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By Pj Cabrera 24 Jun 2009
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Concrete examples, thorough explanation, and timesaving tips make this book a must have for the up and coming iPhone game developer."-Brandon Middleton, Creator of "Tic Tac Toe Ten" "This is the A-Z guide to iOS game development; Michael's book takes you from the basics and terminology to using the techniques in practice on a fully working game.

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Beginning iPhone Games Development [P] Cabrera, Peter Bakhirev, Ian Marsh, Ben Smith, Eric Wing, Scott Penberthy] on Amazon.com. *FREE* shipping on qualifying offers. iPhone games are hot! Just look at the numbers. Games make up over 25 percent of total apps and over 70 percent of the most popular apps. Surprised? Of course not! Most of us have filled our iPhone or iPod touch with games

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I love games and I'm a huge math nerd, so I made a new iPhone game based on a famous math problem called The Seven Bridges of Königsberg. I'm selling it in the App Store, but I also want to share it with everyone, so I made it open source.. This article is the first in a series that will walk through iOS programming using this game as an example.

Become an iPhone Game Developer In 10 Steps [How To ...

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Beginning iPhone Games

Development: PJ Cabrera, Peter ...

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Middle School Math 7th Grade on the App Store

Getting started with iOS development.

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Building games for devices like the iPhone and iPad requires a different approach than you would use for desktop PC games. Unlike the PC market, your target hardware is standardized and not as fast or powerful as a computer with a dedicated video card. ... When you build the Unity iOS game an XCode project ...

iPhone Game Development: Chris Craft, Jamey McElveen ...

Source code for 'iPhone Games Projects' by PJ Cabrera, Joachim Bondo, Brian Greenstone, Mike Lee, Jamie Gotch, Michael Kasprzak, Richard Zito, Matthew Aitken, Olivier Hennessy, and James Lee - Apress/iphone-games-projects

Unity - Manual: Getting started with iOS development

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Learning iOS Game Programming: A Hands-On Guide to ...

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iPhone Games Projects: PJ Cabrera, Joachim Bondo, Brian ...

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book specifically about developing games on the iPhone, the most popular application category on Apple's App Store. The iPhone has quickly become the hottest new game platform and all the major game developers are entering the ...

How To Design An Open-Source iPhone Game - Smashing Magazine

We've pulled together 12 free science apps for middle and high school students. We focused on topics such as climate change, trees, conservation, and weather, which complement Project Learning Tree's lesson plans. The apps in this list include stand-alone games, interactive teaching tools, and reference guides. Here's the list: Carbon Capture