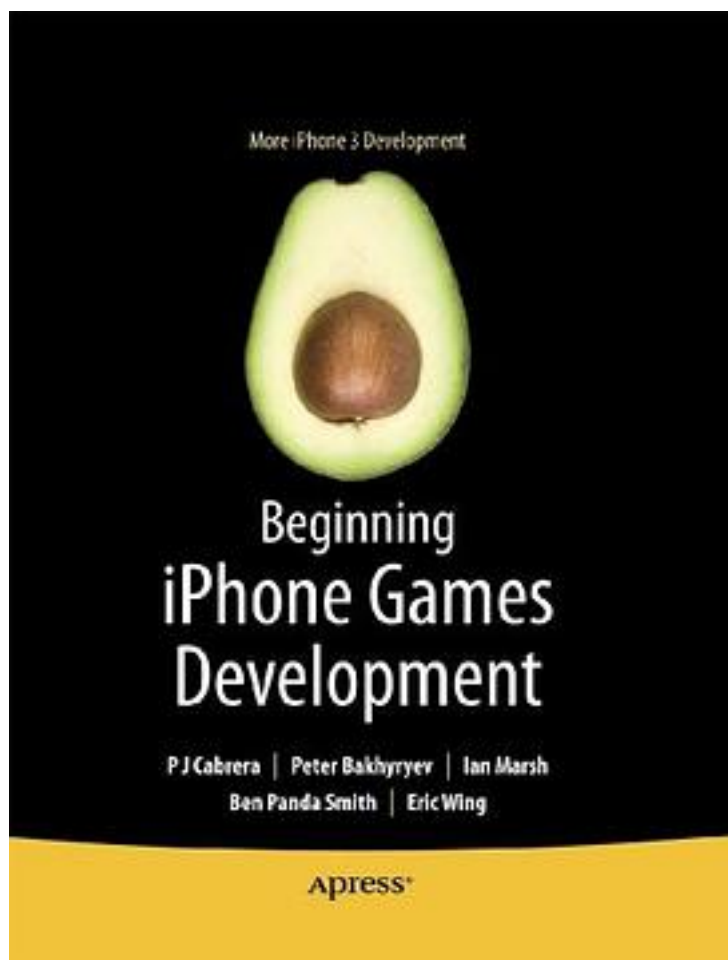# Beginning iPhone Games Development

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iPhone games are hot! Just look at the numbers. Games make up over 25 percent of total apps and over 70 percent of the most popular apps. Surprised? Of course not! Most of us have filled our iPhone or iPod touch with games, and many of us hope to

develop the next best-selling, most talked-about game. You've probably already read and mastered Beginning iPhone 3 Development; Exploring the iPhone SDK, the best-selling, the second edition of Apress's highly acclaimed introduction to the iPhone and iPod touch by developers Dave Mark and Jeff LaMarche. This book is the game-specific equivalent, providing you with the same easy-to-follow, step-by-step approach, more deep technical insights, and that familiar friendly style. While games are all about fun, at the same time, they're serious business. With this book, you're going to roll up your sleeves and get your hands dirty with some hardcore coding. While you may have written games before, this book will take you further, immersing you in the following topics: * Game graphics and animation with UIKit, Quartz, Core Animation, and OpenGL ES * Game audio with OpenAL, MediaPlayer Framework, AV Foundation, and AudioSession * Game networking with GameKit, Bonjour, and Internet sharing What you'll learn * Efficient methods for drawing in 2D and 3D to the iPhone screen * Game-specific animation techniques with Core Animation * To use OpenGL ES for more complex and realistic gaming backgrounds and action * Numerous ways to add music to enhance the gaming experience * How to give your users access to their iPhone libraries from within games * The tools and techniques of 3D audio for creating even more realistic gaming experiences * How to do networking right, including two-player games over Bluetooth and multiplayer games over Wi-Fi Who this book is for All game developers who desire to create iPhone and/or iPod touch games Check out Space Rocks!, one of the project examples from Beginning iPhone Games Development: Beginning iPhone Games Development is on Facebook! Table of Contents * A Revolutionary Gaming Platform * Games for Everyone, Anytime, Anywhere * Developing iPhone Games * Peeking Inside the iPhone Toolbox * Moving Images on a Small Screen--UIKit Controls * She Shoots, She Hits, She Scores! * Flipping Out and Sweeping Away with Core Animation * OpenGL Basics: Wrapping Your Head * Around the OpenGL AP * Putting It Together: Making a Game in OpenGL * The Next Steps: Atlases, Sprites, and Particles--Oh My * Introduction to Core Audio * Making Noise with OpenAL *3D Audio--Turning Noise into Game Sound * Streaming: Thumping, Pulse-Quickening * Game Excitement * Networking for iPhone Games: Introductio * Going Head to Head * Party Time * Connecting with the Outside World * Putting It All Together: Now Comes the Fun Part

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