2D iOS & tvOS Games by Tutorials: Updated for Swift 2.2: Beginning 2D iOS and tvOS Game Development with Swift 2

raywenderlich.com Team, Mike Berg, Michael Briscoe, Ali Hafizji, Neil North, Toby Stephens, Rod Strougo, Marin Todorov, Ray Wenderlich

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Learn How to Make 2D iOS and tvOS Games!

Updated for Xcode 7.3 and Swift 2.2.

Learn how to make iOS and tvOS games in Swift, using Apple's built-in 2D game framework: Sprite Kit. Through a series of mini-games and challenges, you will go from beginner to advanced and learn everything you need to make your own game!

[Screenshots of 6 games: Zombie Conga, Cat Nap, Drop Charge, Dino Defense, Delve, and Circuit Racer]

By the time you're finished reading this book, you will have made 5 complete mini-games, from an action game to a puzzle game to a tower defense game!

Topics Covered in 2D iOS & tvOS Games by Tutorials

- **Sprites:** Get started quickly and get your images onto your screen.
- **Manual Movement:** Move sprites manually with a crash course on 2D math.
- **Actions:** Learn how to move sprites the "easy way" using Sprite Kit actions.
- **Scenes and Transitions:** Make multiple screens in your app and move between them.
- **Camera:** Use Sprite Kit's built-in camera to control your view.
- **Labels:** Learn how to display text for lives, score and more in your game.
- **tvOS:** Learn how to port your game to the Apple TV and work with the remote.
- **Physics:** Add realistic physics behavior into your games.
- **Beyond Sprites:** Add video nodes, core image filters, and custom shapes.
- **State Machines:** Learn about GameplayKit's state machine support in iOS 9.
- **Particle Systems:** Add explosions, star fields, and other special effects.
- **Adding "Juice":** Take your game from good to great by polishing it until it shines.
- **Entity-Component System:** Use GameplayKit's new architecture for max reusability.
- **Pathfinding:** Make your characters move using GameplayKit's new pathfinding support.
- **Tile Maps:** Make games that use tile maps.

And much more, including: Randomization, procedural levels, game controllers, and 5 downloadable chapters!

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