



Swift Game Programming for Absolute Beginners

Arjan Egges

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Swift Game Programming for Absolute Beginners teaches Apple's Swift language in the context of four, fun and colorful games. Learn the Swift 2.0 language, and learn to create game apps for iOS at the same time – a double win!

The four games you'll develop while reading this book are:

- Painter
- Tut's Tomb
- Penguin Pairs
- Tick Tick

These four games are casual, arcade-style games representing the aim-and-shoot, casual, puzzle, and platform styles of game play. Professionally developed game assets form part of the book download. You'll get professionally drawn sprites and imagery that'll have you proud to show your learning to friends and family.

The approach in *Swift Game Programming for Absolute Beginners* follows the structure of a game rather than the syntax of a language. You'll learn to create game worlds, manage game objects and game states, define levels for players to pass through, implement animations based upon realistic physics, and much more. Along the way you'll learn the language, but always in the context of fun and games.

Swift is Apple's new programming language introduced in 2014 to replace Objective-C as *the* main programming language for iOS devices and Mac OS X. Swift is a *must learn* language for anyone targeting Apple devices, and *Swift Game Programming for Absolute Beginners* provides the most fun you'll ever have in stepping over the threshold toward eventual mastery of the language.

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