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! Weve 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, youll 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 its not all talk! Its supported with code examples that you can download and use to realize your own great ideas. This books 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 Kasprzaks 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 Apresss best-selling Beginning iPhone Development: Exploring the iPhone SDK, and youll 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 Greenstone's 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 "World's Toughest Programmer"   Networked Games: Choosing the Right Option

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