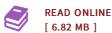# Learning iOS Game Programming (Developer's Library) [Taschenbuch] by Daley, M.

By Michael; Daley

Addison Wesley Pub Co Inc, 2010. Taschenbuch. Condition: Neu. Gebraucht - Wie neu Unbenutzt. Schnelle Lieferung, Kartonverpackung. Abzugsfähige Rechnung. Bei Mehrfachbestellung werden die Versandkosten anteilig erstattet. - Get Started Fast with iOS Game Programming Since the launch of the App Store, games have been the hottest category of apps for the iPhone, iPod touch, and iPad. That means your best chance of tapping into the iPhone/iPad Gold Rush is to put out a killer game that everyone wants to play (and talk about). While many people think games are hard to build, they can actually be quite easy, and 'Learning iOS Game Programming' is your perfect beginner s guide. Michael Daley walks you through every step as you build a killer 2D game for the iPhone. In 'Learning iOS Game Programming,' you ll learn how to build a 2D tile map game, 'Sir Lamorak s Quest: The Spell of Release' (which is free in the App Store). You can download and play the game you re going to build while you learn about the code and everything behind the scenes. Daley identifies the key characteristics of a successful iPhone game and introduces the technologies, terminology, and tools you will use....

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