1.	Record Nr.	UNINA9910300658603321
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	Titolo	Swift Game Programming for Absolute Beginners / / by Arjan Egges
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2015
	ISBN	9781484206508 1484206509
	Edizione	[1st ed. 2015.]
	Descrizione fisica	1 online resource (353 p.)
	Disciplina	004
	Soggetti	Computer games—Programming Programming languages (Electronic computers) Game Development Programming Languages, Compilers, Interpreters
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	"Design and code fun games for iOS"--Cover. Includes index.
	Nota di contenuto	Contents at a Glance; Contents; About the Author; About the Technical Reviewer; Acknowledgments; Introduction; Part I: Getting Started; Chapter 1: The Swift Language; Computers and Programs; Processors and Memory ; Programs ; Programming Languages ; Programming Games; Developing Games; Small Scale: Edit-Compile-Run; Large Scale: Design-Specify-Implement; Building Your First Swift Program; Building Your First Swift Game; A Few Observations; What You Have Learned; Chapter 2: Game Programming Basics; Building Blocks of a Game; The Game World; The Game Loop; The Game Loop in Swift The Structure of a Program Types of Applications; Functions ; Syntax Diagrams; Calling a Function ; Program Layout; Comments ; Instructions vs. Lines ; Whitespace and Indentation ; What You Have Learned; Chapter 3: Creating a Game World; Basic Types and Variables; Types ; Declaration and Assignment of Variables; Instructions and Expressions ; Operators and More Complex Expressions; Arithmetic Operators ; Priority of Operators ; Other Numeric Types ; The DiscoWorld Game ; Scope of Variables ; What You Have Learned; Chapter 4: Game Assets; Locating Sprites Loading and Drawing Sprites Resolutions and Aspect Ratios; Moving

| Sommario/riassunto | "Concepts of game programming are explained well, and no prior knowledge of Swift language programming is required. ... The images and audio provided are professional and clean." William Fahle, Computing Review, May 31, 2016 Swift Game Programming for Absolute Beginners teaches Apple's Swift language in the context of four, fun and colorful games. Learn the Swift 2.0 language, and learn to create game apps for iOS at the same time – a double win! The four games you'll develop while reading this book are: Painter Tut's Tomb Penguin Pairs Tick Tick These four games are casual, arcade-style games representing the aim-and-shoot, casual, puzzle, and platform styles of game play. Professionally developed game assets form part of the book download. You'll get professionally drawn sprites and imagery that'll have you proud to show your learning to friends and family. The approach in Swift Game Programming for Absolute Beginners follows the structure of a game rather than the syntax of a language. You'll learn to create game worlds, manage game objects and game states, define levels for players to pass through, implement animations based upon realistic physics, and much more. Along the way you'll learn the language, but always in the context of fun and games. Swift is Apple's new programming language introduced in 2014 to replace Objective-C as the main programming language for iOS devices and Mac OS X. Swift is a must learn language for anyone targeting Apple devices, and Swift Game Programming for Absolute Beginners provides the most fun you'll ever have in stepping over the threshold toward eventual mastery of the language. |