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	Autore	Fernandez Michelle M
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Note generali

Includes index.

Nota di contenuto

Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started With Corona SDK; Downloading and installing Corona; Time for action - setting up and activating Corona on Mac OS X; Time for action - setting up and activating Corona on Windows; Using the simulator on Mac and Windows; Time for action - viewing a sample project in the simulator; Choosing a text editor; Developing on devices; Time for action - downloading and installing Xcode; Time for action - creating a Hello World application in two lines of code
Time for action - modifying our application
Time for action - applying a new font name to your application; Testing our application on an iOS device; Time for action - obtaining the iOS developer certificate; Adding iOS devices; Xcode; iTunes; Time for action - adding/registering your iOS device; Time for action - creating an App ID; Provisioning Profiles; Time for action - creating a Provisioning Profile; Application icon; Creating the Hello World build for iOS; Time for action - creating an iOS build; Time for action - loading an app on your iOS device
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Sommario/riassunto

You will learn by doing. First a brief crash course in Lua and Corona. Once this is done you will be thrown straight into creating fully functional complete games chapter by chapter. Certain chapters are reserved for adding advanced features such as multiple device integration, social networking and monetization. This book is for anyone who wants to have a go at creating commercially successful games for Android and iOS. You don't need game development or programming experience.

