



Beginning iPhone Games Development (1st ed. 2010)

By P. J. Cabrera, Peter Bakhirev, Ian Marsh, Ben Smith, Eric Wing

Apress. Paperback. Book Condition: new. BRAND NEW, Beginning iPhone Games Development (1st ed. 2010), P. J. Cabrera, Peter Bakhirev, Ian Marsh, Ben Smith, Eric Wing, iPhone games are hot! Just look at the numbers. Games make up over 25 percent of total apps and over 70 percent of the most popular apps. Surprised? Of course not! Most of us have filled our iPhone or iPod touch with games, and many of us hope to develop the next best-selling, most talked-about game. You've probably already read and mastered Beginning iPhone 3 Development; Exploring the iPhone SDK, the best-selling second edition of Apress's highly acclaimed introduction to the iPhone and iPod touch by developers Dave Mark and Jeff LaMarche. This book is the game-specific equivalent, providing you with the same easy-to-follow, step-by-step approach, more deep technical insights, and that familiar friendly style. While games are all about fun, at the same time, they're serious business. With this Beginning iPhone Games Development book, you're going to roll up your sleeves and get your hands dirty with some hardcore coding. While you may have written games before, this book will take you further, immersing you in the following topics: * Game graphics and animation...



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