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Nota di contenuto	Contents at a Glance; Introduction; Part I: Swift and Sprite Kit; Chapter 1: Setting Up Your Game Scene and Adding Your First Sprites; What You Need to Know; What You Need to Have; SuperSpaceMan; Creating a Swift Sprite Kit Project; Starting from Scratch; The GameViewController Class; The GameScene Class; Adding a Background and Player Sprite; Summary; Chapter 2: Sprite Kit Scenes and SKNode Positioning; What Is an SKScene?; The SKScene Rendering Loop; Building the Scene's Node Tree; Rendering the Node Tree; Searching the Node Tree; Looking at SKSpriteNode Coordinates and Anchor Points CoordinatesAnchor Points; Summary; Chapter 3: Adding Physics and Collision Detection to Your Game; What Is an SKPhysicsBody?; Adding Physics to Your Game World; Applying Forces to SKPhysicsBody; Adding Collision Detection to Your SKNode; Adding a Node to Collide Into; Adding Collision Detection; Adding Bit Masks to Your SKPhysicsBody; Removing the Orb When You Receive a Contact Message; Summary; Chapter 4: Adding Scene Scrolling and Game Control; Reorganizing the GameScene; Adding More Orbs to the Scene; Scrolling the Scene; Controlling Player Movement with the Accelerometer; Summary

Chapter 5: Adding Actions and AnimationsRefactoring the Orb Node Layout One Last Time; Sprite Kit Actions; Using Actions to Move Nodes in the Scene; Using SKActions to Animate Sprites; Adding Some Additional Bling to the GameScene; Summary; Chapter 6: Adding Particle Effects to Your Game with Emitter Nodes; What Are Emitters?; Using Particle Emitter Templates; Creating a Particle Emitter; Particle Emitter Properties; The Particle Life-Cycle Properties; The Birthrate and Maximum Properties; The Start and Range Properties; The Particle Movement Properties; The Position Range Property The Angle PropertyThe Speed Property; The Acceleration Property; Adding an Exhaust Trail to the Player; Summary; Chapter 7: Adding Points and Sound; What Are SKLabelNodes?; Changing the Horizontal Alignment of the Label Node; Changing the Vertical Alignment of the Label Node; Adding Scoring to the Game; Adding an Impulse Counter to the Game; Adding Simple Sounds to the Game; Summary; Chapter 8: Transitioning Between Scenes; Transitioning Between Scenes Using SKTransitions; Pausing Scenes During a Transition; Detecting When a New Scene Is Presented; Adding a New Scene to SuperSpaceMan Ending the GameWinning the Game; Losing the Game; Adding the Transition; Summary; Chapter 9: Sprite Kit Best Practices; Creating Your Own Nodes Through Subclassing; Reusing Textures; Externalizing Your Game Data; Keeping Your Node Tree Pruned; Summary; Part II: Swift and Scene Kit; Chapter 10: Creating Your First Scene Kit Project; Scene Kit Primer; Scene Kit Animation; What You Need to Know; Creating the Scene Kit Project; Wiring Up and Building a Scene; SuperSpaceMan3D; Project Resources; Building the Scene; Summary; Chapter 11: Building the Scene; Scene Graph; Scene Kit Editor Render Cycle

Sommario/riassunto

Game apps are one of the most popular categories in the Apple iTunes App Store. Well, the introduction of the new Swift programming language will make game development even more appealing and easier to existing and future iOS app developers. In response, James Goodwill, Wesley Matlock and Apress introduce you to this book, Beginning Swift Games Development for iOS. In this book, you'll learn the fundamental elements of the new Swift language as applied to game development for iOS. In part 1, you'll start with a basic 2D game idea and build the game throughout the book introducing each SpriteKit topic as we 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 of this book, you'll learn 3D game development using Apple's SceneKit framework and the Swift programming language. And, you'll follow the same pattern we used for part 1. 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 and perhaps sell in the Apple iTunes App Store.
