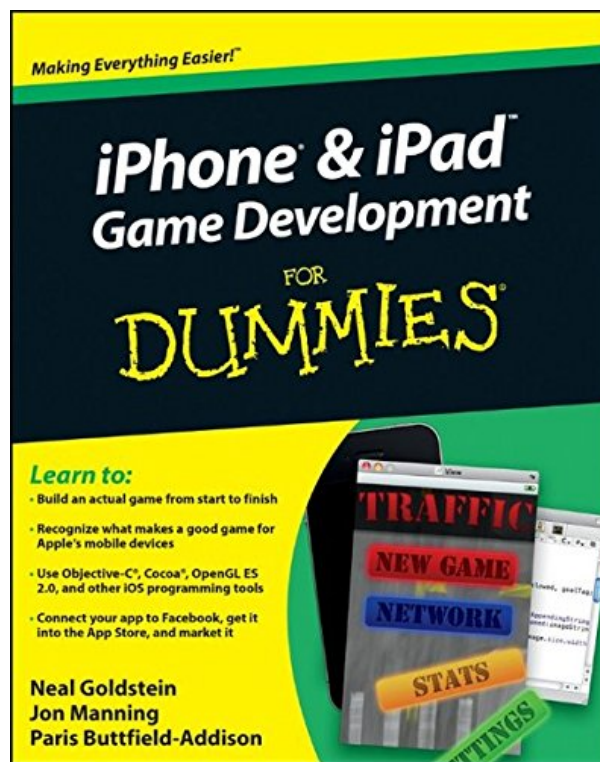
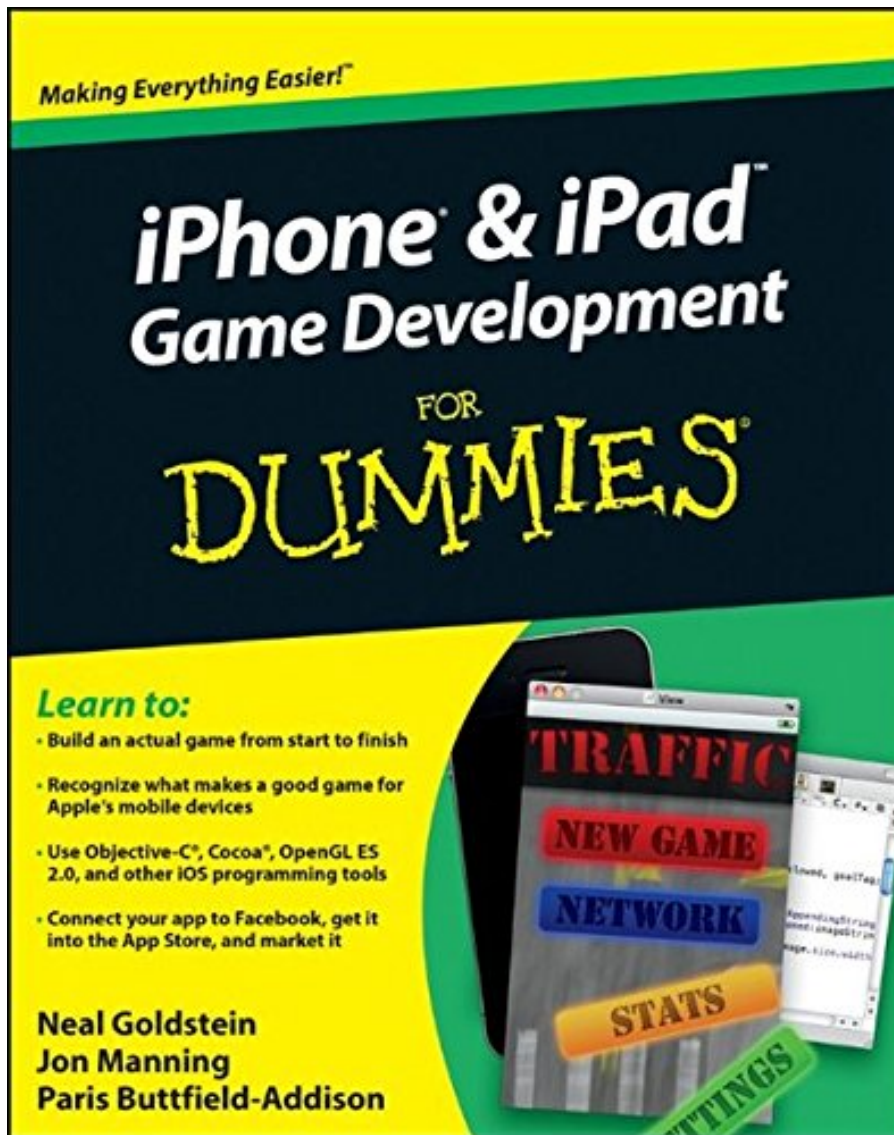


IPHONE AND IPAD GAME DEVELOPMENT FOR DUMMIES BY NEAL GOLDSTEIN, JON MANNING, PARIS BUTTFIELD-ADDISON



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Review

'This is a fun book and it's a great way to learn game development.' - Search Article, Sept 2011

From the Back Cover

Start a fun hobby or a new career — create cool games for the hottest devices around!

Got an idea for a fun iPad or iPhone game but don't know what to do with it? Read this book and you will! You'll see how to design games that play wonderfully on the small screen, what's involved in becoming a registered developer, how to work with the SDK, key features of game architecture, how to market your games, and more. Get your game on!

- What makes a good game? — learn the fundamentals of good game design
- Put on your developer's hat — become a registered Apple developer, learn how iOS games work, and understand the SDK
- The stuff games are made of — build a native user interface, explore game architecture fundamentals, learn to animate objects in iOS, and grasp the basics of OpenGL
- Keep score and get social — set up a scoring system and learn to tie your game into social networks like Facebook
- To market, to market — get your game into the App Store and boost marketability with such bonus features as gestures, shaking, external displays, and ad-supported revenue

Open the book and find:

- The latest and greatest on the iPad, iPhone 4, and iOS 4.0
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Learn to:

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About the Author

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Here's the scoop on building and marketing great games for the iPhone and iPad!

The iPhone and iPad are the hottest techno-gadgets on the market today, and games for it are even hotter. To help you cash in on the trend, this book shows what it takes to create a good iPhone and iPad game and how to get it into the App Store.

Neal Goldstein, leader of an iPhone app startup company, and his co-authors show you how to build a game that will sell, include quality graphics, market your game through the App Store, and more. Whether you're a programming novice or an experienced developer looking to enter the game market, here's how to get going.

- Games for the iPhone are among the hottest apps in Apple's App Store
- Learn to build two game applications – from beginning to end
- Written by successful mobile app developers, this guide begins with how to get started, including downloading the SDK and filling your toolbox
- Covers programming with Objective-C and Cocoa, what makes a good game, graphics, and creating good mobile apps
- Explains how to market your game through the App Store

iPhone and iPad Game Development For Dummies can start you on a fun hobby or a lucrative career.

Note: Apple's iOS SDK tools are only accessible on Intel-powered Mac and MacBook devices.

- Sales Rank: #1571356 in Books
- Published on: 2010-11-09
- Original language: English
- Number of items: 1
- Dimensions: 9.30" h x 1.06" w x 7.40" l, 1.63 pounds
- Binding: Paperback
- 508 pages

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games, and more. Get your game on!

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Most helpful customer reviews

16 of 19 people found the following review helpful.

Needs proofing and a forum for support. Very Frustrating

By David Linton

Agree with other buyer who states issues with typos and code issues. The explanations of programming and concepts are good but the code instructions and implementation are total crap. Has you choose an improper app type to start, Nav based app instead of a view based app.

Once you have done this you have to change files to make a nav based app act like a view based app. I spent 3 hours getting the app to launch with buttons because of a typo caused by this incompetence. Just to create a Main Menu screen!

Then you have to change the names of numerous files to make up for this stupidity. The instructions for refactoring are vague and therefore incorrect. Steps are skipped and out of order in numerous places. I really don't think anyone walked through this as first time reader before it was released. After spending an entire day trying to get past just making a button work I quit in frustration.

I am spending way too much time finding the corrections and resolving issues that have nothing to do with learning to program and everything to do with proofreading. Too much guessing "what might be wrong" and not enough "how to do this properly"

Would also be helpful if the dummies publisher had a forum. Where we could ask others questions about how to resolve some of these issues. It really is a shame as I started off really liking this book but it is just too hard and time consuming to translate the errors.

9 of 11 people found the following review helpful.

Has potential

By Daviangel

I don't usually post a review until after I finish a book but in this case I didn't have a choice.

I'm stuck at chapter 6 and without updated errata, forum or Xcode project files for the game you are building in this book there's not much reason to continue. So I have put the book down and moved on to other iPhone books I own that are not showstoppers.

The main things that attracted me to this book, using GameKit and integration with Facebook, I never even got around to since the numerous typo's, error's, plus lack of project files for the chapter completely killed any enthusiasm I had to continue with the book.

Anyways, before that happened the book actually started off pretty good and was able to get the Main Screen for the game built and working as described in the book. I really liked how they did introduced a delay in the launch screen. Always wondered how that was done. Even so, I can confirm that there were numerous conflicts between the screenshots shown in the book and the directions for building even these first few parts of the game as mentioned by other reviewers. For example, Ch3 tells you to select a the Nav based app template but the screenshots show what a view based app would look like so from the start if you never used the iPhone SDK you will be confused. Also, if you never used the iPhone SDK all the interface builder sections will only add to the confusion. This book really needs to be in color so you can blue connection lines in IB when creating connections. I'm pretty sure that is why I'm not able to get my secondary view to show up for CH 6. If they at least included screenshots of what the completed connections and outlets should look like in IB maybe I could figure out if it's a problem with the book or my code. The fact that there is no completed Xcode project files available makes me think no one actually went through the book after it was written and maybe was released too soon.

If they ever update this book or code I'll update my review to include all the stuff I wanted to learn but never got a chance like, GameKit, Facebook and OpenGL as I mentioned since that's quite a bit of stuff I haven't seen covered in one game programming book before.

9 of 11 people found the following review helpful.

Worst iPhone book ever.

By Captain25

This book is abysmal. The number of typos make it unusable after chapter 2. The typos are in the actual sample code for building the projects. There is no support or errata online either. Save money and time and skip this one.

See all 12 customer reviews...

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