

SpriteKit and Game Development Study Guide

Vocab

| | | |
|--------------------|-------------------|--------------|
| bitmask | presentScene | SKSpriteNode |
| CGSize | Property observer | SKTexture |
| conform | Protocol | SKView |
| didBegin _ contact | restitution | SKView |
| didMove to view | #selector | SpriteKit |
| didSet | SKAction | SpriteView |
| @objc | SKLabelNode | touchesBegan |
| Optional | SKPhysicsBody | transition |
| override | SKScene | UIColor |

Questions to answer

How do you change the playback speed of a sound?

How do you display text in a scene?

How do you add a node to the scene?

What is a scene?

How do you change scenes?

What is the difference between a color in SwiftUI vs SpriteKit?

How much lemon lime is in SpriteKit

How do you compare touching items on the screen?

What does the guard let pattern do?

How do you make something repeat in game until it is over?

How do you track time in game?

What does a delegate do?

Where do you load images for a game in SpriteKit?

How can you save scores to the device?

How do you embed a scene in a view?

What does the didMove to view method do?

What does the touchesBegan method do?

When do you need to override a method?

What can you specify about a nodes position?

How do you take a sprite off the screen?

How do you load a particle effect on screen?

Can particle effects interact with sprites?

How do you make something wait in the game?

How do you combine multiple actions?

How does the coordinate system work in SpriteKit?

What method is required for a SKScene based file?

How do you handle a gesture?

How do you support Objective-C style code?