Index

Α

accelerometer about 38-42 advantages 38 actions, Sprite Kit project about 18 types 18 affectedByGravity property 43 animation about 49, 50 adding, to Sprite Kit project 51-55 API, iOS 7 7, 8 application building, for distribution 102, 103 managing, in iTunes Connect 100, 101 preparing, for App Store 99, 100 registering, in iTunes Connect 101, 102 states, after uploading 104 **App Store** application, preparing for 99, 100

В

background image adding, to Sprite Kit project 22-26 background music adding 91-93 bitmasks 73 BodyWithCircleOfRadius method 42 BodyWithEdgeFromPoint:toPoint method 42 BodyWithPolygonFromPath method 42 BodyWithRectangleOfSize method 42 Bundle ID 97

С

categoryBitMask 43, 72 character moving, with actions 28 character state handling 56-58 in air state 56 jumping state 56 running state 56 Cocos2d 9 collisionBitMask 44, 72 contactBitMask property 44 contactTestBitMask 72

D

density property 43 developer provisioning profile 98 draw calls 50 dynamic property 43

Ε

Emitter Node properties setting 70

F

FPS (frames per second) 15

G

game center features 12 game controllers about 81

basic concepts 82-85 extended form-fitting controller 82 extended wireless controller 82 native game controllers 82 notifications, handling 90, 91 standard form-fitting controller 82 using, in Sprite Kit project 85-89 game controller support 8, 11, 12 game development Cocos2d 9 framework 8,9 OpenGL 9 third-party libraries 9 UIKit 9 game loop 19-22 games developing, for iOS 7 8 gesture recognizers about 36, 37 using 36, 37

I

infinite scrolling adding 29, 30 iOS 7 about 5 API 7,8 features 5,6 game controllers 81 games, developing for 8 Sprite Kit 10 iOS developer portal **URL 95** iOS Developer program **URL 96 iTunes** Connect about 100 application, managing 100, 101 application, registering 101, 102 ŪRL 101

Μ

mass property 43 Multitasking 7

Ν

native game controllers about 82 advantages 82 node about 16 methods 17 properties 17 types 17

0

OpenGL 9

Ρ

parallax 65 parallax background adding 62-65 particle effects about 67 creating 68-71 particle emitter 67, 68 physics body properties 43, 44 physics engine about 42 implementing 44-47 physics simulation 42-44 physics simulation 42-44 provisioning profiles about 98 developer provisioning profile 98 store provisioning profile 98

R

register as a developer with Apple 95-97 restitution property 43

S

scene 16 scene transitions handling 78-80

[106] -

www.it-ebooks.info

score label adding 30, 31 shield animations adding 58-61 SKEffectNode 17 SKEmitterNode 17 SKLabelNode 17 SKNode 17 SKShapeNode 17 SKSpriteNode 17 sound effects adding 91-93 Sprite Kit about 8,10 advantages 10, 11 Sprite Kit physics about 72-78 bitmasks 72 Sprite Kit project about 13-15 actions 18 anatomy 15 animation, adding 51-55 background image, adding 22-26 background music, adding 91-93 character, moving with actions 28 character state, handling 56-58 game controllers, using 85-89 game loop 19-22 infinite scrolling, adding 29, 30 node 16, 17 parallax background, adding 62-65 scene 16 scene transitions 78, 79 score label, adding 30, 31 shield animations, adding 58-61 sound effects, adding 91-93 store provisioning profile 98

Т

Text Kit 7 texture atlas about 50, 51 benefits 50 third-party libraries 9 touches handling 33-36 touchesBegan method 34 touchesCancelled method 34 touchesEnded method 34 touchesMoved method 34

U

UIKit 9 usesPreciseCollisionDetection property 43

Х

Xcode 50