1.	Record Nr.	UNINA9910522980803321
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	Titolo	Beginning iOS Game Center and GameKit : for iOS, tvOS, and MacOS / / Kyle Richter, Beau G. Bolle
	Pubbl/distr/stampa	New York, New York : , : Apress, , 2022
	ISBN	1-4842-7756-2
	Edizione	[Second edition.]
	Descrizione fisica	1 online resource (315 pages)
	Disciplina	004.167
	Soggetti	Application software - Development Computer games - Programming Mobile computing - Programming Operating systems (Computers)
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Chapter 1: Getting Started with GameKit and Game Center -- Chapter 2: Game Center: Configuring and Getting Started -- Chapter 3: Leaderboards -- Chapter 4: Achievements -- Chapter 5: Matchmaking and Invitations -- Chapter 6: Network Design Overview -- Chapter 7: Exchanging Data -- Chapter 8: Turned-Based Gaming with Game Center -- Chapter 9: Voice Chat -- Chapter 10: In-App Purchase with StoreKit -- Chapter 11: Game Controllers.
	Sommario/riassunto	Create fun and polished games and gamify your apps with GameKit and Game Center. This fully updated new edition of Kyle Richter's classic can help you reach new customers through social integrations, multiplayer, and achievements. Quickly add a level of polish to your apps that used to take weeks of hard work and late nights. Implementing a leaderboard and achievement system has never been so simple! Gone are the days of writing and maintaining your own server. You'll also see how to easily add advanced networking concepts like VoIP support in hours, not days. Game Center is heavily pushed and promoted by Apple. By adding Game Center into your game, not only do you gain access to polished and professional features but your app will see a boost in downloads and sharing. Expeditiously implement a plethora of advanced social networking concepts into your

apps. Create custom Game Center Manager classes that can be rapidly deployed into any of your new or existing projects. And jump right over pitfalls commonly encountered by new and experienced Game Center developers. Become a Game Center development champ! What You'll Learn Build a reusable Game Center manager class that can be quickly used in future projects Integrate Game Kit and Game Center leaderboards and Achievements into your project Add real time and turned based multiplayer functionality to your game Implement a real time voice chat system Who This Book Is For Experienced developers who already have a basic understanding of iOS development but haven't yet had a chance to work with GameKit technology will benefit from this book.