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By Jonathan Penn, Josh Smith

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Unleash Your Imagination in Two Dimensions



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3 of 4 review helpful Examples problematic using XCode 6 By mjoc I started reading a library owned copy of the

book yesterday and used XCode 6.1.1 with an iOS 8.1 target to enter the example code. Unfortunately the examples presuppose an earlier version of XCode so setting up the first example program took a little extra effort. Once I looked into the changes and adjusted my project the code worked and was both educational. For beginning iOS developers who want to write games and interactive applications. Take your game ideas from paper to pixels using Sprite Kit. Apple's 2D game development engine. Build two exciting games using Sprite Kit and learn real world workshop tested insights about game design including cognitive complexity, paper prototyping and levels of fun. You'll learn how to implement sophisticated game features such as obstacles and weapons power ups. About the Author Jonathan Penn is one half of Rubber City Wizards, a software development and mentoring team. He has written his own games in Sprite Kit and also uses the framework as a prototyping and demonstration tool due to its incredible flexibility.

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