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The top half of the cover features a close-up photograph of a dark, textured surface with a grid of circular holes. Several bright red, glossy spheres are scattered across the surface, some resting in the holes and others on the raised areas. The lighting creates highlights on the spheres, giving them a three-dimensional appearance.

Beginning iOS Game Development

IN FULL COLOR

Patrick Alessi

CONTENTS

INTRODUCTION

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PART I: THE TOOLS TO GET STARTED

| | |
|---|-----------|
| CHAPTER 1: GAMES ON IOS | 3 |
| What Makes a Good iOS Game? | 4 |
| Device Usage | 4 |
| Use Unique Features of iOS | 4 |
| Make Your Game Fun | 5 |
| Graphics and Design | 6 |
| Developing Your Idea | 6 |
| Documenting Your Game | 6 |
| Prototyping Your Game | 7 |
| Preparing to Code | 8 |
| Game-Related Frameworks | 9 |
| Cocoa | 9 |
| Drawing: UIKit and Core Graphics | 11 |
| User Interaction: Cocoa Touch | 12 |
| Animation: Core Animation | 12 |
| Sound: Core Audio | 13 |
| Game Kit | 14 |
| Summary | 14 |
| CHAPTER 2: THE XCODE PROGRAMMING ENVIRONMENT | 17 |
| The Coding Environment | 18 |
| Creating a Project | 19 |
| Navigating Your Project | 22 |
| The Navigator Area | 22 |
| Navigating by Symbol | 23 |
| Searching Your Code | 23 |
| Viewing Code Issues | 24 |
| Examining Logs | 24 |
| Editing Your Code | 25 |
| Code Coloring | 25 |
| Indentation and Snippets | 26 |

| | |
|--|-----------|
| Fix-it | 28 |
| Integrated Help | 28 |
| Using the Jump Bars | 29 |
| The Assistant Editor | 30 |
| Xcode Debugging Tools | 31 |
| Breaking and Stepping through Your Code | 31 |
| Additional Breakpoint Features | 35 |
| Building a Simple Interface | 36 |
| Summary | 42 |
| | |
| CHAPTER 3: THE C PROGRAMMING LANGUAGE | 45 |
| <hr/> | |
| Introducing C | 45 |
| Variables and Expressions | 46 |
| Data Types | 46 |
| Variables | 47 |
| Base Data Types | 47 |
| Generating Output and Accepting Input | 47 |
| Extending the Data Types | 50 |
| Operators | 51 |
| Assignment Operators | 52 |
| Arithmetic Operators | 54 |
| Relational Operators | 54 |
| Logical Operators | 55 |
| Scope | 55 |
| Structures | 56 |
| Arrays | 61 |
| Loops | 64 |
| for Loops | 64 |
| while and do...while Loops | 67 |
| break and continue | 72 |
| Execution Flow and Decisions | 73 |
| The if Statement | 73 |
| The Conditional Operator | 74 |
| Choosing an Option with switch | 75 |
| Breaking Up Code with Functions | 77 |
| Pointers | 82 |
| A Game Example | 85 |
| Summary | 91 |

| | |
|--|------------|
| CHAPTER 4: THE OBJECTIVE-C PROGRAMMING LANGUAGE | 95 |
| Classes and Objects | 96 |
| Instance Variables | 97 |
| Methods and Messages | 98 |
| Managing Memory | 104 |
| Automatic Reference Counting | 106 |
| Inheritance | 107 |
| Building Subclasses from a Base Class | 107 |
| Overriding Base Class Methods | 110 |
| Polymorphism | 111 |
| Building a Game in Objective-C | 114 |
| Exposing Class Data with Properties | 115 |
| Declaring a Property | 115 |
| Accessing a Property | 117 |
| Class Methods | 117 |
| Implementing the MindPlayer | 119 |
| Building the Game Loop | 127 |
| Summary | 134 |
| CHAPTER 5: THE COCOA FOUNDATION FRAMEWORK | 137 |
| Model-View-Controller Architecture | 138 |
| Your First iOS Game | 138 |
| Building the UI | 140 |
| Outlets and Actions | 140 |
| Handling Text with NSString | 144 |
| NSString Methods | 144 |
| Mutable and Immutable Types | 144 |
| String Comparison | 145 |
| Collecting Objects with NSArray | 146 |
| NSArray Methods | 146 |
| Modifying Arrays by Using NSMutableArray | 147 |
| Wrapping Numbers with NSNumber | 147 |
| Other Collection Classes | 148 |
| NSSet | 148 |
| NSDictionary | 148 |
| Building the Game Model | 157 |
| Periodic Events and Timers | 162 |
| Summary | 169 |

PART II: GAME BUILDING BLOCKS

| | |
|--|------------|
| CHAPTER 6: DRAWING WITH UIKIT AND CORE GRAPHICS | 173 |
| Introducing the Drawing Frameworks | 173 |
| UIKit | 174 |
| Core Graphics | 175 |
| The Drawing Environment | 175 |
| The Graphics Context | 175 |
| The UIView Coordinate System | 176 |
| The drawRect: Method | 176 |
| Drawing Shapes with UIBezierPath | 177 |
| Specifying Colors with UIColor | 178 |
| Advanced Drawing with Core Graphics | 186 |
| Shadows | 186 |
| Gradients | 188 |
| Starting the Blocker Game with the BlockView | 192 |
| Working with Images | 197 |
| The Image Classes | 198 |
| The View Hierarchy | 199 |
| Animation and Timing with CADisplayLink | 206 |
| Finishing the Blocker Game | 215 |
| Summary | 217 |
| CHAPTER 7: RESPONDING TO USER INTERACTION | 219 |
| Events in iOS | 219 |
| The Event Architecture | 220 |
| Event Objects | 221 |
| Handling Multitouch Events | 222 |
| Building a Simple Touch-Based Game: Simon Says | 225 |
| Responding to Motion with the Accelerometer | 241 |
| Recognizing Gestures | 247 |
| Summary | 248 |
| CHAPTER 8: ANIMATING YOUR GRAPHICS | 251 |
| Animating Images with UIImageView | 252 |
| Introducing Core Animation | 255 |
| A Brief Introduction to Blocks | 255 |
| Animating UIView Properties and Transitions | 256 |
| Property Animations | 256 |
| Transition Animations | 267 |

| | |
|---|------------------|
| Core Animation Basics | 276 |
| Layer Layout | 277 |
| Animatable Properties | 277 |
| Layer Trees | 283 |
| Summary | 286 |
| <hr/> CHAPTER 9: MAKING NOISE WITH IOS AUDIO APIS | <hr/> 289 |
| Playing Simple Sounds with the System Sound Services | 290 |
| Playing Sounds with the AV Foundation Framework | 291 |
| The AVAudioPlayer Class | 291 |
| Format and Performance Considerations | 292 |
| Configuring the Audio Session | 293 |
| Playing Multiple Sounds Simultaneously | 313 |
| Looping Sounds | 313 |
| Media Player Framework | 322 |
| Summary | 330 |
| <hr/> CHAPTER 10: BUILDING A NETWORKED GAME WITH GAMEKIT | <hr/> 333 |
| Introducing GameKit | 333 |
| Starting Out | 334 |
| Networking Your Game | 351 |
| NSData and NSCoder | 352 |
| Converting Classes to Data with Archives | 353 |
| Connecting and Sending Data | 354 |
| Running the Game | 364 |
| Summary | 366 |
| <hr/> APPENDIX: ANSWERS TO EXERCISES | <hr/> 369 |
| <hr/> INDEX | <hr/> 385 |