



## Build iOS Games with Sprite Kit: Unleash Your Imagination in Two Dimensions

By Jonathan Penn, Josh Smith

The Pragmatic Programmers. Paperback. Book Condition: new. BRAND NEW, Build iOS Games with Sprite Kit: Unleash Your Imagination in Two Dimensions, Jonathan Penn, Josh Smith, Take your game ideas from paper to pixels using Sprite Kit, Apple's 2D game development engine. Build two exciting games using Sprite Kit and learn real-world, workshop-tested insights about game design, including cognitive complexity, paper prototyping, and levels of fun. You'll learn how to implement sophisticated game features such as obstacles and weapons, power-ups and variable difficulty, physics, sound, special effects, and both single- and two-finger control. In no time, you'll be building your own thrilling iOS games. Power up your inner game developer and start building incredible games with Sprite Kit. This book will teach you everything you need to know about Apple's 2D game engine. If you have some programming experience but you're new to game development, you'll hit the ground running, no complex tools required--just the Sprite Kit SDK. You'll start out fast by building a single-finger infinite runner game, where the goal is to stay alive as long as possible and rack up points. You'll explore the Sprite Kit template, actions, and particle editor and watch your game take shape with...



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