

Swift Game Programming For Absolute Beginners

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Swift Game Programming For Absolute

Swift Game Programming for Absolute Beginners teaches Apple's Swift language in the context of four, fun and colorful games. Learn the Swift 2.0 language, and learn to create game apps for iOS at the same time - a double win! The four games you'll develop while reading this book are: Painter; Tut's Tomb; Penguin Pairs; Tick Tick; These four games are casual, arcade-style games representing the aim-and-shoot, casual, puzzle, and platform styles of game play.

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Swift is Apple's new programming language introduced in 2014 to replace Objective-C as the main programming language for iOS devices and Mac OS X. Swift is a must learn language for anyone targeting Apple devices, and Swift Game Programming for Absolute Beginners provides the most fun you'll ever have in stepping over the threshold toward eventual mastery of the language.

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The approach in Swift Game Programming for Absolute Beginners follows the structure of a game rather than the syntax of a language. You'll learn to create game worlds, manage game objects and game...

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Introduction - Swift Game Programming for Absolute ...

This repository accompanies Swift Game Programming for Absolute Beginners by Arjan Egges (Apress, 2015). Download the files as a zip using the green button, or clone the repository to your machine using Git. Releases. Release v1.0 corresponds to the code in the published book, without corrections or updates. Contributions

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Swift for Absolute Beginners is perfect for those with no programming background, those with some programming experience but no object-oriented experience, or those that have a great idea for an app but haven't programmed since school.

Swift for Absolute Beginners - Programmer Books

Swift Game Programming for Absolute Beginners teaches Apple's Swift language in the context of four, fun and colorful games. Learn the Swift 2.0 language, and learn to create game apps for iOS at the same time - a double win . The four games you'll develop while reading this book are: Painter; Tut's Tomb; Penguin Pairs; Tick Tick

Swift Game Programming for Absolute Beginners by Arjan Egges

The approach in Swift Game Programming for Absolute Beginners follows the structure of a game rather than the syntax of a language. You'll learn to create game worlds, manage game objects and game states, define levels for players to pass through, implement animations based upon realistic physics, and much more. Along the way you'll learn the language, but always in the context of fun and games. Swift is Apple's new programming language introduced in 2014 to replace Objective-C as the ...

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