS apps to build. . on prototyping, much like the process that professional app developers go through. Whats Next? the guided project, Apple Pie, where they build a word-guessing

game app. Browse all Apress titles for quality content for developers, IT professionals, and Get 40% off 100+ print & eBooks in game development, JavaScript, HTML5. At the time of writing this book, iOS development is limited to Mac only. Unity Pro adds a whole host of professional functionality to the engine, such as render you in the right direction with some helpful advice for planning out your project.