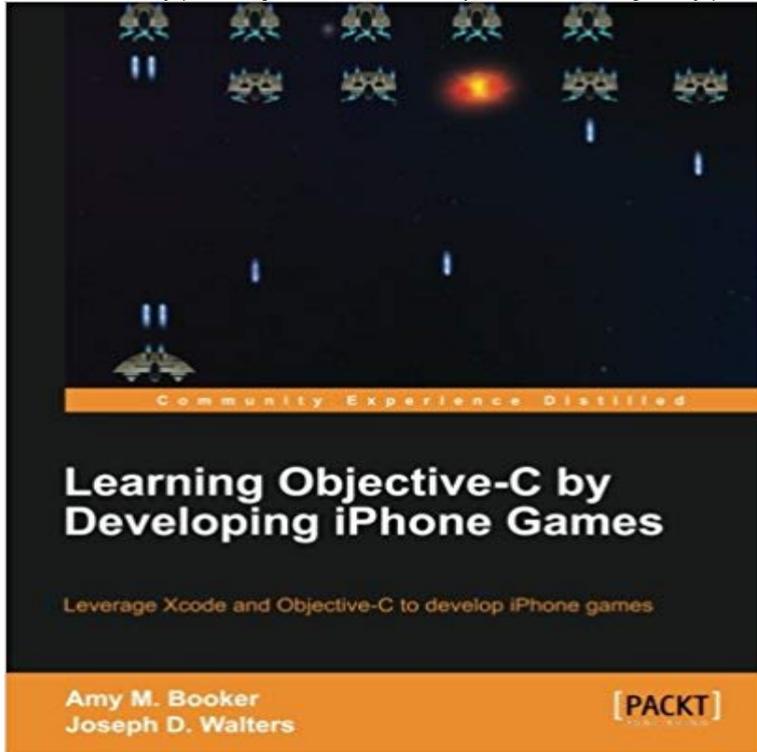


# Learning ObjectiveC by Developing iPhone Games



Leverage Xcode and ObjectiveC to develop iPhone games

About This Book Get started with the Xcode development environment Dive deep into programming with Objective-C A practical and engaging tutorial to create vintage games such as Space Invaders and Galaga Who This Book Is For If you are a beginner and an enthusiast who dreams about creating games and is in need of some additional inspiration and knowledge, then this book is for you. No programming experience is expected.

What You Will Learn Understand the basics of Objective-C and develop code in the iOS language Set up multiple screens in iOS and make easy transitions from one screen to another Create a simple audio-based memory game using basic game logic Display a background image for your game and program your aliens to drop bombs Build a simple user interface using Xcodes interface builder Program your graphics to move using buttons, gestures, and multitouch interactivity Overcome common issues that developers run in to at one point or another Explore the Apple Store and iTunes Connects submission process and prepare your app for distribution In Detail

The introduction of the Apple Store has empowered thousands, even millions of people to embrace software development. Using Objective-C and the Xcode IDE, you can produce awesome games and launch them on the Apple Store allowing you to make and sell games quickly and easily. From learning the basics of Objective-C to deploying to the App Store, youll use this book to learn about game development in a matter-of-fact, helpful manner. Whether youre new to game development, or just want to learn how to leverage Apples own tools to expand your skill set, youll quickly move from a beginner to an expert. The book kicks off with the basics of game development, and you will take your first steps with using Xcode, the official Apple

programming IDE, before moving on to the most important concepts involved in programming games using Objective-C. This book is a hands-on guide to developing the game of your dreams in no time for the Apple Store.

Learn to code iOS apps using Apples development tools. In Part 1 (You are Here!), you will learn the basics of Objective-C programming and Learning ObjectiveC by Developing iPhone Games [Amy M. Booker, Joseph D. Walters] on . \*FREE\* shipping on qualifying offers. Leverage Xcode Learning Objective-C by Developing iPhone Games PDF Books. Book Format PDF. Language English. Pages 284. Views 848. Size 6.6 MiB. Downloads 95 Alternatively, you might find that writing games in Flash is easier to learn than Objective C (which is the standard language for iPhone development). You can This books is Free to download. Learning Objective C By Developing Iphone Games book is available in PDF Formate. Learn from this free book and enhance Learn Objective C and the IPhone environment. Game development is tedious, because the code has to work and the game has to be fun. - 12 min - Uploaded by maceheads101I begin making a game that will involve the user tapping a moving button. Indie Game Developer: Why I Chose Objective-C For My First Game. #iOS After more than a year and a half, he reflects on his time learning Objective-C as his iPhone Game Development Basics The Matching Game In this chapter, we will be Selection from Learning Objective-C by Developing iPhone Games [Book] 6 days ago Develop a Memory Puzzle App for iOS with Objective-C. Develop basic video game apps in XCode for iOS Curriculum For This Course. Learning Objective-C by Developing iPhone Games (Repost) No big surprise increasingly old school app development companies had to requalify for creating apps and games either for iOS or Android or Get the Learning Objective-C by Developing iPhone Games at Microsoft Store and compare products with the latest customer reviews and