



Want to build games with iOS technologies? This cookbook provides detailed recipes for a wide range of common iOS game-development issues, ranging from 2D and 3D math to Game Center integration, and OpenGL to performance. If you're familiar with iOS and Objective-C, this is the problem-solving guide you want. Rather than focus on specific game engines for iOS, such as Cocos2D or the Corona SDK, the recipes in this cookbook strictly deal with baked-in iOS technologies. You'll learn solutions for everything from tile-matching games to racing, with working code that you can use right away. Lay out the structure of your game Build and customize menus with UIKit Detect and respond to user input Use advanced techniques to play sound effects and music Work with data, using iOS devices and the cloud Create 2D graphics with SpriteKit Add physics simulation to your game Learn beginning to advanced 3D graphics Create challenges with artificial intelligence Use networking to add multiplayer capabilities Work with game controllers and multiple screens

The first two chapters will provide you with grounding in Monkey. In each subsequent chapter you will create a complete game deployable to either iOS, Android, HTML5, FLASH, OSX, Windows and XNA. The last chapter will show you how to monetize the games so you can be commercially successful in the app development world. Do you want to quickly create games deployable to all the major desktop and mobile platforms?, if so look no further. You will learn how to utilize the highly versatile Monkey compiler to create 2d games deployable almost anywhere. No game development or programming experience is required.

Mobile Game Design Essentials

Advanced Intelligent Systems for Sustainable Development (AI2SD'2019)

Progetti e tecniche avanzate con Corona SDK (seconda parte)

With JQuery Mobile, Node.js, and MongoDB

Corona SDK Application Design

Corona SDK Hotshot

A step-by-step guide. This book is for all game developers, designers, and hobbyists who want to create assets for mobile games

This book presents the proceedings of the 20th Congress of the International Ergonomics Association (IEA 2018), held on August 26-30, 2018, in Florence, Italy. By highlighting the latest theories and models, as well as cutting-edge technologies and applications, and by combining findings from a range of disciplines including engineering, design, robotics, healthcare, management, computer science, human biology and behavioral science, it provides researchers and practitioners alike with a comprehensive, timely guide on human factors and ergonomics. It also offers an excellent source of innovative ideas to stimulate future discussions and developments aimed at applying knowledge and techniques to optimize system performance, while at the same time promoting the health, safety and wellbeing of individuals. The proceedings include papers from researchers and practitioners, scientists and physicians, institutional leaders, managers and policy makers that contribute to constructing the Human Factors and Ergonomics approach across a variety of methodologies, domains and productive sectors. This volume includes papers addressing the following topics: Aging, Gender and Work, Anthropometry, and Ergonomics for Children and Education.

This book constitutes the refereed proceedings of the 11th International Conference on E-Learning and Games, Edutainment 2017, held in Bournemouth, United Kingdom, in June 2017. The 19 full and 17 short papers presented were carefully reviewed and selected from 47 submissions. They are organized in the following topical sections: Virtual reality and augmented reality in edutainment; gamification for serious game and training; graphics, imaging and applications; E-learning and game.

Discover an all in one handbook to developing immersive and cross-platform Android games About This Book Practical tips and tricks to develop powerful Android games Learn to successfully implement microtransactions and monitor the performance of your game once it's out live. Integrate Google's DIY VR tool and Google Cardboard into your games to join in on the VR revolution Who This Book Is For This book is ideal for any game developer, with prior knowledge of developing games in Android. A good understanding of game development and a basic knowledge on Android platform application development and JAVA/C++ will be appreciated. What You Will Learn Learn the prospects of Android in Game Development Understand the Android architecture and explore platform limitation and variations Explore the various approaches for Game Development using Android Learn about the common mistakes and possible solutions on Android Game Development Discover the top Cross Platform Game Engines and port games on different android platform Optimize memory and performance of your game. Familiarize yourself with different ways to earn money from Android Games In Detail Gaming in android is an already established market and growing each day. Previously games were made for specific platforms, but this is the time of cross platform gaming with social connectivity. It requires vision of polishing, design and must follow user behavior. This book would help developers to predict and create scopes of improvement according to user behavior. You will begin with the guidelines and rules of game development on the Android platform followed by a brief description about the current variants of Android devices available. Next you will walk through the various tools available to develop any Android games and learn how to choose the most appropriate tools for a specific purpose. You will then learn JAVA game coding standard and style upon the Android SDK. Later, you would focus on creation, maintenance of Game Loop using Android SDK, common mistakes in game development and the solutions to avoid them to improve performance. We will deep dive into Shaders and learn how to optimize memory and performance for an Android Game before moving on to another important topic, testing and debugging Android Games followed by an overview about Virtual Reality and how to integrate them into Android games. Want to program a different way? Inside you'll also learn Android game Development using C++ and OpenGL. Finally you would walk through the required tools to polish and finalize the game and possible integration of any third party tools or SDKs in order to monetize your game when it's one the market! Style and approach The book follows a handbook approach, focused on current and future game development trend from every possible aspect including monetization and sustainability in the market.

Learn Corona SDK Game Development

The Mobile Learning Voyage - From Small Ripples to Massive Open Waters

The easiest way to learn Lua programming

Proceedings of the 8th International Conference KES-AMSTA 2014 Chania, Greece, June 2014

Mirco Baragiani Corona SDK: sviluppa applicazioni per Android e iOS. Livello 9

Mastering Android Game Development

This book is for anyone who wants to have a go at creating commercially successfully games for Android and iOS. You don't need game development or programming experience.

"In this Mobile Game Development with Corona SDK, expert author J.A. Whye will teach you how to create a mobile game with Corona SDK for iOS or Android. This course is developed for beginners, meaning no prior programming experience is required. You will start by learning about the Lua language, then jump into how to display and animate images. From there, Whye will teach you about tap and touch events and how to use the widget library, including how to make buttons with widgets and create scrolling pictures. This video tutorial will also cover how to create text on the screen, manage a scene with Composer, and saving and loading files."--Resource description page.

Learn how to build a game using Platino Studio. Follow step-by-step basics to create an app, and then add different functionalities and game logic. With Beginning Platino Game Engine you will be able to develop UWP apps using the Processing JS language. You also will be introduced to Temboo and extending the processing language to IoT. What You'll Learn: Develop using the Platino game engine Build UWP apps using the Processing JS language Extend the processing language to IoT with Temboo Who Is this Book for: Indie game developers, app developers interested in games, and students new to the Platino game engine and perhaps new to game development.

Gaming has historically been a strong driver of technology, whether we're talking about hardware or software performance, the variety of input methods, or graphics support, and the Android game platform is no different. Android is a mature, yet still growing, platform that many game developers have embraced as it provides tools, APIs, and services to help bootstrap Android projects and ensure their success, many of which are specially designed to help game developers. This book is a progressive, hands-on guide to developing highly interactive and complex Android games from scratch. You will learn all the aspects of developing a game using a space shooter game as the example that will evolve with you through the chapters. You will learn all about frame-by-frame animations and resource animations. You will also create beautiful and responsive menus and dialogs and explore the different options for playing sound effects and music in Android. You will then learn the basics of creating a particle system and how to use the Leonids library. Finally, we will configure and use Google Play Services on the developer console and port our game to the big screen.

The Minds Behind Adventure Games

Mobile Devices

Computer Science and Applications

Pro IOS and Android Apps for Business

Mobile Game Development with Corona SDK

Corona SDK Mobile Game Development

If you are an application developer who has experience with Dart and want to develop reusable and robust code in Dart, then this book is for you. You are expected to have a basic knowledge of core elements and applications.

The 2014 Asia-Pacific Conference on Computer Science and Applications was held in Shanghai, December 27-28, 2014. These CSAC-2014 proceedings include 105 selected papers, which focus not only on the research of science and technology of computer sciences, but also on the research of applications, aiming at a quick and immediate effect on

Cover every aspect of the app industry, from app idea generation through to marketing and performance monitoring. With this book you'll receive complete, reliable, up-to-date, and professional information and guidance. Learn iOS App Distribution is every developers thorough and accessible guide to successfully distributing apps. For readers who already know how to code and create apps, this book explains how the app industry works, how it is evolving, and what the key trends are. Rather than focus on the well-covered aspects of working with Swift and Xcode, you'll instead discover what it takes from a commercial standpoint to bring an app together and get it successfully out to customers. All the key technical aspects are simplified for you with non-technical backgrounds, and vast amounts of information are condensed into easy-to-understand visuals. What You'll Learn Review how the app industry nuances and how it works Analyze app statistics and key market trends Position an app appropriately within the industry Improve app performance and related products and services Who This Book Is For App designers, UI/UX design professionals, coders, app marketers, game designers, asset designers and app publishing companies. The book is also suitable for inventors and non-tech readers unfamiliar with the industry but interested in investing in apps

This book contains the latest researches on advanced intelligent systems applied in the field of education presented during the second edition of the International Conference on Advanced Intelligent Systems for Sustainable Development (AI2SD'2019) held on July 08-11, 2019, in Marrakech, Morocco. The book proposes new approaches and innovative strategies for the manipulation of data and big data collected from the educational environment, exploiting the analysis tools, algorithms of artificial intelligence, and machine learning techniques, in order to extract results, which allow improving the performance and effectiveness of the education field, which is a strategic lever for sustainable development. The book deals with concepts, strategies, and approaches developed on various current axes of scientific research in the field of education, such as smart e-learning, smart education (smart classroom, smart assessment and smart teaching and learning technologies), massive open online courses (MOOC), courseware design, and development for smart learning, cloud learning, and mobile learning. The book is intended for all actors in the educational sector, namely students, professors, academic researchers, and stakeholders. It constitutes a large-scale forum for the

exchange of ideas, approaches, and innovative techniques between these actors on the development and innovation of the field of education with the revolution 4.0. The authors of each chapter report the state of the art of the various topics addressed and present results of their own research, laboratory experiments, and successful applications. The purpose of this session is to share the idea of advanced intelligent systems with appropriate tools and techniques for modeling, management, and decision support in the field of education.

Proceedings of the 2014 Asia-Pacific Conference on Computer Science and Applications (CSAC 2014), Shanghai, China, 27-28 December 2014

Lua Quick Start Guide

Producing IOS 6 Apps

14th World Conference on Mobile and Contextual Learning, mLearn 2015, Venice, Italy, October 17-24, 2015, Proceedings

Volume 1 - Advanced Intelligent Systems for Education and Intelligent Learning System

Volume IX: Aging, Gender and Work, Anthropometry, Ergonomics for Children and Educational Environments

*Corona SDK is one of the most powerful tools used to create games and apps for mobile devices. The market requires speed; new developers need to operate quickly and efficiently. Create 2D Mobile Games with Corona SDK gives you the tools needed to master Corona - even within the framework of professional constraints. A must-read guide, this book gives you fast, accurate tips to learn the programming language necessary to create games. Read it sequentially or as an FAQ and you will have the tools you need to create any base game before moving on to advanced topics. The tutorial-based format: Contains step-by-step directions complete with coding and screenshots Is filled with tutorials, tips, and links to useful online resources Includes a comprehensive companion website featuring online exercise files to practice coding, full build samples from the text, additional book details, and more!*

*"This book is a must read for newcomers and experienced composers wanting to learn more about the art of video game composition." —Chuck Doud, Director of Music, Sony Computer Entertainment Worldwide Studios All You Need to Know to Create Great Video Game Music Written by the developer of Berklee School of Music's pioneering game scoring program, this guide covers everything professional composers and music students need to know about composing interactive music for video games, and contains exclusive tools for interactive scoring—tools that were previously available only at Berklee. Drawing on twenty years of professional experience in the game industry, Michael Sweet helps you master the unique language of music storytelling in games. Next, he walks you through the entire music composition process, from initial conceptualization and creative direction through implementation. Inside, you'll find dozens of examples that illustrate adaptive compositional techniques, from small downloadable games to multimillion dollar console titles. In addition, this guide covers the business side of video game composition, sharing crucial advice about contracts, pricing, sales, and marketing. Coverage includes Overcoming the unique challenges of writing for games Composing music that can adapt in real time to player actions Developing thematic ideas Using audio middleware to create advanced interactive scores Working effectively with game development teams Understanding the life of a video game composer Managing contracts, rights, estimating, and negotiation Finding work The companion website contains software tools to help you master interactive music concepts explored in this book, with additional resources and links to learn more about scoring for games. See Appendix A for details.*

*The success of Angry Birds, Peggle, and Fruit Ninja has proven that fun and immersive game experiences can be created in two dimensions. Furthermore, 2D graphics enable developers to quickly prototype ideas and mechanics using fewer resources than 3D. 2D Graphics Programming for Games provides an in-depth single source on creating 2D graphics that c*

*Technological advances in the field of IT lead to the creation of new programs intended to merge the advantages of desktop-based programs with the advantages of Web-based programs in order to increase user accessibility and provide effective computer performance. Frameworks, Methodologies, and Tools for Developing Rich Internet Applications presents current research and analysis on the use of JavaScript and software development to establish new programs intended for the Web. With an in-depth look at computer and Web programming, this publication emphasizes the benefits and dynamic qualities of these emerging technologies. This book is an essential reference source for academicians, researchers, students, practitioners, and professionals interested in understanding and applying the advances in the combined fields of Web engineering and desktop programming in order to increase computer users' visual experience and interactivity.*

2D Graphics Programming for Games

The Ultimate Roadmap for Both Non-Programmers and Existing Developers

Frameworks, Methodologies, and Tools for Developing Rich Internet Applications

14th International Conference, ACE 2017, London, UK, December 14-16, 2017, Proceedings

E-Learning and Games

Tools and Technologies

*Corona SDK is one of the most popular app and game mobile development platforms in the world, and Learn Corona SDK Game Development walks you through creating a full-featured Corona game from scratch to the App Store. You'll learn Lua basics (the foundation of Corona), how to add and manipulate graphics, and how to use controls like multitouch, accelerometer, and gyroscope. You'll also learn how to use Box2D (Corona physics under the hood), and how to add sound effects and music. As you're polishing your game, you'll also learn about ads, in-app purchases, and OpenFeint and Game Center integration. Finally, you'll learn the ins and outs of getting a game into the App Store or other app marketplaces. Whether you're developing exclusively for iOS, or whether you're developing for Android or other platforms, Learn Corona SDK Game Development explains just what you need to launch your career as a mobile game developer. What you'll learn Just enough Lua to get started with Corona How to put your Corona code together How to work with images and effects Adding music and sound Game physics and AI Working with app stores and marketplaces Who this book is for Beginning mobile game developers, with a grasp of the basics of programming, who want a complete walkthrough of the Corona app and game development tool, or iOS or Android developers who want to learn about Corona SDK. Table of Contents Part I: Get Ready... Get Set... 1. Introducing Corona 2. Getting To Know Lua Part II: Go! 3. Application Structure 4. Title, main menu and settings screens 5. The Game, Part I: Core Game Code 6. The Game, Part II: The Main Loop 7. The Game, Part III: Player Control Input 8. The Game, Part IV: Collision Events 9. Wrapping Up Part III: The Post-Game Show 10. Odds And Ends 11. Testing And Publishing*

*This book constitutes the proceedings of the 14th International Conference on Mobile and Contextual Learning, mLearn 2015, held*

*in a cruise ship leaving from and arriving to Venice, Italy, in October 2015. The 22 revised full papers and 6 short papers presented were carefully reviewed and selected from 81 submissions. The papers deal with the topics related to the theme of the conference: "The mobile learning voyage: from small ripples to massive open waters". The conference theme paid tribute to the developments that brought mobile learning from its infancy steps in the early 2000s to maturity in 2015, while simultaneously paving the way for the broad and open waters ahead with new developments and progress in mobile learning, and emerging ambient technologies. You will learn by doing. First a brief crash course in Lua and Corona. Once this is done you will be thrown straight into creating fully functional complete games chapter by chapter. Certain chapters are reserved for adding advanced features such as multiple device integration, social networking and monetization. This book is for anyone who wants to have a go at creating commercially successful games for Android and iOS. You don't need game development or programming experience.*

• *"Welcome to the journey. At each chapter you'll have two paths to choose from. One is to continue on to the next chapter. The other is to put the book down and play the game. Follow the first option each time. I guarantee that when you finish reading the book and play the games they'll be more fun because you'll appreciate what went into the creation of them."*—Leonard Herman, author of *Phoenix IV: The History of the Videogame Industry* • *"Patrick delivers a refreshingly sober look at video game development through the context of his interviews. The stories these legends of the game industry tell are full of disappointment and excitement – failure and success. The stuff video games are made of. The stuff of life."*—Jeffrey Paquette, designer, *KROOM* • *"Patrick Hickey Jr. doesn't just parrot off the facts like other books in the field, he does his homework, digs deep, and asks the right kind of questions. When you read this book chock full of interviews with those in-the-know you will undoubtedly be pleased!"*—Michael Thomasson, author of *Downright Bizarre Games: Video Games that Crossed the Line* Featuring interviews with the creators of 31 popular video games—including *Grand Theft Auto, Strider, Maximum Carnage* and *Pitfall*—this book gives a behind-the-scenes look at the origins of some of the most enjoyable and iconic adventure games of all time. Interviewees recount the endless hours of painstaking development, the challenges of working with mega-publishers, the growth of the adventure genre, and reveal the creative processes that produced some of the industry's biggest hits, cult classics and indie successes.

*Create 2D Mobile Games with Corona SDK*

*Corona Lua Game Basic*

*Learn iOS Application Distribution*

*Learning Game AI Programming with Lua*

*A Composer's Guide*

*Create Mobile Games with Corona*

Wireless and mobile communications have grown exponentially. The average individual now possesses a minimum of two smart mobile devices. The consistent advancement of mobile devices feeds the ever-growing appetite for faster bandwidth, uninterrupted connectivity, applications to fulfill the needs of consumers and businesses, and security for all of Discover how to use the CryENGINE 3 free SDK, the next-generation real-time game development tool.

If you are a game developer or a general programmer who wishes to focus on programming systems and techniques to build your game AI without creating low-level interfaces in a game engine, then this book is for you. Knowledge of C++ will come in handy to debug the entirety of the AI sandbox and expand on the features present within the book, but it is not required.

In this Mobile Game Development with Corona SDK, expert author J.A. Whye will teach you how to create a mobile game with Corona SDK for iOS or Android. This course is developed for beginners, meaning no prior programming experience is required. You will start by learning about the Lua language, then jump into how to display and animate images. From there, Whye will teach you about tap and touch events and how to use the widget library, including how to make buttons with widgets and create scrolling pictures. This video tutorial will also cover how to create text on the screen, manage a scene with Composer, and saving and loading files. You will also learn how to display Sprites on the screen and animate them, as well as how to use music and sound effects in your game to create a scoring system. Finally, you will learn how to create three simple games: a physics-based puzzler, a memory match game, and a space shooter. Once you have completed this computer based training course, you will be fully capable of creating your own game from scratch with Corona SDK. Working files are included, allowing you to follow along with the author throughout the lessons.

*IOS Game Development Cookbook*

*Writing Interactive Music for Video Games*

*Proceedings of the 20th Congress of the International Ergonomics Association (IEA 2018)*

*Mastering Dart*

*Beginning Platino Game Engine*

*Interviews with Cult and Classic Video Game Developers*

*The indie game developer's complete guide to running a studio. The climate for the games industry has never been hotter, and this is only set to continue as the marketplace for tablets, consoles and phones grow. Seemingly every day there is a story of how a successful app or game has earned thousands of downloads and revenue. As the market size increases, so does the number of people developing and looking to develop their own app or*

game to publish. *The Indie Game Developer Handbook* covers every aspect of running a game development studio—from the initial creation of the game through to completion, release and beyond. Accessible and complete guide to many aspects of running a game development studio from funding and development through QA, publishing, marketing, and more. Provides a useful knowledge base and help to support the learning process of running an indie development studio in an honest, approachable and easy to understand way. Case studies, interviews from other studios and industry professionals grant an first-hand look into the world of indie game development

*The easiest way to learn Lua programming Key Features The easiest way to learn Lua coding Use the Lua standard libraries and debug Lua code Embed Lua as a scripting language using the Lua C API Book Description* Lua is a small, powerful and extendable scripting/programming language that can be used for learning to program, and writing games and applications, or as an embedded scripting language. There are many popular commercial projects that allow you to modify or extend them through Lua scripting, and this book will get you ready for that. This book is the easiest way to learn Lua. It introduces you to the basics of Lua and helps you to understand the problems it solves. You will work with the basic language features, the libraries Lua provides, and powerful topics such as object-oriented programming. Every aspect of programming in Lua, variables, data types, functions, tables, arrays and objects, is covered in sufficient detail for you to get started. You will also find out about Lua's module system and how to interface with the operating system. After reading this book, you will be ready to use Lua as a programming language to write code that can interface with the operating system, automate tasks, make playable games, and much more. This book is a solid starting point for those who want to learn Lua in order to move onto other technologies such as Love2D or Roblox. A quick start guide is a focused, shorter title that provides a faster paced introduction to a technology. It is designed for people who don't need all the details at this point in their learning curve. This presentation has been streamlined to concentrate on the things you really need to know. What you will learn Understand the basics of programming the Lua language Understand how to use tables, the data structure that makes Lua so powerful Understand object-oriented programming in Lua using metatables Understand standard LUA libraries for math, file io, and more Manipulate string data using Lua Understand how to debug Lua applications quickly and efficiently Understand how to embed Lua into applications with the Lua C API Who this book is for This book is for developers who want to get up and running with Lua. This book is ideal for programmers who want to learn to embed Lua in their own applications, as well as for beginner programmers who have never coded before.

*Using a project based approach you will learn the coolest aspects of Corona SDK development. Each project contains step- by-step explanations, diagrams, screenshots, and downloadable materials.* This book is for users who already have completed at least one simple app using Corona and are familiar with mobile development using another platform and have done Lua programming in another context. Knowledge of the basic functions of Corona routines, as well as an understanding of the Lua programming language's syntax and common libraries, is assumed throughout.

*Agents and multi-agent systems are related to a modern software paradigm which has long been recognized as a promising technology for constructing autonomous, complex and intelligent systems. The topics covered in this volume include agent-oriented software engineering, agent co-operation, co-ordination, negotiation, organization and communication, distributed problem solving, multi-agent communities, rational and clustering agents, learning paradigms, agent cognitive models, and heterogenous multi-agent environments. The volume highlights new trends and challenges in agent and multi-agent research and includes 30 papers classified in five specific topics: Modeling and logic agents, Knowledge based agent systems, Cognitive and cooperative multi-agent systems, Agent-based Modeling and Simulation, and Learning Paradigms and Applications: Agent-based Approach. The published papers have been presented at the 8th KES Conference on Agent and Multi-Agent Systems - Technologies and Applications (KES-AMSTA 2014) held in Chania on the island of Crete in Greece in June 2014. The presented results will be of value to the research community working in the fields of artificial intelligence, collective computational intelligence, robotics, dialogue systems and, in particular, agent and multi-agent systems, technologies and applications.*

*Successfully Distribute Apps*

*The Indie Game Developer Handbook*

*Agent and Multi-Agent Systems: Technologies and Applications*

*Learn Lua for iOS Game Development*

*Mobile Game Development With Corona SDK*

Effectively several books bundled into one, written by the entire team of a long-standing app development company, *Producing iOS 6 Apps: The Ultimate Roadmap for Both Non-Programmers and Existing Developers* makes every effort to provide most anyone with the understanding, recommended tools, and easy to follow step-by-step examples, to learn how to take your app idea from the start to Apple's iTunes App Store. Originally generated from an existing app company's internal and highly-confidential training guide, containing closely guarded app business secrets teaching new employees the business of app design, development lifecycles and methodology. Updated contributions are from the entire staff; development as well as considerable contributions from marketing, management, and even the legal dept. Due to its very nature, this book contains many commonplace and relevant topics to today's app-related business issues, such as the latest "legal landmines" to avoid, modern app design, the latest in code development, and even avoiding programming altogether for app development - all specific to iOS and the App Store. This fully updated, multi-section book spans many chapters covering the relevant topics, including but not limited to the following: The latest software updates: Apple iOS 6 SDK, Xcode 4.5, and many other third-party development alternatives - some of which require simple scripting or no coding at all! The latest hardware updates: Apple iPhone 5, New iPad (3rd gen), and iPod touch (5th gen). Performing market research and analysis for a successful app with a solid business plan, specific to the App Store. Monetizing apps using Ad Networks and Aggregators, such as: Apple's iAd, Google's Admob, and Millennial Media, Jumptap, Smaato, Greystripe, AdWhirl, and MobClix. Authoring apps in both Apple's Xcode 4.5, iOS 6, and Objective-C for iPhone, iPod touch, iPad, as well as Third-Party tools for app creation such as Unity 3D, ShiVa3D,

PhoneGap, MonoTouch, Marmalade, Adobe Flash Professional, Adobe Flash Builder (Formerly Flex Builder), Cocos2D, Corona SDK, GameSalad, Titanium Studio, and MoSync - complete with walkthroughs on how to build an app from scratch with optional app-making environments! Learn how to create an app once, and have it simultaneously work on iPhone's iOS, Android, and more! Includes a BONUS detailed Objective-C jumpstart guide, written by our development staff! It provides existing programmers who are familiar with C++, Java, C#, or other languages, with relevant topics such as: designing views, interfaces, images, controls, objects, classes, user input and touch gestures, important frameworks, managing memory, dealing with data types, databases, storage, and more - complete with free example sourcecode! A monster of a book with exceptional value, containing over 500 pages, spanning 40 chapters, split into 6 sections, with 6 appendices! Over 10 pages of detailed ToC, including all of the above, plus: Apple iOS developer program and App Store account creation walkthroughs, cross-platform app development for iOS, Android, Blackberry and many more, app promotion and monetization techniques, pre/post-upload marketing, and suggestions on avoiding "real-life" App Store GOTCHAS to help save time, money, and effort! This "Tome of Knowledge" is a combined effort from an existing iOS development company's entire team who has been in the App Store trenches for years. In effect, it contains hard-learned experiences and previously detailed "secret" app production information, evolved into this complete guide and reference to all things required to deliver apps through the App Store as quickly, painlessly, and profitably, as possible. Both Paperback and eBook editions are available.

With Pro iOS and Android Apps for Business, you can take your web development experience and apply it toward creating a full-featured business app, from soup to nuts. Frank Zammetti shows you how to create a client app using jQuery Mobile wrapped in PhoneGap, and how to create a node.js-based server that uses MongoDB as its data store. You never have to deal with learning Objective-C, Java or any other difficult-to-learn language. Instead, you can build on your existing HTML5, JavaScript and CSS experience to quickly and effectively build any app your business needs. You can apply this knowledge to iOS and Android apps as well as other mobile platforms since the technologies used support most modern mobile platforms as well. You'll learn: How to design a full-featured app, including requirements like offline access How to build the client-side of the app using jQuery Mobile, including adding stub code for calling the node.js server How to create a simple server with node.js and interact with it using REST How to use MongoDB with node.js for data storage How to use PhoneGap to ready your app for mobile deployment How to test and debug your app on iOS and Android Pro iOS and Android Apps for Business is for experienced web developers who need to get up to speed quickly in building iOS and Android apps for business. Are you ready to join the mobile revolution using the same technologies you already use to build great web applications? If so, this is the book for you! What you'll learn How to design a full-featured app, including requirements like offline access How to build the client-side of the app using jQuery Mobile, including adding stub code for calling the node.js server How to create a simple server with node.js and interact with it using REST How to use MongoDB with node.js for data storage How to use PhoneGap to ready your app for mobile deployment How to test and debug your app on iOS and Android Who this book is for Experienced web devs who need to get up to speed quickly in building iOS and Android apps for business. HTML/CSS/JavaScript experience highly recommended. Table of ContentsPart I: The Client Chapter 1 - Designing My Mobile Organizer Chapter 2 - Introducing jQuery and jQuery Mobile Chapter 3 - Writing the Application with jQuery Mobile, Part I Chapter 4 - Writing the Application with jQuery Mobile, Part II Part II: The Server Chapter 5 - Introducing node.js Chapter 6 - Introducing MongoDB Chapter 7 - Writing the Server with node.js and MongoDB, Part I Chapter 8 - Writing the Server with node.js and MongoDB, Part II Part III: Putting It All Together Chapter 9 - Introducing Phonegap Chapter 10 - The Final Build: Going Mobile With Phonegap

This book is for anyone who wants to have a go at creating commercially successfully games for Android and iOS. You don't need game development or programming experience.

Corona SDK Mobile Game Development: Beginner's Guide - Second Edition

Cryengine 3 Game Development

Build with Lua on IOS and Android