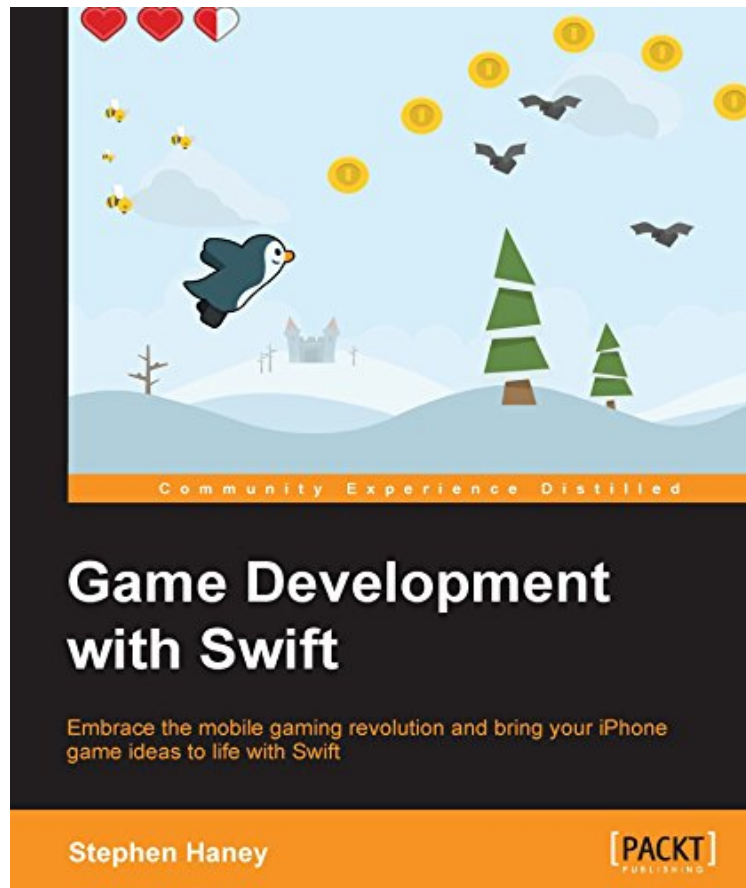


# Game Development with Swift

Von Stephen Haney

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**Von Stephen Haney : Game Development with Swift** before purchasing it in order to gage whether or not it would be worth my time, and all praised Game Development with Swift:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Hervorragendes Buch (auch) fr Swift-AnfngerVon Andreas GeislerIch bin schon lange Web-Entwickler (LAMP-Stack) und seit kurzem mit Swift unterwegs. Vor diesem Buch habe ich eine erste eigene, simple App (kein Spiel) entwickelt. Das Buch ist hervorragend geeignet um in die Spiele-Entwicklung mit Swift einzusteigen. Die Kapitel sind kompakt, gehen aber trotzdem in gesundem Mae auf den Code ein und vor allem sind sie logisch aufgebaut. Von den 11 Kapiteln hat man bereits nach 7 ein tolles Ergebnis (danach kommenden dann Feinheiten).Sehr angenehm: Die Kapitel sind so aufgebaut, das man schon nach (sehr) wenigen Stunden entsprechende Erfolgserlebnisse hat. Das hat bei mir die Motivation recht hoch gehalten.Auch wenn das Buch vor Swift 2.0 erschienen ist, hab' ich bisher fr Swift 2.x nur eine Stelle gefunden die angepasst werden musste. Und selbst diese Stelle konnte man mit Hilfe von XCode schnell korrigieren.

Kurzbeschreibung Apple's new programming language, Swift, is fast, safe, accessible the perfect choice for game development! 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 for game development. Then, you will learn how to animate sprites and textures. Along the way, you will master the physics framework, add the player character and NPCs, and implement controls. Towards the end of the book, you will polish your game with fun menus, integrate with Apple Game Center for leaderboards and achievements, and then finally, learn how to publish your finished games to the App Store. By the end of this book, you will be able to create your own iOS games using Swift and SpriteKit.

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ber den Autor und weitere Mitwirkende Stephen Haney Stephen Haney began his programming journey at the age of 8 on a dusty, ancient laptop using BASIC. He has been fascinated with building software and games ever since. Now well versed in multiple languages, he most enjoys programming as a creative outlet. He believes that indie game development is an art form: an amazing combination of visual, auditory, and psychological challenges, rewarding to both the player and the creator. He enjoyed writing this book and sincerely hopes that it directly furthers your career or hobby.