



Swift 3 Game Development - (Paperback)

By Stephen Haney

Packt Publishing Limited, United Kingdom, 2017. Paperback. Condition: New. 2nd Revised edition. Language: English . Brand New Book ***** Print on Demand *****. Embrace the mobile gaming revolution by creating popular iOS games with Swift 3.0 About This Book * Create and design games for iPhone and iPad using SpriteKit and Swift 3.0 * Learn the core fundamentals of SpriteKit game development and mix and match techniques to customize your game * This step-by-step practical guide will teach you to build games from scratch using little-known tips and strategies for maximum fun Who This Book Is For If you wish to create and publish fun iOS games using Swift, then this book is for you. You should be familiar with basic programming concepts. However, no prior game development or Apple ecosystem experience is required. What You Will Learn * Deliver powerful graphics, physics, and sound in your game by using SpriteKit * Set up the scene using the new capabilities of the scene editor and custom classes * Maximize gameplay with little-known tips and strategies for fun and repeatable action * Make use of animations, graphics, and particles to polish your game * Understand the current mobile monetization landscape to...



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