



Spiele entwickeln für iPhone und iPad: Programmierung, Grafik, Sound und Special Effects (German Edition)

Patrick Völcker

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Die erfolgreichsten Apps für iPhone und iPad sind einfache Spiele, die kurzweilige Unterhaltung bei schneller Erlernbarkeit bieten - sogenannte Casual Games. Patrick Völcker legt den Schwerpunkt seines praxisnahen Einstiegs in die iOS-Spieleprogrammierung daher auf diese Art von Spielen. In Workshops programmieren die Leser anhand von Klassikern wie 'Doodle Jump' oder 'R-Type' über 12 Spiele aus verschiedenen Casual-Games-Genres von Grund auf. Außerdem erlernen Sie das Handwerkszeug für die oft vernachlässigte Grafik- und Sound-Entwicklung und erhalten inspirierende Denkanstöße für eigene Projekte.

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