

Learning IOS Game Programming: A Hands-On Guide To Building Your First iPhone Game By Michael Daley

By Michael Daley

Build the Next Great Android Game! Learning Android Game Programming is your hands-on, start-to-finish guide to creating winning games for today's rapidly growing market.

https://play.google.com/store/books/details/Richard_A_Rogers_Learning_Android_Game_Programming?id=jfl1xKgTDyIC

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Learning iOS Game Programming (Developer's Library): Amazon.de: Michael Daley: Fremdsprachige Bücher

<http://www.amazon.de/Learning-Game-Programming-Developers-Library/dp/0321699424>

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<http://www.dweu.net/1/Learning+C++by+Programming+Games>

It is difficult to find material that goes through the creation of a game using OpenGL ES and without using a pre-built iPhone game engine. Some time ago I

<https://maniacdev.com/2010/09/learning-ios-game-programming-book-coming-monday>

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<http://developer.apple.com/swift/>

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How to fail at learning iOS programming. be able to learn iPhone programming and Objective-C and TV or to play strategy and collectible card games.

<http://codewithchris.com/learning-ios-programming/>

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<https://store.kobobooks.com/de-DE/ebook/learning-ios-game-programming-1>

Learning iOS Game Programming focuses on the features, concepts, and techniques you'll use most often and helps you master them in a real-world context.

<http://www.amazon.com/Learning-iOS-Game-Programming-Hands-On/dp/0321699424>

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