## **Table of Contents**

Preface	1
Chapter 1: Updates on iOS 7	5
Redesigning the iOS	5
New APIs	7
Developing games for iOS 7	8
Framework for game development	8
Knowing about Sprite Kit	10
Benefits of Sprite Kit	10
Game controller support	11
Game center renovations	12
Summary	12
Chapter 2: Our First Sprite Kit Project	13
Sprite Kit basics	14
Anatomy of a Sprite Kit project	15
Scenes	16
Nodes	16
Node types	17
Actions	18
Game loop	19
Adding a background image to our game	22
Moving the character with actions	28
Adding infinite scrolling	29
Adding a score label	30
Summary	31

Chapter 3: Interacting with Our Game	33
Handling touches	33
Using gesture recognizers	36
Accelerometer	38
Physics engine	42
Physics simulation basics	42
Implementing the physics engine	44
Summary	47
Chapter 4: Animating Sprites	49
What is animation?	49
What is a texture atlas?	50
Adding animations to our project	51
Character states	56
Adding shield animations	58
Adding a parallax background	62
Summary	65
Chapter 5: Particle Effects	67
Particle emitters	67
First particle effect	68
Advanced physics	72
Scene transitions	78
Summary	80
Chapter 6: Adding Game Controllers	81
Native game controllers	82
Game controller basics	82
Using a controller in our game	85
Handling controller notifications	90
Adding sound and music	91
Summary	94
Chapter 7: Publishing to the iTunes App Store	95
Registering as a developer	95
Bundle ID	97
Provisioning profiles	98
Preparing our application for the App Store	99
Managing applications in iTunes Connect	100
Life after uploading	104
Summary	104
Index	105