

iOS Games by Tutorials: Second Edition: Beginning 2D iOS Game Development with Swift

Ray Wenderlich, Mike Berg, Tom Bradley, Mike Daley, Jacob Gundersen, Kauserali Hafizji, Matthijs Hollemans, Christopher LaPollo, Rod Strougo, Marin Todorov

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There is an updated version of this book. Search for iOS Games by Tutorials Second Edition: Updated for Swift 1.2

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!

iOS Games by Tutorials covers the following topics:

And much more, including: Fonts and text, saving and loading games, and six bonus downloadable chapters! 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, you will have made 5 complete mini-games from scratch, from zombie action to space shooter to top-down racer!

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