Mastering IOS Game Development

By Miguel DeQuadros

Packt Publishing - ebooks Account. Paperback. Condition: New. 206 pages. Dimensions: 9.2in. x 7.5in. x 0.5in.Master the advanced concepts of game development for iOS to build impressive gamesAbout This BookCreate a complete game with advanced techniques through the course of the book using in-depth, hands-on instructionsLearn how to multi-task and improve performance optimization in your game playing experienceThe author, Miguel, has 11 years of iOS game development using xcode and has released over 10 games to the Apple AppStoreMaster player movement using touch controls as well as discuss motion controlsWho This Book Is ForThis book is for those who have created an iOS game already and want to hone their skills. A reasonable level of knowledge and an understanding of the core elements and applications would be helpful. What You Will LearnBlast off and start developing fun gamesOptimize the assets for the best performance in the game appMaster player movement using touch controls as well as discuss motion controlsPerform bug Squashing by testing and debuggingDesign interesting various characters and enemies for your gameTest your game on both, the simulator on the computer and on real devicesTweak and fine tune the code and graphics before the release of your appUncover some...

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