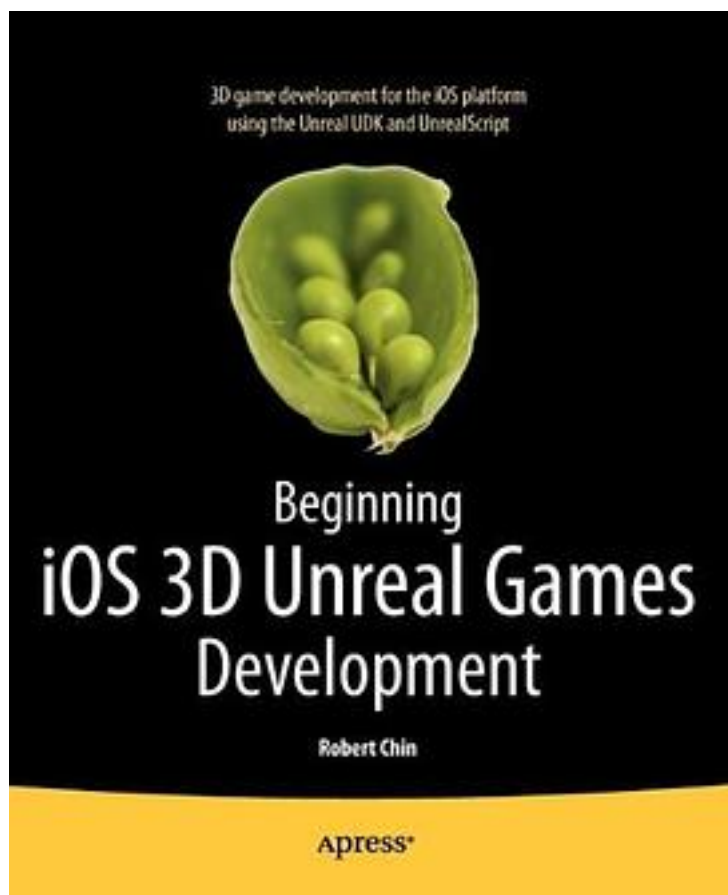


# Beginning iOS 3D Unreal Games Development



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The Unreal UDK features Epic's award-winning Unreal Engine 3, used to create bestselling games such as Infinity Blade for iOS, and popular console games like Borderlands and Bioshock. Now, you can build your own Unreal game for the iOS platform. Beginning iOS 3D Unreal Games Development covers using the Unreal UDK

game creation system to create 3D games for the iOS platform, which includes the iPhone, iPod touch and iPad. Specifically, this book covers: \* UnrealScript programming language, going beyond the limitations of the visual Kismet scripting language \* The Unreal UDK code framework, basic UDK tools and other UDK items needed to build a game \* Various author-created game frameworks are presented and are used to illustrate the UnrealScript programming language and user input methods specific to the iOS mobile platform What you'll learn \* What the UnrealScript programming language is and does \* The basic Unreal UDK base code framework \* What the basic Unreal tools used to make a game \* What the key parts of the Unreal engine such as the physics engine \* How to do the fundamentals of 3D games programming, including basic 3D math \* What are the the basic frameworks of many different types of games \* How to use the provided source code to build your own games using the frameworks as a reference Who this book is for Game programmers, both professional and hobbyists, interested in developing 3D games for the iOS platform using the Unreal UDK. Additionally, students using the Unreal UDK in their coursework. Finally, game designers who are not experienced programmers but are interested in learning enough about UnrealScript and the Unreal UDK to make small changes to game code created by contracted programmers (For example: changing code to increase the health of a player or change the message displayed when a player dies). Table of Contents Chapter 1. UDK Overview Chapter 2. UnrealScript Overview Chapter 3. Player Controllers, Pawns and Weapons Chapter 4. UDK Collisions Chapter 5. UDK Bots Chapter 6. Sounds, Kismet, and HUD Chapter 7: Sample Game and Gameplay Chapter 8. 3d Math Review Chapter 9. Basic Framework for a 3D Physics Game Chapter 10. Basic Framework for 3D First Person Shooter Game Chapter 11. Basic Framework for a Top Down 3D Arcade Shooter Game Chapter 12. Basic Framework for 3D Third Person Shooter Game

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