

Chapter 1 : IOS Games by Tutorials, 2nd edition - Free eBooks Download

Search for iOS Games by Tutorials Second Edition: Updated for Swift 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!

The team and I are happy to announce that we have released a brand new second edition of our popular book, iOS Games by Tutorials! This new second edition is fully updated for Swift and iOS 8. In addition, there are a few extra cool goodies inside. Keep reading to find out more about each update! This update was a huge amount of work, since we had to update everything to an entirely new language. But even though it took such a large effort on our part, we are releasing this as a free update to our PDF customers! This is our way of saying thanks for purchasing the PDF. You are what makes all of the tutorials, books, and starter kits we make on raywenderlich. Updated all chapters and sample projects to Swift. Takes advantage of new Swift capabilities such as operator overloading, for even more readable games. Updated all games to work on both iPhone and iPad previously only iPhone , including the new iPhone 6 and iPhone 6 Plus. Updated all chapters to be compatible with iOS 8, including using new APIs where possible and adding notes about relevant updates for iOS 8. Updated all chapters to be compatible with the latest version of Xcode 6. Added additional clarifications and useful notes to many chapters. Instead, we added two new chapters: Note that these chapters are not yet released since Yosemite is still in beta; we will release a free update at some point after Yosemite is out of beta. Today, we are happy to announce that the update to Part 2 is now available! Again, this is a free update to existing PDF customers. Pretty good value for the money, eh? Otherwise, you can pick up a copy here:

Chapter 2 : iOS Games by Tutorials Second Edition: Print Version Now Available! | calendrierdelascience.com

There is an updated version of this book. Search for iOS Games by Tutorials Second Edition: Updated for Swift Learn how to make iOS games using Apple's built-in 2D game framework: Sprite Kit.

Chapter 3 : iOS Games by Tutorials: Second Edition: Beginning 2D iOS Game Development with Swift - W

Learn to make iOS games! Learn how to make your own iOS games using Swift and Apple's game framework, Sprite Kit. In this book (PDF format), you will make over 5 complete and polished mini-games, from an action game to a puzzle game to a racing game! Covers both basic and advanced material in a.

Chapter 4 : Unity By Example - Second Edition | PACKT Books

Good news - the print version of our popular book iOS Games by Tutorials Second Edition is now available! This is the print version for the brand new second edition, which is fully updated for iOS 8 and Swift.

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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.

Chapter 6 : 2D Apple Games by Tutorials | calendrierdelascience.com Store

iOS Games by Tutorials Second Edition In iOS Games by Tutorials Second Edition, we went through each and every chapter of this book and updated all of the games to use Swift (previously Objective-C), to make sure everything works

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on iOS 8 and the latest version of Xcode, and to use the latest and greatest technologies and API calls where.

Chapter 7 : iOS Games by Tutorials Second Edition Now Available! | calendrierdelascience.com

This edition is no longer supported. A similar book will be released on 10/28/ - search for 2D iOS and tvOS Games by Tutorials. Learn how to make iOS games using Apple's built-in 2D game framework: Sprite Kit.

Chapter 8 : iOS Swift Game Development Cookbook, 2nd Edition [Book]

iOS Games by Tutorials, 2nd Edition: Beginning 2D iOS Game Development with Swift: This book is fully up-to-date for iOS 8, Swift and Xcode 6.

Chapter 9 : iOS Games by Tutorials: Second Edition: Beginning 2D iOS Game Development with Swift - eBook

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