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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 Testing our application on an Android device Creating the Hello World build for Android; Time for action - creating an Android build; Time for

action - loading an app on your Android device; Summary; Chapter 2: Lua Crash Course and the Corona Framework; Lua to the rescue; Valuable variables; Global variables; Local variables; Table fields (properties); Assignment conventions; Types of values; Time for action - printing values using blocks; Expressions; Arithmetic operators; Relational operators; Logical operators; Concatenation; Length operator; Precedence; Strings; Quoting strings  
Time for action - getting our hands full of strings  
Tables; Passing a table as an array; Altering contents in a table; Populating a table; Objects; Display objects; Display properties; Object methods; Images; Loading an image; Image autoscaling; Time for action - placing images on screen; Runtime configuration; Dynamic content scaling; Dynamic content alignment; Dynamic image resolution; Frame rate control and anti-aliasing; Time for action - scaling display objects on multiple devices; Dynamic resolution images; Time for some shapes; Applying stroke width, fill color, and stroke color  
Text, text, text  
Applying color and string value; Functions; Defining a function; More display functions; Content size properties; Optimizing your workflow; Using memory efficiently; Optimizing your display images; Summary; Chapter 3: Building our First Game: Breakout; Breakout-bringing back old-school gaming; Understanding Corona physics API; Setting up the physics world; Starting, pausing, and stopping physics; physics.setGravity; physics.getGravity; Tilt-based gravity; physics.setScale; physics.setDrawMode; physics.setPositionIterations; physics.setVelocityIterations  
Configuring the application

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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.

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