



Learn GameSalad for IOS: Game Development for iPhone, iPad, and Html5

By David Guerneau

Apress. Paperback. Book Condition: New. Paperback. 420 pages. Dimensions: 9.2in. x 7.4in. x 1.0in. So you have a great idea for an iPhone or iPad game, but you've never programmed before. Where to start? Here! With GameSalad, you can design, build, and publish a 2D game in the App Store using an easy-to-use, no-programming-required game creation tool. Learn GameSalad for iOS shows you how to set up your development environment and how to create a variety of simple 2D games from a breakout-style game to an arcade shooter to a maze game. You'll also learn how to use GameSalad to create a non-game app as well. This book also takes you beyond game development into getting your game into the App Store, using iAd, and marketing your game. A clear, step-by-step approach to GameSalad for the complete beginner. Create fun, complete, and fully functional game projects. An idea to App Store publishing guide. What you'll learn: How to set up your game design environment. How to design a complete game from idea to publication with GameSalad. The basics, but also some of the more advanced functions of GameSalad. How to submit your game on the App Store. How to start promoting your game...



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