



# How to make a mini game

in 15 minutes (or so)

## using SpriteKit



# SpriteKit ?

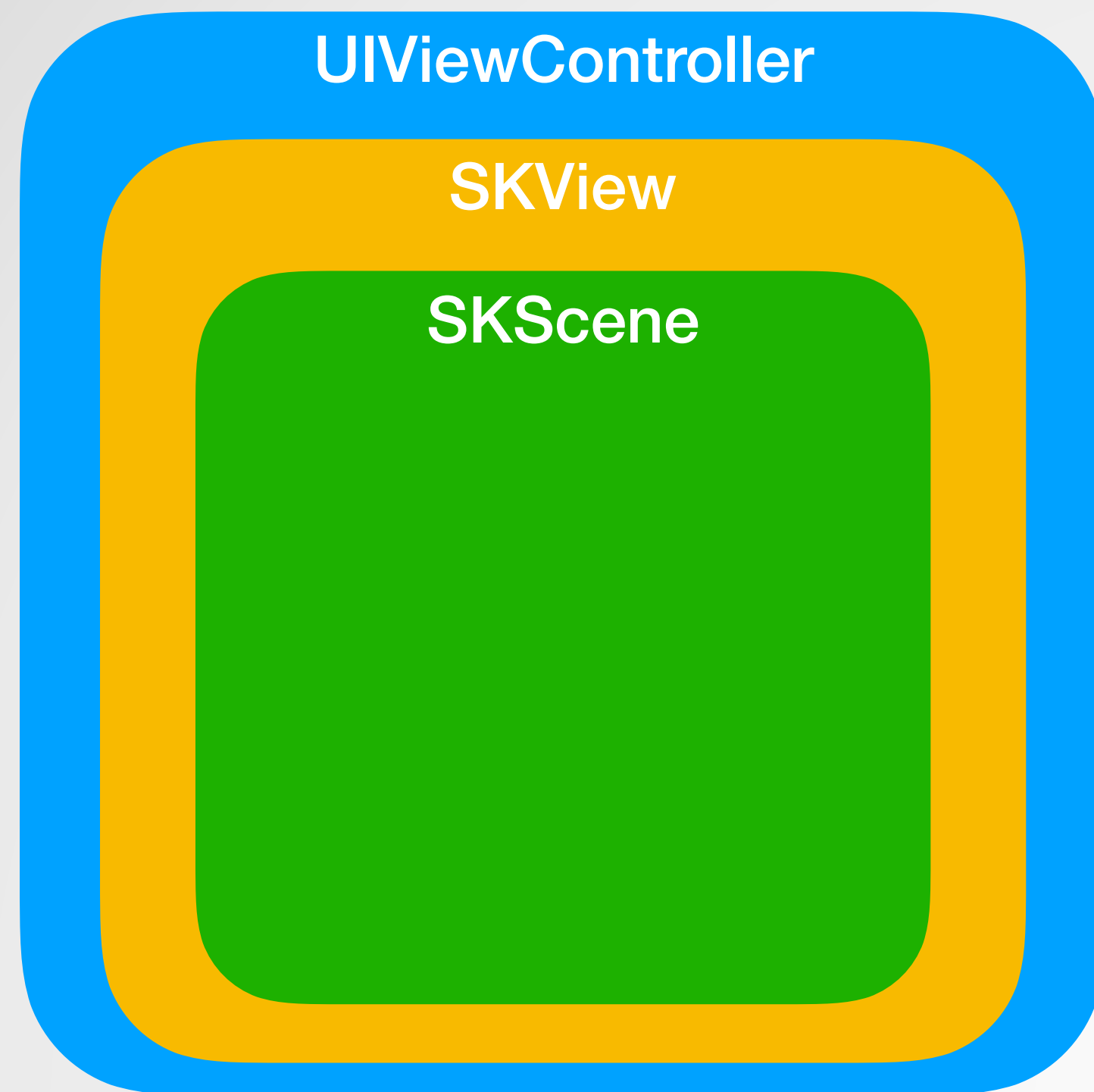


Available since iOS 7 (2013)

2D Framework, optimised for sprite rendering and physics

Easily make games on iOS, macOS, tvOS and even watchOS!

# SpriteKit ?



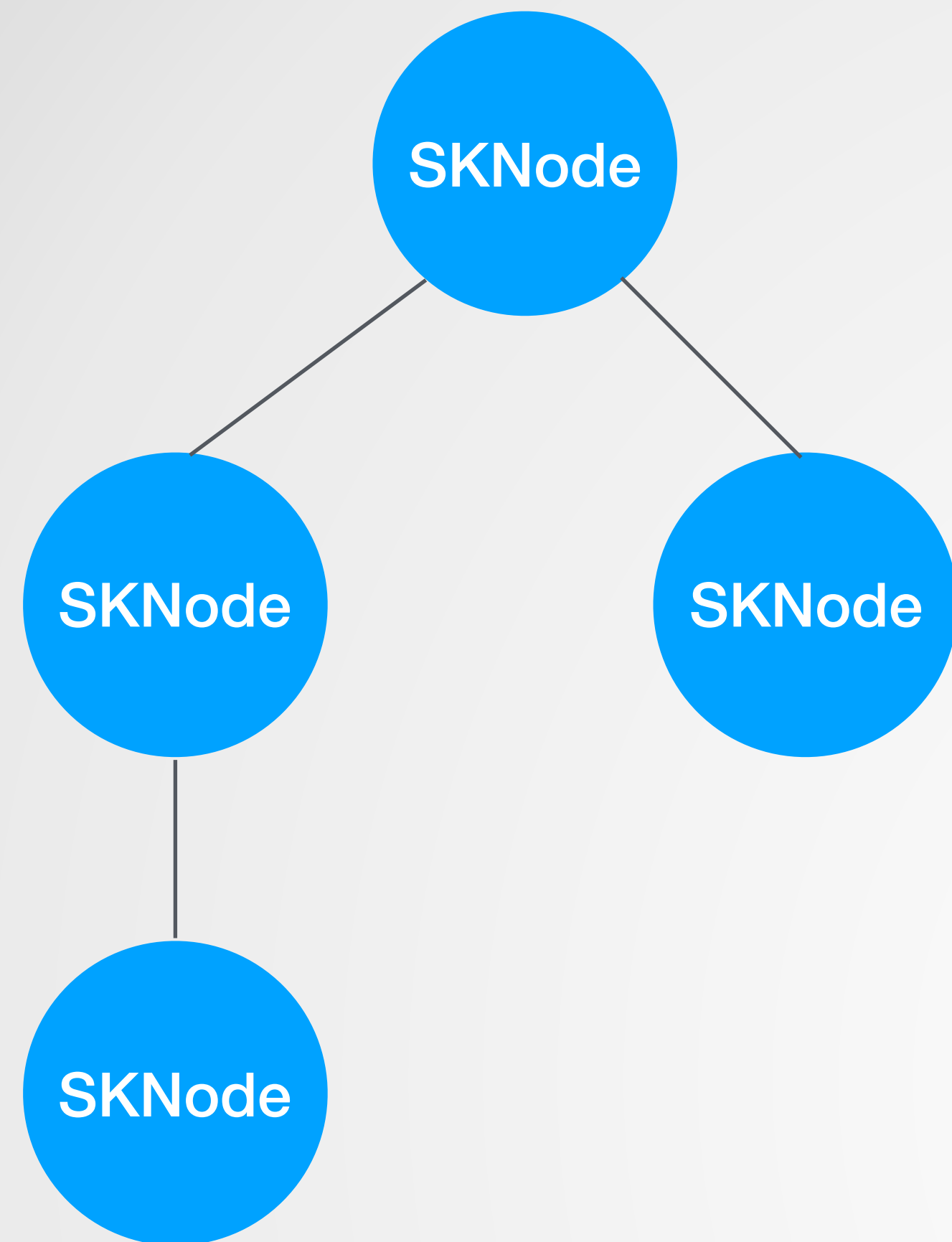
SKView does the rendering

Game organised into SKScene

Can switch between SKScene

Usually only one SKView

# SpriteKit ?



SKNode = building blocs

SKScene is a SKNode

Position in its parent coordinates system

Any effect is applied to its child nodes

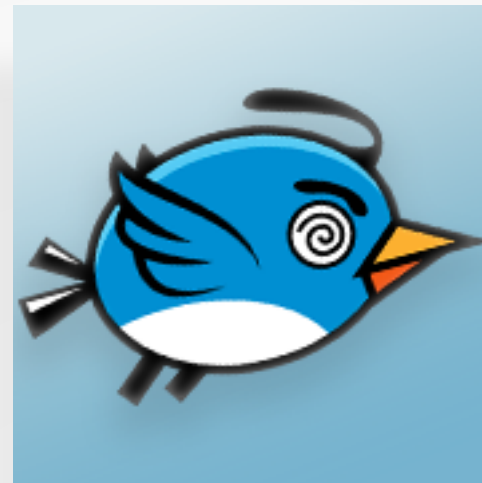
Some are displayed, some are not

# SpriteKit ?

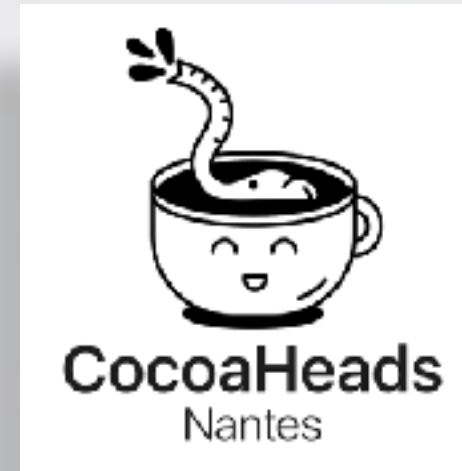
SKAction

SKPhysicsBody  
&  
SKPhysicsWorld

# Let's make this game !







# Question(s) ?

Shout at  
[franck@doubledot.io](mailto:franck@doubledot.io)

