iOS for game programmers (Mixed media product)

By Allen Sherrod

Mercury Learning Information, United States, 2015. Mixed media product. Book Condition: New. 229 x 170 mm. Language: English . Brand New Book. This book takes the readers on a journey into the world of mobile game development aimed at beginner Objective-C programmers. The book enables the reader to create a number of projects, which include a matching game, a puzzle game, a coloring book, and a card game. Each of these projects gives the readers a variety of knowledge and skills that they can apply to their own gaming projects. By the end of the book, the reader will have five apps that they ve developed along with the knowledge of making games for the iOS platform. It builds four game projects including a matching game, a puzzle game, a coloring book, and a card game that will give the reader exposure to making games on the iOS platform. It includes information on iOS 5, iOS 6, and iOS 7- the latest versions for the iPhone and iPad. It utilizes the UIKit that enables readers to apply their knowledge to more areas than just games since many of the topics can be applied to general iOS development. It includes a...

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