Index

A

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

B

background image
adding, to Sprite Kit project 22-26

background music
adding 91-93

bitmasks 73

BodyWithCircleOfRadius method 42
BodyWithEdgeFromPointtoPoint method 42
BodyWithPolygonFromPath method 42
BodyWithRectangleOfSize method 42

Bundle ID 97

C

categoryBitMask 43, 72

density property 43
dynamic property 43

developer provisioning profile 98
draw calls 50

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

draw calls 50

dynamic property 43

density property 43

developer provisioning profile 98

draw calls 50

dynamic property 43

E

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
  URL 101

M
mass property 43
Multitasking 7

N
native game controllers
  about 82
  advantages 82
node
  about 16
  methods 17
  properties 17
  types 17
O
OpenGL 9
P
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
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

T

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

X

Xcode 50