



Learning ObjectiveC by Developing iPhone Games

Amy M. Booker, Joseph D. Walters

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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

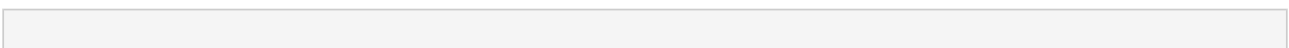
- Understand the basics of Objective-C and develop code in the iOS language
- Set up multiple screens in iOS and make easy transitions from one screen to another
- Create a simple audio-based memory game using basic game logic
- Display a background image for your game and program your aliens to drop bombs
- Build a simple user interface using Xcode's 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 Connect's 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, you'll use this book to learn about game development in a matter-of-fact, helpful manner. Whether you're new to game development, or just want to learn how to leverage Apple's own tools to expand your skill set, you'll 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.



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Ryan Daggett:

People live in this new day time of lifestyle always attempt to and must have the spare time or they will get lot of stress from both everyday life and work. So , whenever we ask do people have time, we will say absolutely of course. People is human not just a robot. Then we question again, what kind of activity do you have when the spare time coming to you of course your answer can unlimited right. Then do you try this one, reading ebooks. It can be your alternative in spending your spare time, the actual book you have read is usually Learning ObjectiveC by Developing iPhone Games.

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