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Nota di contenuto	Contents at a Glance; Introduction; Chapter 1: Hello World; We Love Games; Tradition; Setup; Summary; Chapter 2: SKActions and SKTextures: Your First Animated Sprite; Humble Beginnings; Removing Unnecessary Tidbits; Device Orientation; Slight View Controller Changes; More Unneeded Template Text; Images Available for Download; Background Color; The Splash Screen; Anchor Points; Back to the Splash Screen; Moving Between Scenes; Creating a New Scene; Animated Transitions Using SKActions; Grouping Multiple Actions; Animation Frames Using SKTextures; Summary Chapter 3: Sprite Movement Responding to User InputsRun Away!; Code Reorganization; New Class for the Player; Replacing Static Values; New Class for Your Textures; Adding Textures; Changing Direction; Skidding to a Stop; Summary; Chapter 4: Edges, Boundaries, and Ledges; Physics; Properties of a Physics Body; Adding a Backdrop; Contacts and Collisions; Adding a Brick Base; Determining Contact with an Edge; Handling Sprite Wrapping; Jumping; Ledges and Joints; Summary; Chapter 5: More Animated Sprites: "Enemies" and "Bonuses "; The Opposition; Optimizing Texture Generation; Enemy "Ratz" Class TimingWrapping; The Update Method; Collisions; Bonus Coins; Enemy and Coin Collisions; Summary; Chapter 6: Creating a Cast of

Characters; Static vs. Dynamic Characters; File Format; XML Format; Loading the File; Parsing the Data; Implementing a New Spawning Process; Summary; Chapter 7: Points and Scoring; What's the Point?; Score Display; SKLabelNode; Custom Font Textures; Status Bar = Off; A Different Kind of Score; Playing Sound Files; CAF Audio Format; Player Spawn Sound Effect; Player Running Sound Effect; Player Jumping Sound Effect; Player Skidding Sound Effect; Enemy Spawn Sound Effect; Coin Spawn Sound Effect; Summary; Chapter 8: Contacts and Collisions; Didn't You Cover this Already?; Contacts vs. Collisions; Grates; Pipes; Enemies that Occasionally Get Stuck; Setting the Player's Starting Location; Collecting Coins; Coin-Collection Sound Effect; Coin Collection Point Display; Particle Effects; Coin Contact from Below the Ledges; Ratz Contact from Below the Ledges; Intersection Not Sensitive Enough; Base Runners; Player Kicking Enemies; Ratz Collection Sound Effect; Ratz Collection Point Display; Kicked Off; Into the River; Enemies Kill Player; Player Death Sound Effect; Player Falls Off Ledge; Player in the Water; Summary; Chapter 9: Add More Scenes and Levels; Multiple Player Lives; Adding a Visual Life Meter; Game Over; High Score; Level-Completion Test; Level-Completion Effects; Unending Levels; A New Enemy Type; Two Hits Instead of One; Levels Three and Four; Player Instructions; Summary; Chapter 10: Where to Go from Here; Going Forward with Sprite Kit; Making the Game Better; Resources; Farewell; Index; Contents; About the Author; About the Technical Reviewer; Acknowledgments

Sommario/riassunto

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.
