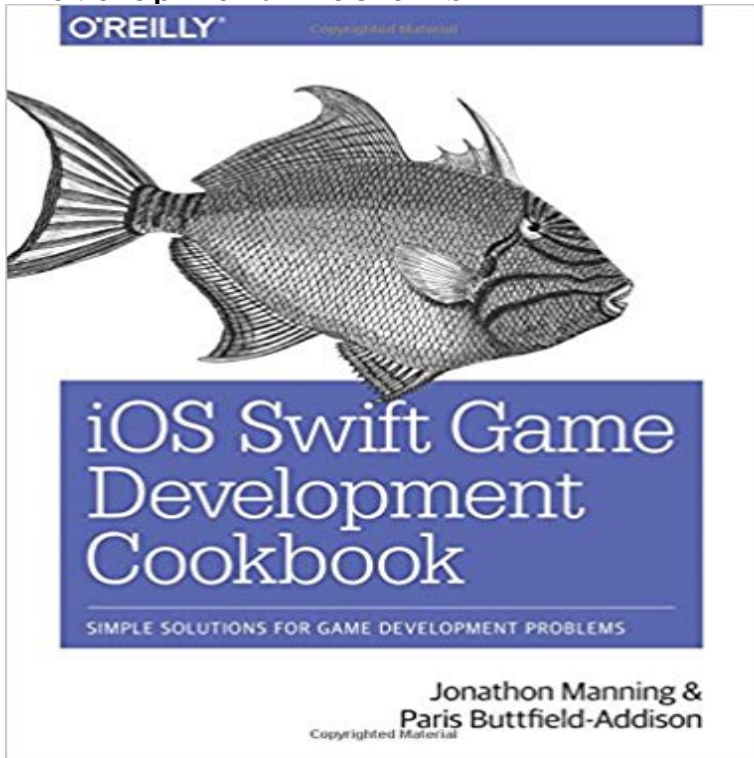


# iOS Swift Game Development Cookbook: Simple Solutions for Game Development Problems



Ready to make amazing games for the iPhone, iPad, and iPod touch? With Apples Swift programming language, its never been easier. This updated cookbook provides detailed recipes for a managing wide range of common iOS game-development issues, ranging from 2D and 3D math to SpriteKit and OpenGL to performanceall revised for Swift.You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion, or want a refresher on gaming-related math problems? This book provides sample projects and straightforward answers. All you need to get started is some familiarity with iOS development, Swift, and Objective-C.Design the architecture and code layout of your gameBuild and customize menus with UIKitDetect and respond to user inputUse techniques to play sound effects and musicLearn different ways to store information for later useCreate 2D graphics with SpriteKitCreate 3D graphics with SceneKitAdd two-dimensional physics simulationLearn beginning, intermediate, and advanced 3D graphics with OpenGLCreate challenges with artificial intelligenceTake advantage of game controllers and external displays

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