

IOS Games By Tutorials

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Learn GameSalad for iOS - David Guerineau
2012-08-04

So you have a great idea for an iPhone or iPad game, but you've never programmed before. Where to start? Here! With GameSalad, you can design, build, and publish a 2D game in the App Store using an easy-to-use, no-programming-required game creation tool. Learn GameSalad for iOS shows you how to set up your development environment and how to create a variety of simple 2D games from a breakout-style game to an arcade shooter to a maze game. You'll also learn how to use GameSalad to create a non-game app as well. This book also takes you beyond game development into getting your game into the App Store, using iAd, and marketing your game. A clear, step-by-step approach to GameSalad for the complete beginner Create fun, complete, and fully functional game projects An idea to App Store publishing guide

IOS Games by Tutorials - raywenderlich.com
Tutorial Team 2014

"Beginning 2D iOS game development with Swift"--Page 1 of cover.

Occupational Outlook Handbook - United States.
Bureau of Labor Statistics 1976

Game Development for iOS with Unity3D -
Jeff W. Murray 2012-07-26

Demystifies the Processes of Game Development
Game Development for iOS with Unity3D takes you through the complete process of Unity iOS game development. A game developer for over 12 years, the author presents production-proven techniques and valuable tips and tricks needed to plan, build, test, and launch games for the

iPhone, iPod, and iPad. He walks you through all the necessary procedures, including how to publish your game to the App Store.

Encompasses the Whole Range of iOS Game Development This practical book begins with advice on writing a game design document and getting Apple developer certification. It then covers the build processes of the Unity Remote application and explains how to use the Unity editor. After focusing on debugging and optimization, the author describes tips for designing and marketing a successful App Store page. The book also features two iOS-ready games to explore, adapt, and play. Source files for the game examples are available at www.crcpress.com. Guides You in Creating a Functional iOS Game Accessible to indie game developers and small- to medium-sized studios, this hands-on guide gives you the tools and knowledge needed to start building and launching iOS games. It helps you create games using Unity3D and publish them to the App Store.

IOS Game Programming with Xcode and Cocos2d - Justin Dike 2017-07-26

This book is written by a professional instructor and founder of CartoonSmart.com, a company specializing in new media tutorials for nearly a decade. The book is a start-to-finish guide for anyone looking to begin iOS development using Cocos2d and Xcode and submit their finished app to Apple. Even if you haven't read code before, you can begin with this book. This book is a handy reference guide, with easy to look-up sections of code snippets, pictures and links to video examples. Features: Code Video examples 5 hours of tutorial videos on Box2d, which can

take the reader even further beyond what they learned in the book

iOS Game Programming with Xcode and Cocos2d - Justin Dike 2013-11-20

This book is written by a professional instructor and founder of CartoonSmart.com, a company specializing in new media tutorials for nearly a decade. The book is a start-to-finish guide for anyone looking to begin iOS development using Cocos2d and Xcode and submit their finished app to Apple. Even if you haven't read code before, you can begin with this book. This book is a handy reference guide, with easy to look-up sections of code snippets, pictures and links to video examples. Features: Code Video examples 5 hours of tutorial videos on Box2d, which can take the reader even further beyond what they learned in the book

Unity in Action - Joseph Hocking 2018-03-27
Summary Manning's bestselling and highly recommended Unity book has been fully revised! Unity in Action, Second Edition teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of The Art of Game Design Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded

2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices Beginning 3D Game Development with Unity - Sue Blackman 2011-08-18

Beginning 3D Game Development with Unity is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create casual interactive adventure games in the style of Telltale's Tales of Monkey Island, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze

and mini-map. With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games.

Developing 2D Games with Unity - Jared Halpern
2018-11-28

Follow a walkthrough of the Unity Engine and learn important 2D-centric lessons in scripting, working with image assets, animations, cameras, collision detection, and state management. In addition to the fundamentals, you'll learn best practices, helpful game-architectural patterns, and how to customize Unity to suit your needs, all in the context of building a working 2D game. While many books focus on 3D game creation with Unity, the easiest market for an independent developer to thrive in is 2D games. 2D games are generally cheaper to produce, more feasible for small teams, and more likely to be completed. If you live and breathe games and want to create them then 2D games are a great place to start. By focusing exclusively on 2D games and Unity's ever-expanding 2D workflow, this book gives aspiring independent game developers the tools they need to thrive. Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity's updated 2D workflow. New all-digital channels for distribution, such as Nintendo eShop, Xbox Live Marketplace, the Playstation Store, the App Store, Google Play, itch.io, Steam, and GOG.com have made it easier than ever to discover, buy, and sell games. The golden age of independent gaming is upon us, and there has never been a better time to get creative, roll up your sleeves, and build that game you've always dreamed about. *Developing 2D Games with Unity* can show you the way. What You'll Learn Delve deeply into useful 2D topics, such as sprites, tile slicing, and the brand new Tilemap feature. Build a working 2D RPG-style game as you learn. Construct a flexible and extensible game architecture using Unity-

specific tools like Scriptable Objects, Cinemachine, and Prefabs. Take advantage of the streamlined 2D workflow provided by the Unity environment. Deploy games to desktop Who This Book Is For Hobbyists with some knowledge of programming, as well as seasoned programmers interested in learning to make games independent of a major studio.

Swift Game Development - Siddharth Shekar
2018-09-28

Embrace the mobile gaming revolution by creating popular iOS games with Swift 4.2 Key Features Learn to create games for iPhone and iPad with the latest Swift Programming language Understand the fundamental concepts of game development like game physics, camera action, sprites, controls, among others Build Augmented reality games using ARKit for true performance Book Description Swift is the perfect choice for game development. Developers are intrigued by Swift and want to make use of new features to develop their best games yet. Packed with best practices and easy-to-use examples, this book leads you step by step through the development of your first Swift game. The book starts by introducing Swift's best features - including its new ones for game development. Using SpriteKit, you will learn how to animate sprites and textures. Along the way, you will master physics, animations, and collision effects and how to build the UI aspects of a game. You will then work on creating a 3D game using the SceneKit framework. Further, we will look at how to add monetization and integrate Game Center. With iOS 12, we see the introduction of ARKit 2.0. This new version allows us to integrate shared experiences such as multiplayer augmented reality and persistent AR that is tied to a specific location so that the same information can be replicated on all connected devices. In the next section, we will dive into creating Augmented Reality games using SpriteKit and SceneKit. Then, finally, we will see how to create a Multipeer AR project to connect two devices, and send and receive data back and forth between those devices in real time. By the end of this book, you will be able to create your own iOS games using Swift and publish them on the iOS App Store. What you will learn Deliver powerful graphics, physics, and sound in your game by using SpriteKit and

SceneKitSet up a scene using the new capabilities of the scene editor and custom classesMaximize gameplay with little-known tips and strategies for fun, repeatable actionMake use of animations, graphics, and particles to polish your gameUnderstand the current mobile monetization landscapeIntegrate your game with Game CenterDevelop 2D and 3D Augmented Reality games using Apple's new ARKit frameworkPublish your game to the App StoreWho this book is for If you wish to create and publish iOS games using Swift, then this book is for you. No prior game development or experience with Apple ecosystem is needed.

Unity Games by Tutorials Second Edition -

Raywenderlich Com Team 2017-11-16

Learn How to Make Games with the Unity game engine! Unity is a popular game engine used by both by AAA studios and indie game developers alike. This book will introduce you how to create games with Unity whether you have some game development experience or you are a complete beginner. By the time you're finished reading this book, you will have made 4 complete mini-games, modeled your own game assets, and even played with virtual reality! These games include a twin stick shooter, a first person shooter, a 2D platformer, and tower defense game. Topics Covered in Unity Games by Tutorials:

GameObjects: Learn about basic building blocks used to create your game. Components: Customize your GameObjects by the way of components. Physics: Unleash the power of the built-in physics engine. Animation: Learn how to bring your models to life through Unity's animation system. Sound: Add depth to your games through Unity's powerful audio tools. Pathfinding: Learn about the pathfinding system to give direction to your monsters. User Interface: Provide custom user interfaces for players to use in your game. Virtual Reality: Convert one of your games to be played in Virtual Reality. Modeling: Learn the basics of Blender and how to create and animate your creations. Publishing: Learn how to export your game to your computer, web, and mobile devices. Unity 2D: A deep walkthrough on Unity's 2D system. And much more including a C# quick start guide, a Unity API overview, and saving game dat

3D IOS Games by Tutorials - Chris Language

2016-02-26

"Learn how to make 3D games in Swift, using Apple's built-in 3D game framework: Scene 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 3D game! By the time you're finished reading this book, you will have made 4 complete mini-games, including games similar to Fruit Ninja, Breakout, Marble Madness, and Crossy Road!"--Back cover.

Unity Ios Game Development Beginners Guide -

Gregory Pierce 2012

This step-by-step book guides you through the process of using Unity to create monetized iOS games. It will get you through all the major learning points in a smooth, logical order. You will also learn how to avoid some common pitfalls. This book is for developers and designers who want to learn the process of building commercial game applications using Unity. It is intended for novices through to intermediate developers of all types regardless of their skill level with Unity. This book is packed with clear instructions and careful explanations for creating a powerful social networking site using Drupal 7. With each chapter, you add new features and content until your social network is ready to be released to the Internet where it can grow. By the end of this book, you will have a powerful social network which you can either choose to model on the case-study, or create to your own unique design. This book is aimed at anyone looking to create their own social networking website, including: Businesses - building a social network around a product or service can improve your company profile and increase customer loyalty, while an internal social network gives you employees a place to keep resources, discuss ideas, raise concerns, and keep up to date on company policies. Hobbyists - create a community around your hobbies and interests; create a local or distributed user group. Organizations and charities - raise your profile, promote your events, services, and fundraisers, and get help from the community in organizing them. Families - for large families based across the country or across the globe, keep up to date with everyone, and let everyone know what you are up to. You don't need any experience of

Drupal or PHP to use this book. If you are a Drupal user you will find this book a great way to rapidly tailor an existing installation into a socially orientated website.

Abduzeedo Inspiration Guide for Designers - Fábio Sasso 2011-05-19

Brazilian designer Fábio Sasso, who has wildly popular design blog Abduzeedo, has created the definitive guide to design. This book features interviews with designers and offers tutorials on various design styles, an extension of what he does with his site abduzeedo.com. Each chapter addresses a particular style, e.g., Vintage, Neo-surrealism, Retro 80s, Light Effects, Collage, Vector, and starts off with an explanation about the style and techniques that go into that style. Next, the Abduzeedo Design Guide shows images from different visual artists illustrating each style. Fábio interviews a master of each style, such as, in the case of Retro Art, James White. Then he wraps up the chapter with a tutorial showing the elements and techniques for creating that style in Photoshop. Meant for beginning to intermediate designers as well as more experienced designers looking for inspiration, the book focuses on styles that can be applied both to web or print.

Scratch Coding Cards - 2016

A collection of ten themed activity card sets that introduces children to computer programming fundamentals using Scratch, a visual programming language developed by the Lifelong Kindergarten Group at the MIT Media Lab.

Metal by Tutorials (Third Edition): Beginning Game Engine Development With Metal - Caroline Begbie 2022-04-05

Build your own low-level game engine in Metal! This book introduces you to graphics programming in Metal - Apple's framework for programming on the GPU. You'll build your own game engine in Metal where you can create 3D scenes and build your own 3D games. Who This Book Is For This book is for intermediate Swift developers interested in learning 3D graphics or gaining a deeper understanding of how game engines work. Topics Covered in Metal by Tutorials The Rendering Pipeline: Take a deep dive through the graphics pipeline. 3D Models: Import 3D models with Model I/O and discover what makes up a 3D model. Coordinate Spaces:

Learn the math behind 3D rendering. Lighting: Make your models look more realistic with simple lighting techniques. Shading: Understand how vertex and fragment shaders work. Textures & Materials: Design textures and surfaces for micro detail. Multipass Rendering: Add shadows with advanced lighting effects. Tile-based Deferred Rendering: Take full advantage of your Apple GPU with this rendering technique. GPU-Driven Rendering: Move the rendering setup to the GPU. Tessellation: Discover how to use tessellation to add a higher level of detail using fewer resources. Environment: Add realistic skies and water to your scenes. Particle Systems: Learn how to make stunning visual effects using GPU compute shaders. Character Animation: Bring your 3D models to life with joints and animation. Raytracing: Learn how to perform raytracing on the GPU. Advanced Lighting & Shadows: Discover signed distance fields and render beautiful shadows. Performance Optimization: Tune up your game with Xcode's new tools. After reading this book, you'll be prepared to take full advantage of graphics rendering with the Metal framework.

2D Apple Games by Tutorials - Raywenderlich Com Team 2016-12-14

Learn How to Make 2D Games for iOS, tvOS, watchOS and macOS! Learn how to make games for all the major Apple platforms in Swift, 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! By the time you're finished reading this book, you will have made 6 complete mini-games, from an action game to a puzzle game to a tower defense game! Topics Covered in 2D Apple Games by Tutorials Sprites: Get started quickly and get your images onto your screen. Manual Movement: Move sprites manually with a crash course on 2D math. Actions: Learn how to move sprites the "easy way" using SpriteKit actions. Scenes and Transitions: Make multiple screens in your app and move between them. Camera: Use Sprite Kit's built-in camera to control your view. Labels: Learn how to display text for lives, scores and more in your game. Physics: Add realistic physics behavior into your games. Beyond Sprites: Add video nodes, core image filters, and custom shapes. Particle Systems:

Add explosions, star fields, and other special effects. Adding "Juice" Take your game from good to great by polishing it until it shines. Online Gaming: Add multiplayer features to your game with Apple's Game Center. Tile Maps: Make games that use tile maps with obstacles, power-ups, and more. tvOS: Learn how to port your game to the Apple TV and work with the remote. watchOS: Take advantage of the unique features of the Apple Watch. macOS: Learn how to bring 2D gaming to the desktop. And much more, including a bonus chapter on creating your own 2D game art!

Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 - Romain Marucchi-Foino 2012-01-18

Develop graphically sophisticated apps and games today! The smart phone app market is progressively growing, and there is new market gap to fill that requires more graphically sophisticated applications and games. Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 quickly gets you up to speed on understanding how powerful OpenGL ES 2.0 technology is in creating apps and games for amusement and effectiveness. Leading you through the development of a real-world mobile app with live code, this text lets you work with all the best features and tools that Open GL ES 2.0 has to offer. Provides a project template for iOS and Android platforms Delves into OpenGL features including drawing canvas, geometry, lighting effects, character animation, and more Offers explanation of full-function 2D and 3D graphics on embedded systems Addresses the principal technology for hardware-accelerated graphical rendering Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 offers important, need-to-know information if you're interested in striking a perfect balance between aesthetics and functionality in apps.

Create 2D Mobile Games with Corona SDK - David Mekersa 2015-02-11

Corona SDK is one of the most powerful tools used to create games and apps for mobile devices. The market requires speed; new developers need to operate quickly and efficiently. Create 2D Mobile Games with Corona SDK gives you the tools needed to master Corona - even within the framework of

professional constraints. A must-read guide, this book gives you fast, accurate tips to learn the programming language necessary to create games. Read it sequentially or as an FAQ and you will have the tools you need to create any base game before moving on to advanced topics. The tutorial-based format: Contains step-by-step directions complete with coding and screenshots Is filled with tutorials, tips, and links to useful online resources Includes a comprehensive companion website featuring online exercise files to practice coding, full build samples from the text, additional book details, and more!

Holistic Game Development with Unity - Penny De Byl 2012

The art of programming mechanics -- Real world mechanics -- Animation mechanics -- Game rules and mechanics -- Character mechanics -- Player mechanics -- Environmental mechanics -- Mechanics for external forces.

2D IOS & Tvos Games by Tutorials -

Raywenderlich Com Team 2016-04-28

Learn How to Make 2D iOS and tvOS Games! Updated for Xcode 7.3 and Swift 2.2. Learn how to make iOS and tvOS games in Swift, 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! [Screenshots of 6 games: Zombie Conga, Cat Nap, Drop Charge, Dino Defense, Delve, and Circuit Racer] By the time you're finished reading this book, you will have made 5 complete mini-games, from an action game to a puzzle game to a tower defense game! Topics Covered in 2D iOS & tvOS Games by Tutorials Sprites: Get started quickly and get your images onto your screen. Manual Movement: Move sprites manually with a crash course on 2D math. Actions: Learn how to move sprites the "easy way" using Sprite Kit actions. Scenes and Transitions: Make multiple screens in your app and move between them. Camera: Use Sprite Kit's built-in camera to control your view. Labels: Learn how to display text for lives, score and more in your game. tvOS: Learn how to port your game to the Apple TV and work with the remote. Physics: Add realistic physics behavior into your games. Beyond Sprites: Add video nodes, core image filters, and custom shapes. State Machines: Learn about GameplayKit's

state machine support in iOS 9. Particle Systems: Add explosions, star fields, and other special effects. Adding "Juice" Take your game from good to great by polishing it until it shines. Entity-Component System: Use GameplayKit's new architecture for max reusability. Pathfinding: Make your characters move using GameplayKit's new pathfinding support. Tile Maps: Make games that use tile maps. And much more, including: Randomization, procedural levels, game controllers, and 5 downloadable chapters!

3D Apple Games by Tutorials - Raywenderlich Com Team 2016-12-30

Learn How to Make 3D iOS Games! Learn how to make 3D games in Swift, using Apple's built-in 3D game framework: Scene 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 3D game! By the time you're finished reading this book, you will have made 4 complete mini-games, including games similar to Fruit Ninja, Breakout, Marble Madness, and Crossy Road! Topics Covered in 3D iOS Games by Tutorials: Scene Kit: Get to know the basics with your first Scene Kit game project. Nodes: Use nodes with geometry and cameras to construct a 3D scene. Physics: Unleash the power of the built-in physics engine. Render Loop: Learn how you can leverage the Render Loop for updates. Particle Systems: Create massive explosions with the built-in 3D Particle Engine. Scene Editor: Create stunning 3D scenes with the built-in Scene Kit Editor. Cameras: Learn how to move the viewpoint around your game. Lights: Learn how to illuminate your games with different types of lights. Primitives: Construct an entire game with just primitive shapes. Collision Detection: Learn how to detect when your game objects collide. Materials: Unleash reality, and learn about all the various types of textures. Reference Nodes: Leverage the power of reference nodes to build massive scenes. Transitions: Learn how to transition from one scene to another. Actions: Add animation with the built-in Action Editor. And much more, including: Shadows, Motion Control, Advanced Collision Detection Techniques and Audio.

Learning iOS Game Programming - Michael Daley 2010-09-03

Since the launch of the App Store, games have been the hottest category of apps for the iPhone, iPod touch, and iPad. That means your best chance of tapping into the iPhone/iPad "Gold Rush" is to put out a killer game that everyone wants to play (and talk about). While many people think games are hard to build, they can actually be quite easy, and Learning iOS Game Programming is your perfect beginner's guide. Michael Daley walks you through every step as you build a killer 2D game for the iPhone. In Learning iOS Game Programming, you'll learn how to build a 2D tile map game, Sir Lamorak's Quest: The Spell of Release (which is free in the App Store). You can download and play the game you're going to build while you learn about the code and everything behind the scenes. Daley identifies the key characteristics of a successful iPhone game and introduces the technologies, terminology, and tools you will use. Then, he carefully guides you through the whole development process: from planning storylines and game play all the way through testing and tuning. Download the free version of Sir Lamorak's Quest from the App Store today, while you learn how to build the game in this book. Coverage includes Planning high-level game design, components, and difficulty levels Using game loops to make sure the right events happen at the right time Rendering images, creating sprite sheets, and building basic animations Using tile maps to build large game worlds from small reusable images Creating fire, explosions, smoke, sparks, and other organic effects Delivering great sound via OpenAL and the iPhone's media player Providing game control via iPhone's touch and accelerometer features Crafting an effective, intuitive game interface Building game objects and entities and making them work properly Detecting collisions and ensuring the right response to them Polishing, testing, debugging, and performance-tuning your game Learning iOS Game Programming focuses on the features, concepts, and techniques you'll use most often—and helps you master them in a real-world context. This book is 100% useful and 100% practical; there's never been an iPhone game development book like it!

Core Data by Tutorials (Eighth Edition) - raywenderlich Tutorial Team 2020-11-20

Learn Core Data With Swift! Take control of your data in iOS apps using Core Data, through a series of high quality hands-on tutorials. Start with the basics like setting up your own Core Data Stack all the way to advanced topics like migration, performance, multithreading, and more! By the end of this book, you'll have hands-on experience with Core Data and will be ready to use it in your own apps.

Who This Book Is For: This book is for intermediate iOS developers who already know the basics of iOS and Swift development but want to learn how to use Core Data to save data in their apps.

Topics Covered in Core Data by Tutorials:

- Your First Core Data App:** You'll click File\New Project and write a Core Data app from scratch!
- NSManagedObject Subclasses:** Learn how to create your own subclasses of NSManagedObject - the base data storage class in Core Data.
- The Core Data Stack:** Learn how the main objects in Core Data work together, so you can move from the starter Xcode template to your own system.
- Intermediate Fetching:** This chapter covers how to fetch data with Core Data - fetch requests, predicates, sorting and asynchronous fetching.
- NSFetchedResultsController:** Learn how to make Core Data play nicely with table views using NSFetchedResultsController!
- Versioning and Migration:** In this chapter, you'll learn how to migrate your user's data as they upgrade through different versions of your data model.
- Unit Tests:** In this chapter, you'll learn how to set up a test environment for Core Data and see examples of how to test your models.
- Measuring and Boosting Performance:** Learn how to measure your app's performance with various Xcode tools and deal with slow spots in your code.
- Multiple Managed Object Contexts:** Learn how multiple managed object contexts can improve performance and make for cleaner code.
- Core Data and CloudKit:** Learn how to synchronize Core Data across all of a user's devices.

Hacking the Xbox - Andrew Huang 2003
Provides step-by-step instructions on basic hacking techniques and reverse engineering skills along with information on Xbox security, hardware, and software.

[Learning Cocos2D](#) - Rod Strougo 2011-07-07
Build the Next Great iOS Game with Cocos2D!

Cocos2D is the powerhouse framework behind some of the most popular games in the App Store. If you've played Tiny Wings, Angry Birds, Mega Jump, Trainyard, or even Super Turbo Action Pig, then you've played a game that uses Cocos2D or Box2D physics. The beauty of Cocos2D is its simplicity. It's easy to become overwhelmed when you start developing an iOS game, especially if you look at things like OpenGL ES, OpenAL, and other lower level APIs. Writing a game for the iPhone and iPad does not have to be that difficult, and Cocos2D makes game development fun and easy. Learning Cocos2D walks you through the process of building Space Viking (which is free on the App Store), a 2D scrolling game that leverages Cocos2D, Box2D, and Chipmunk. As you build Space Viking, you'll learn everything you need to know about Cocos2D so you can create the next killer iOS game. Download the free version of Space Viking from the App Store today! Help Ole find his way home while learning how to build the game. As you build Space Viking, you'll learn how to Install and configure Cocos2D so it works with Xcode 4

Build a complete 2D action adventure game with Cocos2D
Add animations and movement to your games
Build your game's main menu screen for accessing levels
Use Cocos2D's Scheduler to make sure the right events happen at the right times
Use tile maps to build scrolling game levels from reusable images
Add audio and sound effects with CocosDenshion—Cocos2D's sound engine
Add gravity, realistic collisions, and even ragdoll effects with Box2D and Chipmunk physics engines
Add amazing effects to your games with particle systems
Leverage Game Center in your game for achievements and leader boards
Squeeze the most performance from your games along with tips and tricks

Machine Learning by Tutorials (Second Edition) - raywenderlich Tutorial Team
2020-05-19

Learn Machine Learning! Machine learning is one of those topics that can be daunting at first blush. It's not clear where to start, what path someone should take and what APIs to learn in order to get started teaching machines how to learn. This is where Machine Learning by Tutorials comes in! In this book, we'll hold your hand through a number of tutorials, to get you

started in the world of machine learning. We'll cover a wide range of popular topics in the field of machine learning, while developing apps that work on iOS devices. Who This Book Is For This book is for the intermediate iOS developer who already knows the basics of iOS and Swift development, but wants to understand how machine learning works. Topics covered in Machine Learning by Tutorials CoreML: Learn how to add a machine learning model to your iOS apps, and how to use iOS APIs to access it. Create ML: Learn how to create your own model using Apple's Create ML Tool. Turi Create and Keras: Learn how to tune parameters to improve your machine learning model using more advanced tools. Image Classification: Learn how to apply machine learning models to predict objects in an image. Convolutional Networks: Learn advanced machine learning techniques for predicting objects in an image with Convolutional Neural Networks (CNNs). Sequence Classification: Learn how you can use recurrent neural networks (RNNs) to classify motion from an iPhone's motion sensor. Text-to-text Transform: Learn how to use machine learning to convert bodies of text between two languages. By the end of this book, you'll have a firm understanding of what machine learning is, what it can and cannot do, and how you can use machine learning in your next app!

[Learning C# by Developing Games with Unity 5.x](#) - Greg Lukosek 2016-03-31

Develop your first interactive 2D platformer game by learning the fundamentals of C# About This Book Get to grips with the fundamentals of scripting in C# with Unity Create an awesome, 2D platformer game from scratch using the principles of object-oriented programming and coding in C# This is a step-by-step guide to learn the fundamentals of C# scripting to develop GameObjects and master the basics of the new UI system in Unity Who This Book Is For The book is targeted at beginner level Unity developers with no programming experience. If you are a Unity developer and you wish to learn how to write C# scripts and code by creating games, then this book is for you. What You Will Learn Understand the fundamentals of variables, methods, and code syntax in C# Get to know about techniques to turn your game idea into

working project Use loops and collections efficiently in Unity to reduce the amount of code Develop a game using the object-oriented programming principles Generate infinite levels for your game Create and code a good-looking functional UI system for your game Publish and share your game with users In Detail Unity is a cross-platform game engine that is used to develop 2D and 3D video games. Unity 5 is the latest version, released in March 2015, and adds a real-time global illumination to the games, and its powerful new features help to improve a game's efficiency. This book will get you started with programming behaviors in C# so you can create 2D games in Unity. You will begin by installing Unity and learning about its features, followed by creating a C# script. We will then deal with topics such as unity scripting for you to understand how codes work so you can create and use C# variables and methods. Moving forward, you will find out how to create, store, and retrieve data from collection of objects. You will also develop an understanding of loops and their use, and you'll perform object-oriented programming. This will help you to turn your idea into a ready-to-code project and set up a Unity project for production. Finally, you will discover how to create the GameManager class to manage the game play loop, generate game levels, and develop a simple UI for the game. By the end of this book, you will have mastered the art of applying C# in Unity. Style and approach This is a step-by-step guide to developing a game from scratch by applying the fundamentals of C# and Unity scripting.

The iOS Game Programming Collection (Collection) - Michael Daley 2011-12-09

The iOS Game Programming Collection consists of two bestselling eBooks: Learning iOS Game Programming: A Hands-On Guide to Building Your First iPhone Game Learning Cocos2D: A Hands-on Guide to Building iOS Games with Cocos2D, Box2D, and Chipmunk Since the launch of the App Store, games have been the hottest category of apps for the iPhone, iPod touch, and iPad. That means your best chance of tapping into the iPhone/iPad "Gold Rush" is to put out a killer game that everyone wants to play (and talk about). While many people think games are hard to build, they actually can be quite easy, and this collection is your perfect

beginner's guide. Learning iOS Game Programming walks you through every step as you build a 2D tile map game, Sir Lamorak's Quest: The Spell of Release (which is free in the App Store). You can download and play the game you're going to build while you learn about the code. You learn the key characteristics of a successful iPhone game and important terminology and tools you will use. Learning Cocos2D walks you through the process of building Space Viking (which is free on the App Store), a 2D scrolling game that leverages Cocos2D, Box2D, and Chipmunk. As you build Space Viking, you'll learn everything you need to know about Cocos2D so you can create the next killer iOS game. This collection helps you Plan high-level game design, components, and difficulty levels Use game loops to make sure the right events happen at the right time Render images, create sprite sheets, and build animations Use tile maps to build large game worlds from small reusable images Create fire, explosions, smoke, sparks, and other organic effects Deliver great sound via OpenAL and the iPhone's media player Provide game control via iPhone's touch and accelerometer features Craft an effective, intuitive game interface Build game objects and entities and making them work properly Detect collisions and ensuring the right response to them Polish, test, debug, and performance-tune your game Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Build your game's main menu screen for accessing levels Use Cocos2D's Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion--Cocos2D's sound engine Add gravity, realistic collisions, and ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games

Game Hacking - Nick Cano 2016-07-01

You don't need to be a wizard to transform a game you like into a game you love. Imagine if you could give your favorite PC game a more informative heads-up display or instantly collect

all that loot from your latest epic battle. Bring your knowledge of Windows-based development and memory management, and Game Hacking will teach you what you need to become a true game hacker. Learn the basics, like reverse engineering, assembly code analysis, programmatic memory manipulation, and code injection, and hone your new skills with hands-on example code and practice binaries. Level up as you learn how to: -Scan and modify memory with Cheat Engine -Explore program structure and execution flow with OllyDbg -Log processes and pinpoint useful data files with Process Monitor -Manipulate control flow through NOPing, hooking, and more -Locate and dissect common game memory structures You'll even discover the secrets behind common game bots, including: -Extrasensory perception hacks, such as wallhacks and heads-up displays -Responsive hacks, such as autohealers and combo bots -Bots with artificial intelligence, such as cave walkers and automatic looters Game hacking might seem like black magic, but it doesn't have to be. Once you understand how bots are made, you'll be better positioned to defend against them in your own games. Journey through the inner workings of PC games with Game Hacking, and leave with a deeper understanding of both game design and computer security.

Beginning Objective C - James Dovey 2013-01-04 Objective-C is today's fastest growing programming language, at least in part due to the popularity of Apple's Mac, iPhone and iPad. Beginning Objective-C is for you if you have some programming experience, but you're new to the Objective-C programming language and you want a modern—and fast—way forwards to your own coding projects. Beginning Objective-C offers you a modern programmer's perspective on Objective-C courtesy of two of the best iOS and Mac developers in the field today, and gets you programming to the best of your ability in this important language. It gets you rolling fast into the sound fundamentals and idioms of Objective-C on the Mac and iOS, in order to learn how best to construct your applications and libraries, making the best use of the tools it provides— no matter what projects you plan to build. The book offers thorough introductions to the core tenets of the language itself and its primary toolkits: the Foundation and AppKit

frameworks. Within its pages you will encounter a mine of information on many topics, including use of the file system and network APIs, concurrency and multi-core programming, the user interface system architecture, data modeling, and more. You'll soon find yourself building a fairly complex Objective-C based application, and mastering the language ready for your own projects. If you're new to programming altogether, then Apress has other Objective-C books for you such as our Learning and Absolute Beginner titles—otherwise, let your existing skills ramp you fast forwards in Objective-C with *Beginning Objective-C* so that you can start building your own applications quickly.

[Ios Game Development](#) - Thomas Lucka
2019-11-29

The book offers information about the iOS platform. It explains the use of OpenGL ES for 2D/3D graphics and OpenAL for sound, both of which are recommended for game performance on the iOS platform. It covers new APIs such as the GLKit, GameKit, and Box2D Physics Engine.

Advanced iOS App Architecture (Third Edition) - Josh Berlin 2020-09

Apply Different Architectures to Your Codebase! *Advanced iOS App Architecture* guides you through building one real-world app written in different architectures to give you hands-on and practical experience working in different architectures. This book will also guide you through the theory you need to gain a solid foundation of architecture concepts so that you can make your own informed decisions on how to use them in your codebase. Who This Book Is For This book is for intermediate iOS developers who already know the basics of iOS and are looking to build apps using defined architectures, making apps cleaner and easier to maintain. Topics Covered in *Advanced iOS App Architecture* Navigating Architecture Topics: Learn the theory behind various architectures to help inform which works best for you in different situations you may face. Managing Dependencies: Learn how to manage dependencies both internally and externally within your app. MVVM Architecture: Explore the history of the MVVM architecture and begin building KOOBER - the book's project app - using MVVM principles. Redux Architecture:

Explore the history of the Redux architecture and continue building KOOBER using Redux principles. Elements Architecture: Explore the history of the Elements architecture and continue building KOOBER using Elements principles. SwiftUI: Explore SwiftUI and find out how to adapt existing application architectures for use with SwiftUI. After reading this book, you'll have the knowledge to decide which types of architecture components suit your apps and you'll have a deep understanding of the covered architectures. About the iOS Architecture Team The architecture team is a group of seasoned developers who work for large multi-national companies who deal with large and diverse code bases on a daily basis. The knowledge procured over years of development is now being transferred to you through book. We hope you enjoy the book and, hopefully, you'll apply some of the architectures you've learned to your own apps

2D Apple Games by Tutorials Second Edition - Raywenderlich Com Team 2017-11-16

Learn How to Make 2D Games for iOS, tvOS, watchOS and macOS! Learn how to make games for all the major Apple platforms in Swift, using Apple's built-in 2D game framework: SpriteKit. 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! By the time you're finished reading this book, you will have made 6 complete mini-games, from an action game to a puzzle game to a racing game! Topics Covered in *2D Apple Games by Tutorials* Sprites: Get started quickly and get your images onto your screen. Manual Movement: Move sprites manually with a crash course on 2D math. Actions: Learn how to move sprites the "easy way" using SpriteKit actions. Scenes and Transitions: Make multiple screens in your app and move between them. Camera: Use SpriteKit's built-in camera to control your view. Labels: Learn how to display text for lives, score and more in your game. Physics: Add realistic physics behavior into your games. Beyond Sprites: Add video nodes, core image filters, and custom shapes. Particle Systems: Add explosions, star fields, and other special effects. Adding "Juice" Take your game from good to great by polishing it until it shines. Online Gaming: Add multiplayer features to your game

with Apple's Game Center. Tile Maps: Make games that use tile maps with obstacles, power-ups, and more. tvOS: Learn how to port your game to the Apple TV and work with the remote. watchOS: Take advantage of the unique features of the Apple Watch. macOS: Learn how to bring 2D gaming to the desktop. And much more, including bonus chapters on augmented reality in ARKit and creating your own 2D game art!

Learn OpenGL ES - Prateek Mehta 2013-09-24

Want to create sophisticated games and graphics-intensive apps? Learn OpenGL ES gets you started immediately with OpenGL ES. After mastering the basics of OpenGL ES itself, you will quickly find yourself writing and building game apps, without having to learn about object oriented programming techniques. This book demonstrates the use of a powerful open-source modeling tool, Blender. You will be guided, step by step, through the development of Tank Fence, a dynamic, interactive 3D game. Along the way you'll gain skills in building apps with Eclipse and the Android SDK or NDK, rendering graphics using hardware acceleration, and multithreading for performance and responsiveness. iOS developers will also find this book's information invaluable when writing their apps. You'll learn everything you need to know about: Creating simple, efficient game UIs Designing the basic building blocks of an exciting, interactive 3D game Pulling all the elements together with Blender, a powerful open-source tool for modeling, animation, rendering, compositing, video editing, and game creation Taking the next big step using custom and inbuilt functions, texturing, shading, light sources, and more Refining your mobile game app through collision detection, player-room-obstacle classes, and storage classes Doing all this efficiently on mobile devices with limited resources and processing

Apple Augmented Reality by Tutorials (Second Edition) - raywenderlich Tutorial Team 2022-02-23

Learn Augmented Reality! Augmented reality is going to be the next big thing - there's absolutely no doubt about it. If you want to build realistic and immersive AR experiences for the Apple platform, this book is your golden ticket. Apple Augmented Reality by Tutorials is the easiest and fastest way to get hands-on experience

using Apple frameworks and technologies like Reality Composer, RealityKit, and ARKitWho This Book Is ForThis book is for beginner to intermediate iOS developers who already know the basics of Swift development and are looking to build immersive AR experiences for the Apple platform. Topics Covered in Apple AR by TutorialsAR Quick Look: Discover how to integrate AR Quick Look into your apps to give them some cool AR superpowers. Reality Composer & Reality Files: Find out how to leverage the power of Reality Composer to create interactive AR-based experiences. Reality Converter & PBR Materials: Discover how PBR materials can add a level of realism to your AR objects, and how to use Reality Converter to convert, view, customize and create USDZ content. RealityKit: Learn to set up and use RealityKit to build a face-based augmented reality app. Facial Blend Shapes: Build a fully interactive augmented reality face mask that reacts to your facial expressions using blend shapes. ARKit: Get a complete introduction to ARKit, Apple's framework for creating fully interactive augmented reality, and learn about the different types of rendering options available with ARKit. Raycasting & Physics: Learn about raycasting, 2D hit-testing and the SpriteKit physics engine as you add more features and functionality to your game. ECS & Collaborative Experiences: Build a collaborative AR experience and learn how to create and manage a multipeer connection. Object Capture: Learn how to create realistic 3D models from real-life objects with photogrammetry. After reading this book, you'll have a deep understanding of the technologies and frameworks used to create powerful, immersive AR experiences for the Apple platform.

IOS 5 by Tutorials: Volume 2 (2nd Edition) - Ray Wenderlich 2013-02-06

This is Volume 2 of a 2-Volume book. iOS 5 was one of the biggest upgrades to iOS so far, and has a ton of awesome features that you'll definitely want to start using in your apps. The only problem is, there's not a ton of documentation or sample code on the APIs, so they're often quite hard to learn! This is where iOS 5 By Tutorials comes in! The goal of the book is to help intermediate and advanced iOS developers get up-to-speed with the APIs

introduced in iOS 5 in the quickest and easiest way - via tutorials! Updated for iOS 6. This new second edition is fully up-to-date with iOS 6 and Xcode 4.5. Although the book focuses on APIs introduced in iOS 5, the chapters have been updated to work on iOS 6, use Modern Objective C syntax, and more. This book is for intermediate or advanced iOS developers, who already know the basics of iOS development but want to upgrade their skills to iOS 5. iOS 5 by Tutorials Volume 2 covers the following APIs: Twitter Integration: Learn how to use the new built-in Twitter integration support in iOS 5. Newsstand: Learn how to make a magazine-style app that is integrated with the new Newsstand app. UINavigationController: Learn how to make your view controllers transition with page curls. Turn-Based Gaming: Learn how to make turn-based games easily with the new Game Center API. Core Image: Learn how to use the new Core Image framework to apply filters to your app's images. View Controller Containment: Learn how to contain view controllers inside others - the right way. Working with JSON in iOS 5: Learn how to use the new built-in JSON parsing and writing support. UIKit Particle Systems: Learn how to make neat particle effects in UIKit. Using the iOS Dictionary: Learn how to integrate the iOS 5 dictionary directly in your apps. New AddressBook APIs: Learn about the new social profile, vCards, and more. New Location APIs: Learn how forward and reverse geocoding just got a lot easier. New Game Center APIs: Learn about the new notification banner, player photos, and more. New Calendar APIs: Learn about the new calendar chooser and custom calendars. The iOS Tutorial Team takes pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. And we don't want to just skim the surface of a subject - we want to really dig into it, so you can truly understand how it works and apply the knowledge directly in your own apps. By the time you're finished reading this book, your skills will be completely up to date with iOS 5, and you'll be ready to use these new technologies right away in your apps!

[Udk Ios Game Development Beginner's Guide](#) - John P. Doran 2012-08-24

The book takes a step-by-step process in

completing tasks with many detailed illustrations while allowing you to add your own creativity to the mix to create a game that is uniquely your own. If you would like to make iOS games with the Unreal Development Kit or are interested in porting your game from PC to iOS, this book is for you

IOS Apprentice - Matthijs Hollemans 2014-12-01
Learn iPhone and iPad Programming via Tutorials! If you're new to iOS and Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through a series of four epic-length hands-on tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store. Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, Interface Builder, and Swift in an easygoing manner. Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real! Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit, and much more! Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer, but you do

have to put in the time and effort. By writing this book I've done my part, now it's up to you...

Mastering the Art of Unreal Engine 4 -

Blueprints - Ryan Shah 2014-06-15

Mastering the Art of Unreal Engine 4 -

Blueprints takes a concise, clear, informative but fun approach to developing Unreal Engine 4, without touching a single line of code. By using

this book, you'll be creating various small projects completely in blueprint. From this book, you'll be equipped with the know-how you'll need to create the game of your dreams. On top of mastering the Blueprints system in Unreal Engine 4, you'll also learn the secrets behind getting the most out of the beast of an engine.