Beginning Swift Games Development for iOS: Develop 2D and 3D games Using Apple s SceneKit and SpriteKit (Paperback)

By James Goodwill, Wesley Matlock

aPress, United States, 2017. Paperback. Condition: New. 2nd ed.. Language: English . Brand New Book. 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...

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