

# Beginning iPhone Games Development

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## Reviews

*Complete guide for ebook fans. Better then never, though i am quite late in start reading this one. Your life span will likely be convert when you full reading this ebook. (Dr. Teagan Beahan Sr.)* 

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Paperback. Condition: New. 728 pages. 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. Youve probably already read and mastered Beginning iPhone 3 Development; Exploring the iPhone SDK, the best-selling, the second edition of Apresss highly acclaimed introduction to the iPhone and iPod touch by developers Dave Mark and Mark 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, theyre serious business. With this book, youre 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 ESGame audio with OpenAL, MediaPlayer Framework, AV Foundation, and AudioSessionGame networking with GameKit, Bonjour, and Internet sharingYoull learn: Efficient methods for drawing in 2D and 3D to the iPhone screenGame-specific animation techniques with Core AnimationTo use OpenGL ES for more complex and realistic gaming backgrounds and action Numerous ways to add music to enhance the gaming experienceHow to give your users access to their iPhone libraries from within gamesThe tools and techniques of 3D audio for creating even more realistic gaming experiencesHow to do networking right, including two-player games over Bluetooth and multiplayer games over Wi-FiWho is this book for All game developers who desire to create iPhone andor iPod touch games This item ships from multiple...

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