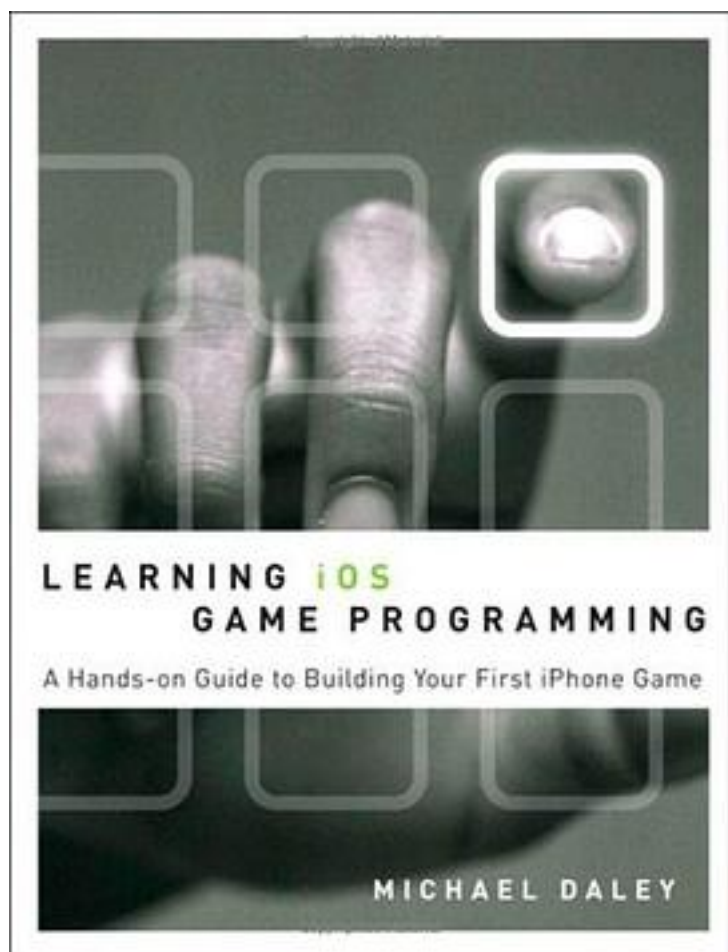# Learning iOS Game Programming

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Get Started Fast with iOS Game Programming Since the launch of the App Store, games have been the hottest category of apps for the iPhone, iPod touch, and iPad. That means your best chance of tapping into the iPhone/iPad "Gold Rush" is to put out

a killer game that everyone wants to play (and talk about). While many people think games are hard to build, they can actually be quite easy, and Learning iOS Game Programming is your perfect beginner's guide. Michael Daley walks you through every step as you build a killer 2D game for the iPhone. In Learning iOS Game Programming, you'll learn how to build a 2D tile map game, Sir Lamorak's Quest: The Spell of Release (which is free in the App Store). You can download and play the game you're going to build while you learn about the code and everything behind the scenes. Daley identifies the key characteristics of a successful iPhone game and introduces the technologies, terminology, and tools you will use. Then, he carefully guides you through the whole development process: from planning storylines and game play all the way through testing and tuning. Download the free version of Sir Lamorak's Quest from the App Store today, while you learn how to build the game in this book. Coverage includes * Planning high-level game design, components, and difficulty levels* Using game loops to make sure the right events happen at the right time* Rendering images, creating sprite sheets, and building basic animations* Using tile maps to build large game worlds from small reusable images* Creating fire, explosions, smoke, sparks, and other organic effects* Delivering great sound via OpenAL and the iPhone's media player* Providing game control via iPhone's touch and accelerometer features* Crafting an effective, intuitive game interface* Building game objects and entities and making them work properly* Detecting collisions and ensuring the right response to them* Polishing, testing, debugging, and performance-tuning your game Learning iOS Game Programming focuses on the features, concepts, and techniques you'll use most often--and helps you master them in a real-world context. This book is 100% useful and 100% practical; there's never been an iPhone game development book like it! Praise for Learning iOS Game Programming "An excellent introduction into the world of game development explaining every aspect of game design and implementation for the iPad, iPhone, and iPod touch devices. A great way for anyone interested in writing games to get started." --Tom Bradley, Software Architect, Designer of TBXML "A great developer and a great game.That's everything you can find in this book to learn how to write an awesome game for iPhone.Maybe you're the next AppStore hit!" --Sebastien Cardoso "With Learning iOS Game Programming, you'll be writing your own games in no time. The code included is well explained and will save you hours of looking up obscure stuff in the documentation and online forums." --Pablo Gomez Basanta, Founder, Shifting Mind "I always thought that to teach others one has to be an expert and a person with an established reputation in the field. Michael Daley proved me wrong. He is teaching others while studying himself. Michael's passion in teaching and studying, ease of solutions to problems, and a complete game as a resulting project makes this book one of the best I have ever read." --Eugene Snyetilov "If you're interested in 2D game programming with the iOS using OpenGL and OpenAL directly, this book walks you through creating a complete and fun game without getting bogged down in technical details." --Scott D.Yelich "Michael Daley brings clarity to the haze of iPhone application development. Concrete examples, thorough explanation, and timesaving tips make this book a must have for the up and coming iPhone game developer." --Brandon Middleton, Creator of Tic Tac Toe Ten "This is the A-Z guide to iOS game development; Michael's book takes you from the basics and terminology to using the techniques in practice on a fully working game. Before you know it, you will find yourself writing your own game, fueled by a firm grasp of the principles and techniques learned within. I could not ask for a better reference in developing our own games." --Rod Strougo, Founder Prop Group

作者介绍:

白天，Micheal

Daley在为世界上最大的商业软件公司工作，该公司的主要顾客为大型企业。晚上，Micheal学习如何为iPhone手机构建游戏。Micheal最开始用BASIC在Sinclair Spectrum 48KB上编写历险游戏，后来进一步发展到在Commodore 64和Amiga A500上写游戏。他从未停止对游戏编程的热爱，自iPhone问世后，Micheal开始学习Objective-C和如何为iPhone创建游戏。

许多年来Micheal为自己的孩子编写了很多游戏，iPhone的发布让他想为更多的人编写游戏，而不仅仅是为自己的孩子。对于学习并应用新的技术，Micheal很有热情。同时他也是个Apple粉丝，在最新的Apple设备上投入了大量时间和金钱。

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