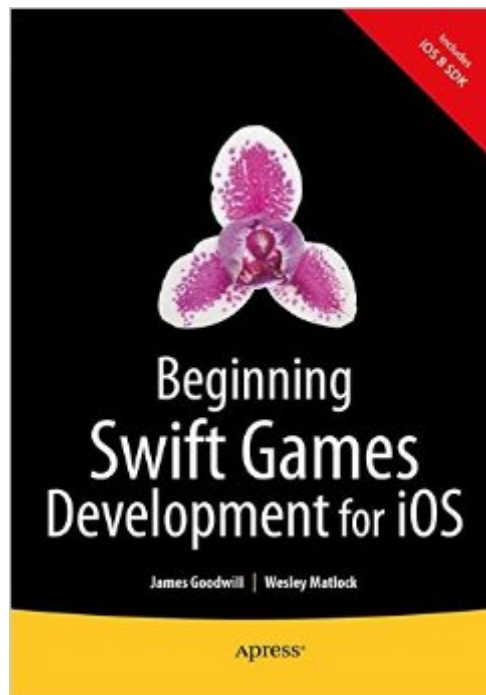


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# Beginning Swift Games Development For IOS



## Synopsis

Game apps are one of the most popular categories in the Apple iTunes App Store. Well, the introduction of the new Swift programming language will make game development even more appealing and easier to existing and future iOS app developers. In response, James Goodwill, Wesley Matlock and Apress introduce you to this book, *Beginning Swift Games Development for iOS*. In this book, you'll learn the fundamental elements of the new Swift language as applied to game development for iOS. In part 1, you'll start with a basic 2D game idea and build the game throughout the book introducing each SpriteKit topic as we add new functionality to the game. By the end of the book, you'll have experience with all the important SpriteKit topics and have a fully functional game as a result. In part 2 of this book, you'll learn 3D game development using Apple's SceneKit framework and the Swift programming language. And, you'll follow the same pattern we used for part 1. After reading and using this book, you'll have the skills and the code to build your first 2D and then 3D game app that you can run on any iOS enabled device and perhaps sell in the Apple iTunes App Store.

## Book Information

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## Customer Reviews

I bought this book to get a basic understanding of the Sprite Kit features using swift. This book is very easy to follow + the source code and supporting files are available online. The book has some silly mistakes that when you re-read the paragraph is easy to figure out what the author meant. A quick example is in the Collision chapter where, it might be just a typing mistake, the code does not

match the explanation but it is easy to figure out what the explanation actually means. Silly things like this, so far, I have found like three. The second reason why I gave it two stars is that even though the code works perfectly, some times there is a lack of explanation why some values are being used. I.e: Applying acceleration on the X axis. Where all of a sudden a value of 380 multiplies a value. even though the code works perfectly there is no explanation of why to use 380 or where the value came from. Overall, The book is excellent, just with basic understanding of swift, this book will let you create easy games with all standard/basic functionality. Plus open your mind to a world of games that you could potentially create without using anything else but Sprite Kit. PD: I still use the book for quick reference of some of the sprite kit features. Changing few lines from the author code will let you create your own custom SKActions for example or create a quick physics world to start off a new game. GREAT Investment !!

The information in the book is right on, and written so it easy to wrap your head around. It delivers what it promise, ...to make two iOS games using (1. SpriteKit (2D)) and ( 2. SceneKit (3D)), with Swift (Apples new programming language). There are a few error, that are resolved once you download and reference the updated source code. I think it is a "Beginning" level content, but the learning is more for intermediate developers, with some experience with Objective-C programming, cocos2D, or a solid foundation in programming in general. I negated a star because I had to jump thru hoops to implement to new source code. I've change my review to 3 stars because chapter 14 is a disaster. The code in the book will not compile. It appears to be missing a function. The updated source code works, but it has no explanation, so I have to try and figure out what is going on. That's not a bad thing. I'll probably learn something. But I didn't pay for these mistakes. I still like the book. ...Lots of good stuff other wise. It will be challenging for beginners to complete chapter 14. I would give only 2 stars, but I think the writers did their best to keep up with Apples's moving target API. I upgrade my review to 5stars because I think every beginner wanting to learn swift programming for games should get this book, absolutely. The authors just need to get the section on Scene Kit Cleaned up. But over all the information is priceless.

plenty of errors in code that was highlighted by Xcode when typing in, and also errors in the text that explain the code... only found them out by comparing with the downloaded code... very frustrating to learn

I'm using the kindle edition. This could have been a useful book except as of today there seem to be

no updates to the source codes to make them work with the latest version of Swift. I checked a press website and also the lead author's blog site as given in the introduction. A lot of things will not work in 2016.

Curse the publisher for not using a purple and white cover with an etching of a fish or bird on the front, since I habitually go for those titles first. But other than THAT, fantastic book! This book covered SCNActions and using Sprite Kit overlays on top of Scene Kit very well. Also had the best presentation I've seen on materials. I hope that James Goodwill/Apress do an "ADVANCED Swift Games Development for iOS" that may cover more advanced materials and skeletal animation, but for a book with "Beginning" in the title, this book delivered. BTW, I do not always give favorable reviews, the last Swift/Gaming book I reviewed was pretty scathing.

This is an excellent first book if you are already familiar with Swift 1.2 and you want to see what it's like to write a full-featured game in Swift using SpriteKit. The downloadable code works well, and the descriptions in the book are easy to follow. However, beware of the authors' error in the two pages devoted to "Rendering the Node Tree". They have the rendering order exactly backwards -- you should consult the SpriteKit documentation for a more accurate description of the order in which sprites are drawn. Since this problematic section is presented only as background information, it does not impact the game scenario in this otherwise well-written book.

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