



Beginning Swift Games Development for iOS

Develop 2D and 3D games Using Apple's
SceneKit and SpriteKit

Second Edition

James Goodwill
Wesley Matlock

Apress®

Beginning Swift Games Development For Ios

Chris Language

Beginning Swift Games Development For Ios:

Beginning Swift Games Development for iOS James Goodwill,Wesley Matlock,2017-05-24 Learn the fundamental elements of the new Swift 3 programming language as applied to game development for new iOS 10 In Part 1 of this book you ll start with a basic 2D game idea and build the game throughout the book introducing each SpriteKit topic as you 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 you ll learn 3D game development using Apple s SceneKit framework and the Swift programming language following the same pattern used for Part 1 Game apps are one of the most popular categories in the Apple iTunes App Store In response James Goodwill and Wesley Matlock bring you Beginning Swift Games Development for iOS Third Edition an update to their best selling work 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 What you ll learn Discover what s in the new Swift 3 programming language Apply Swift 3 to iOS 10 and 9 game development Build a 2D game app using SpriteKit and Swift Build a 3D game from 2D using SceneKit and Swift Who this book is for iOS app developers new to Swift or for those thinking of trying iOS game app development for the very first time

Beginning Swift Games Development for iOS

James Goodwill,Wesley Matlock,2015-03-31 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

IOS Games by Tutorials

Ray Wenderlich,Mike Berg,Tom Bradley, PH.,2015-04-24 Updated for Swift 1 2 Learn how to make iOS games using Apple s built in 2D game framework Sprite Kit Through a series of mini games and challenges you will go from beginner to advanced and learn everything you need to make your own game iOS Games by Tutorials covers the following topics Sprites Get started quickly and get your images onto your screen Manual Movement Move sprites manually with a crash course on 2D math Actions Learn how to move sprites the easy way using Sprite Kit actions Scenes and Transitions Make multiple screens in your app and move between them Physics Add realistic physics behavior into your games Beyond Sprites Add video nodes core image filters and custom shapes Particle Systems Add explosions star fields and other special

effects Adding Juice Take your game from good to great by polishing it until it shines Accelerometer Learn how to control your game through tilting your device UIKit Combine the power of UIKit with the Sprite Kit framework Mac Learn how to port your games to the Mac Tile Maps Make games that use tile maps Scrolling Make levels that scroll across the screen And much more including Fonts and text saving and loading games and six bonus downloadable chapters The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality We want our tutorials to be well written easy to follow and fun And we don t want to just skim the surface of a subject we want to really dig into it so you can truly understand how it works and apply the knowledge directly in your own apps By the time you re finished reading this book you will have made 5 complete mini games from scratch from zombie action to space shooter to top down racer

Digital Games eBook GURMEET SINGH DANG, **IOS Apprentice (Eighth Edition): Beginning IOS Development with Swift and UIKit** Joey Devilla,Eli Ganem,Matthijs Hollemans,2019-12-12 Learn iPhone and iPad Programming via Tutorials If you re new to iOS or Swift or to programming in general learning how to write an app can seem incredibly overwhelming That s why you need a book that Shows you how to write an app step by step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner In this book you will learn how to make your own iPhone and iPad apps through four engaging epic length tutorials These hands on tutorials describe in full detail how to build a new app from scratch Five tutorials five apps Each new app will be a little more advanced than the one before and together they cover everything you need to know to make your own apps By the end of the series you ll be experienced enough to turn your ideas into real apps that you can sell on the App Store *Beginner's Guide to IOS 14 App Development Using Swift 5, SwiftUI and UIKit* Serhan Yamacli,2020-10-30 This book covers iOS 14 app design fundamentals using the latest Swift 5 programming language Xcode 12 and iOS 14 SDK The author assumes you have no experience in app development The book starts with the installation of the required programming environment and setting up the simulators Then the simplest Hello World app is developed step by step In the next chapter basics of the Swift 5 programming language are given with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After the Swift lecture 8 complete apps including a 2D game in SpriteKit and a 3D game in SceneKit are developed in separate chapters Both the mature UIKit and the newest SwiftUI frameworks are used for developing these apps As the reader follows the development of the example apps he she will learn designing user interfaces connecting interface objects to code developing efficient Swift code and testing the app on simulators and real devices Chapters of the book and the contents of these chapters are as follows Chapter 1 Introduction General info and the steps of developing an iOS app Chapter 2 Setting up your development environment Installing Xcode setting up signing identities viewing adding simulators and real devices Chapter 3 Test drive the Hello World app Creating a new Xcode project adding and positioning user interface objects building the project running the developed app on the simulator and on the real device Chapter 4 Swift programming

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Beginner's Guide to iOS 13 App Development Using Swift 5. 1 Serhan Yamacli, 2019-10-27 This book covers iOS 13 app design fundamentals using the latest Swift 5.1 programming language Xcode 11 and iOS 13.1 SDK The author assumes you have no experience in app development The book starts with the installation of the required programming environment and setting up the simulators Then the simplest Hello World app is developed step by step In the next chapter basics of the Swift 5 programming language are given with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After the Swift lecture 7 complete apps including a 2D game are developed in separate chapters As the reader follows the development of the example apps he/she will learn designing user interfaces connecting interface objects to code developing efficient Swift code and testing the app on simulators and real devices Chapters of the book and the contents of these chapters are as follows Chapter 1 Introduction General info and the steps of developing an iOS app Chapter 2 Setting up your development environment Installing Xcode setting up signing identities viewing adding simulators and real devices Chapter 3 Test drive the Hello World Creating a new Xcode project adding and positioning user interface objects building the project running the developed app on the simulator and on the real device Chapter 4 Swift programming language Variables constants optionals arrays dictionaries sets if else and switch case decision making statements for and while loops functions classes objects and inheritance in Swift 5 Each concept is clearly explained step by step with code examples and screenshots Chapter 5 Disco lights app Using buttons and connecting actions to buttons in the code Chapter 6

Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen Chapter 7 Simple die roller app Using random number generator functions including image sets in your project displaying images on the screen and changing the displayed image using Swift code Chapter 8 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls Chapter 9 Show my location app Adding a map object to your app setting required permissions accessing GPS device and showing real time location on the map Chapter 10 S O S sender app Adding SMS functionality setting required permissions and sending real time location using SMS Chapter 11 Bounce the ball game Basics of SpriteKit that is used to develop 2D iOS games adding objects to the game sensing screen touches moving game objects according to touches combining all these and more to develop a complete 2D game This book includes 212 figures and 101 code snippets that are used to explain app development concepts clearly Full resolution colour figures and project files can be viewed and downloaded from the book's companion website www.yamaclis.com/ios13swift5

Beginner's Guide to iOS 12 App Development Using Swift 4 Serhan Yamacli, 2018-10-02 This book covers iOS 12 app design fundamentals using the latest Swift 4.2 programming language Xcode 10 and iOS 12 SDK The author assumes you have no experience in app development The book starts with the installation of the required programming environment and setting up the simulators Then the simplest Hello World app is developed step by step In the next chapter basics of the Swift 4.2 programming language are given with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After the Swift lecture 7 real world apps are developed again by step by step instructions Each code line is explained As the reader follows the development of the example apps he/she will learn designing user interfaces connecting interface objects to code developing efficient Swift code and testing the app in simulators and real devices Sample apps developed in this book are as follows 1 Disco lights app Learn the basics of app development and use buttons in your code 2 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen 3 Simple die roller app Using random number generator functions including image sets in your project displaying images on the screen and changing the displayed image using Swift code 4 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls 5 Show my location app Adding a map object to your app setting required permissions accessing GPS device and showing real time location on the map 6 SOS sender app Adding SMS functionality setting required permissions and sending real time location using SMS 7 Bounce the ball game Basics of SpriteKit that is used to develop 2D iOS games adding objects to the game sensing screen touches moving game objects according to touches combining all these and more to develop a complete ball bouncing game This book includes 214 figures and 101 code snippets that are used to explain app development concepts clearly Full resolution colour figures and complete project files can be viewed and downloaded from the book's website www.yamaclis.com/ios12 [iOS Swift Game Development Cookbook](#) Jonathon Manning, Paris Buttfield-Addison, 2018-10-02 Ready to make amazing games for the iPhone

and iPad With Apple's Swift programming language it's never been easier. This updated cookbook provides detailed recipes for managing a wide range of common iOS game development issues ranging from 2D and 3D math, SpriteKit and OpenGL to augmented reality with ARKit. You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion or want a refresher on gaming related math problems? This book provides sample projects and straightforward answers. All you need to get started is some familiarity with iOS development in Swift.

2D iOS & tvOS Games by Tutorials Raywenderlich.com Team, Mike Berg, Michael Briscoe, 2016-04-28. Learn How to Make 2D iOS and tvOS Games Updated for Xcode 7.3 and Swift 2.2. Learn how to make iOS and tvOS games in Swift using Apple's built in 2D game framework SpriteKit. Through a series of mini games and challenges you will go from beginner to advanced and learn everything you need to make your own game. Screenshots of 6 games: Zombie, Conga, Cat Nap, Drop Charge, Dino Defense, Delve and Circuit Racer. By the time you're finished reading this book you will have made 5 complete mini games from an action game to a puzzle game to a tower defense game. Topics Covered in 2D iOS tvOS Games by Tutorials: Sprites, Get started quickly and get your images onto your screen, Manual Movement, Move sprites manually with a crash course on 2D math, Actions, Learn how to move sprites the easy way using SpriteKit actions, Scenes and Transitions, Make multiple screens in your app and move between them, Camera, Use SpriteKit's built in camera to control your view, Labels, Learn how to display text for lives, score and more in your game, tvOS, Learn how to port your game to the Apple TV and work with the remote, Physics, Add realistic physics behavior into your games, Beyond Sprites, Add video nodes, core image filters and custom shapes, State Machines, Learn about GameplayKit's state machine support in iOS 9, Particle Systems, Add explosions, star fields and other special effects, Adding Juice, Take your game from good to great by polishing it until it shines, Entity Component System, Use GameplayKit's new architecture for max reusability, Pathfinding, Make your characters move using GameplayKit's new pathfinding support, Tile Maps, Make games that use tile maps, And much more including Randomization, procedural levels, game controllers and 5 downloadable chapters.

IOS Games by Tutorials raywenderlich.com Tutorial Team, 2014. Beginning 2D iOS game development with Swift Page 1 of cover. **3D iOS Games by Tutorials** Chris Language, 2016-02-26. Learn how to make 3D games in Swift using Apple's built in 3D game framework SceneKit. Through a series of mini games and challenges you will go from beginner to advanced and learn everything you need to make your own 3D game. By the time you're finished reading this book you will have made 4 complete mini games including games similar to Fruit Ninja, Breakout, Marble Madness and Crossy Road. Back cover. **Swift 3 Game Development** Stephen Haney, 2017-02-07. Embrace the mobile gaming revolution by creating popular iOS games with Swift 3.0. About This Book: Create and design games for iPhone and iPad using SpriteKit and Swift 3.0. Learn the core fundamentals of SpriteKit game development and mix and match techniques to customize your game. This step by step practical guide will teach you to build games from scratch using little known tips and strategies for maximum fun. Who This Book Is For: If you wish to create and

publish fun iOS games using Swift then this book is for you. You should be familiar with basic programming concepts. However no prior game development or Apple ecosystem experience is required. What You Will Learn Deliver powerful graphics physics and sound in your game by using SpriteKit. Set up the scene using the new capabilities of the scene editor and custom classes. Maximize gameplay with little known tips and strategies for fun and repeatable action. Make use of animations graphics and particles to polish your game. Understand the current mobile monetization landscape to choose the best option for your own situation. Integrate your game with Game Center so that your players can share their high scores and achievements. Publish your game to the App Store and enjoy people playing your games. In Detail Swift is the perfect choice for game development. Developers are intrigued by Swift 3.0 and want to make use of new features to develop their best games yet. Packed with best practices and easy to use examples this book leads you step by step through the development of your first Swift game. This book starts by introducing SpriteKit and Swift's new features that can be used for game development. After setting up your first Swift project you will build your first custom class learn how to draw and animate your game and add physics simulations. Then you will add the player character NPCs and powerups. To make your game more fun and engaging you will learn how to set up scenes and backgrounds build fun menus and integrate with Apple Game Center to add leaderboards and achievements. You will then make your game stand out by adding animations when game objects collide and incorporate proven techniques such as the advanced particle system and graphics. Finally you will explore the various options available to start down the path towards monetization and publish your finished games to the App Store. By the end of this book you will be able to create your own iOS games using Swift and SpriteKit. Style and approach. This project based guide is engaging with a visually rich approach rather than a text heavy approach. With every chapter containing practical examples you will understand how Swift programming works and make the most of the new features in version 3.0.

iOS 10 Programming for Beginners Craig Clayton, 2016-12-27

Begin your iOS mobile application development journey with this accessible practical guide. About This Book Use Swift 3 and latest iOS 10 features to build awesome apps for iPhone and iPad. Explore and use a wide range of Apple development tools to become a confident iOS developer. From prototype to App Store find out how to build an app from start to finish. Who This Book Is For This book is for beginners who want to be able to create iOS applications. If you have some programming experience this book is a great way to get a full understanding of how to create an iOS application from scratch and submit it to the App Store. You do not need any knowledge of Swift or any prior programming experience. What You Will Learn Get to grips with Swift 3 and Xcode the building blocks of Apple development. Get to know the fundamentals of Swift including variables constants and control flow. Discover the distinctive design principles that define the iOS user experience. See how to prototype your app with Swift's Playgrounds feature. Build a responsive UI that looks great on a range of devices. Find out how to use CoreLocation to add location services to your app. Add push notifications to your app. Make your app able to be used on both iPhone and iPad. In

Detail You want to build iOS applications for iPhone and iPad but where do you start Forget sifting through tutorials and blog posts this is a direct route into iOS development taking you through the basics and showing you how to put the principles into practice With every update iOS has become more and more developer friendly so take advantage of it and begin building applications that might just take the App Store by storm Whether you're an experienced programmer or a complete novice this book guides you through every facet of iOS development From Xcode and Swift the building blocks of modern Apple development and Playgrounds for beginners one of the most popular features of the iOS development experience you'll quickly gain a solid foundation to begin venturing deeper into your development journey For the experienced programmer jump right in and learn the latest iOS 10 features You'll also learn the core elements of iOS design from tables to tab bars as well as more advanced topics such as gestures and animations that can give your app the edge Find out how to manage databases as well as integrating standard elements such as photos GPS into your app With further guidance on beta testing with TestFlight you'll quickly learn everything you need to get your project on the App Store Style and approach Created for anyone that wants to build their first iOS application this book offers practical actionable guidance through iOS development Combining engaging visuals with accessible step by step instructions and explanations this book will not only develop your understanding but also show you how to put your knowledge to work *Hello Swift!* Puneet Bakshi, Tanmay

Bakshi, 2019-04-19 Summary *Hello Swift* is a how to guide to programming iOS Apps with the Swift language written from a kid's perspective This approachable well illustrated step by step guide takes you from beginning programming concepts all the way through developing complete apps Adults will like it too Purchase of the print book includes a free eBook in PDF Kindle and ePUB formats from Manning Publications About the Technology It's fun to play games and explore new things on your iPhone How amazing would it be to create your own apps With a little practice you can Apple's Swift language along with special coding playgrounds and an easy to use programming environment make it easier than ever Take it from author Tanmay Bakshi who started programming when he was just five years old About the Book His book *Hello Swift* iOS app programming for kids and other beginners teaches you how to write apps for iPhones and iOS devices step by step starting with your first line of Swift code Packed with dozens of apps and special exercises the book will teach you how to program by writing games solving puzzles and exploring what your iPhone can do *Hello Swift* gets you started Where you go next is up to you What's inside Crystal clear explanations anyone can understand Kid friendly examples including games and puzzles Learn by doing you'll build dozens of small apps Exercises that encourage critical thinking About the Reader Written for kids who want to learn how to program Psst Adults like it too About the Author Tanmay Bakshi had his first app on the iOS App Store at the age of nine He's now the youngest IBM Champion a Cloud Advisor Watson Developer TED Speaker and Manning author Table of Contents Get ready to build apps with Swift Create your first app Your first real Swift code using variables I/O laboratory Computers make decisions too Let computers do repetitive work Knitting variables into arrays and dictionaries

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Shadows Motion Control Advanced Collision Detection Techniques and Audio [**IOS Game Development by Example**](#) Samanyu Chopra,2015-08-27 Learn how to develop an ace game for your iOS device using Sprite KitAbout This Book Learn about the Sprite Kit engine and create games on the iOS platform from the ground up Acquaint your Sprite Kit knowledge with Swift programming and turn your 2D game conceptualization into reality in no time An abridged and focused guide to develop an exhaustive mobile gameWho This Book Is ForThis book is for beginners who want to start their game development odyssey in the iOS platform If you are an intermediate or proficient game developer hailing from a different development platform this book will be a perfect gateway to the Sprite Kit engine The reader does not need to have any knowledge of Sprite Kit and building games on the iOS platform What You Will Learn Learn about the Sprite Kit game engine and create indie games in no time Set sail on the quest of game development career by successfully creating a runner game Know more about the IDE provided by Apple for game development Xcode Get an overview of Apple s latest programming language Swift Discover the functionalities of scenes and nodes in a game Explore how physics bodies work and how to add this feature into your game Grasp knowledge of particle effect and shaders Add a scoring system into your game to visualize high scoresIn DetailGame development has always been an exciting subject for game enthusiasts and players and iOS game development takes a big piece of this cake in terms of perpetuating growth and creativity With the newest version of iOS and Sprite Kit comes a series of breathtaking features such as Metal rendering support camera nodes and a new and improved

Scene Editor Conceptualizing a game is a dream for both young and old Sprite Kit is an exciting framework supported by Apple within the iOS development environment With Sprite Kit creating stunning games has become an easy avenue Starting with the basics of game development and swift language this book will guide you to create your own fully functional game Dive in and learn how to build and deploy a game on your iOS platform using Sprite Kit game engine Go on a detailed journey of game development on the iOS platform using the Sprite Kit game engine Learn about various features implemented in iOS 8 that further increase the essence of game development using Sprite Kit Build an endless runner game and implement features like physics bodies character animations scoring and other essential elements in a game You will successfully conceive a 2D game along with discovering the path to reach the pinnacle of iOS game development By the end of the book you will not only have created an endless runner game but also have in depth knowledge of creating larger games on the iOS platform Style and approach An easy to follow comprehensive guide that makes your learning experience more intriguing by gradually developing a Sprite Kit game This book discusses each topic in detail making sure you attain a clear vision of the subject

[3D Apple Games by Tutorials Second Edition](#) Raywenderlich Com Team,Chris Language,2017-11-16 Learn how to make 3D games in Swift using Apple s built in 3D game framework SceneKit Through a series of mini games and challenges you will go from beginner to advanced and learn everything you need to make your own 3D game By the time you re finished reading this book you will have made 4 complete mini games including games similar to Fruit Ninja Marble Madness and

Crossy Road Back cover **Swift Game Development** Siddharth Shekar,Stephen Haney,2018-09-28 Embrace the mobile gaming revolution by creating popular iOS games with Swift 4 2 Key FeaturesLearn to create games for iPhone and iPad with the latest Swift Programming languageUnderstand the fundamental concepts of game development like game physics camera action sprites controls among othersBuild Augmented reality games using ARKit for true performanceBook Description Swift is the perfect choice for game development Developers are intrigued by Swift and want to make use of new features to develop their best games yet Packed with best practices and easy to use examples this book leads you step by step through the development of your first Swift game The book starts by introducing Swift s best features including its new ones for game development Using SpriteKit you will learn how to animate sprites and textures Along the way you will master physics animations and collision effects and how to build the UI aspects of a game You will then work on creating a 3D game using the SceneKit framework Further we will look at how to add monetization and integrate Game Center With iOS 12 we see the introduction of ARKit 2 0 This new version allows us to integrate shared experiences such as multiplayer augmented reality and persistent AR that is tied to a specific location so that the same information can be replicated on all connected devices In the next section we will dive into creating Augmented Reality games using SpriteKit and SceneKit Then finally we will see how to create a Multipeer AR project to connect two devices and send and receive data back and forth between those devices in real time By the end of this book you will be able to create your own iOS games using Swift and publish them on the iOS

App Store What you will learnDeliver powerful graphics physics and sound in your game by using SpriteKit and SceneKitSet up a scene using the new capabilities of the scene editor and custom classesMaximize gameplay with little known tips and strategies for fun repeatable actionMake use of animations graphics and particles to polish your gameUnderstand the current mobile monetization landscapeIntegrate your game with Game CenterDevelop 2D and 3D Augmented Reality games using Apple s new ARKit frameworkPublish your game to the App StoreWho this book is for If you wish to create and publish iOS games using Swift then this book is for you No prior game development or experience with Apple ecosystem is needed

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Beginning Swift Games Development For Ios Introduction

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