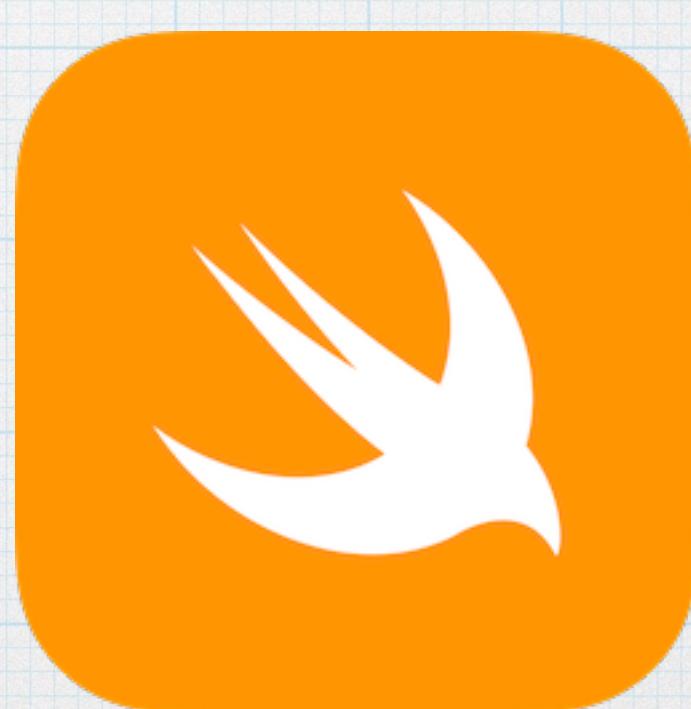
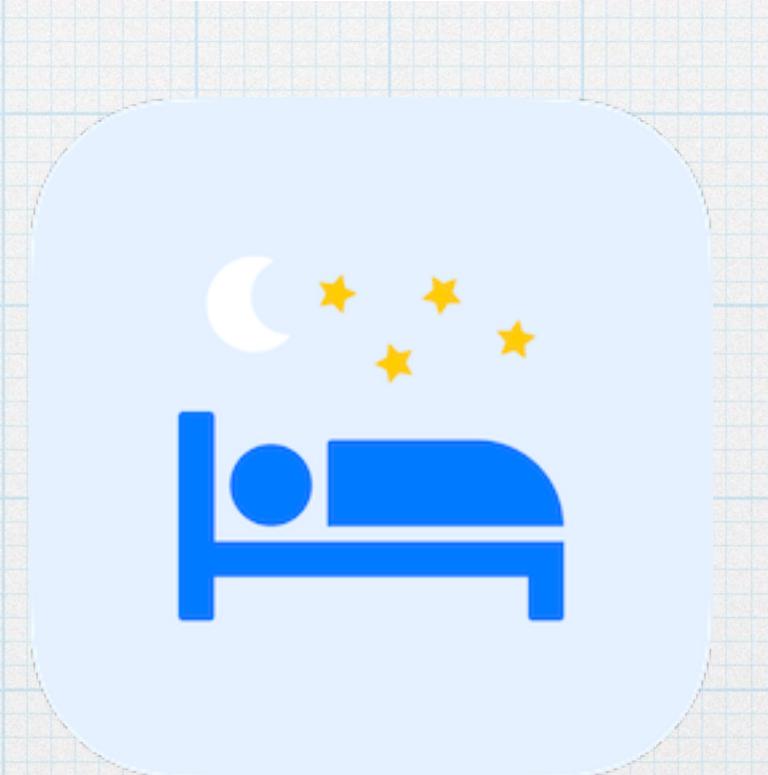
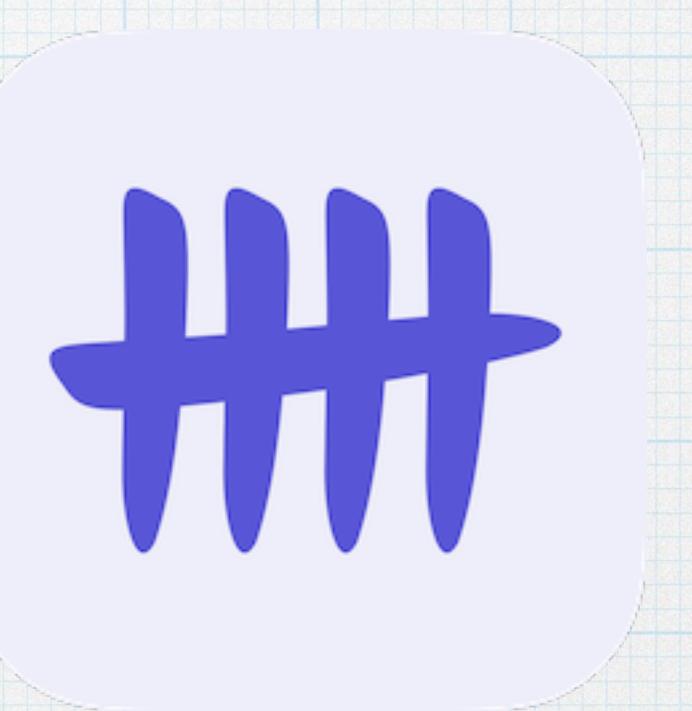


Build Cross-Platform Games with SpriteKit

Curtis Wilcox, Independent App Developer
DevFountain

About Me

- * Independent App Developer
- * Swift since 2014
- * DevFountain in 2015
- * Swift Boise in 2017



Today's Session

- * What is SpriteKit?
- * Live Demo
- * How can I learn more?

What is SpriteKit?

- * 2D game framework
- * High-performance, battery-efficient
- * Supports all Apple platforms



Source: developer.apple.com

Live Demo

How can I learn more?

* Apple Developer - SpriteKit

* Framework Reference

* Sample Code - DemoBots

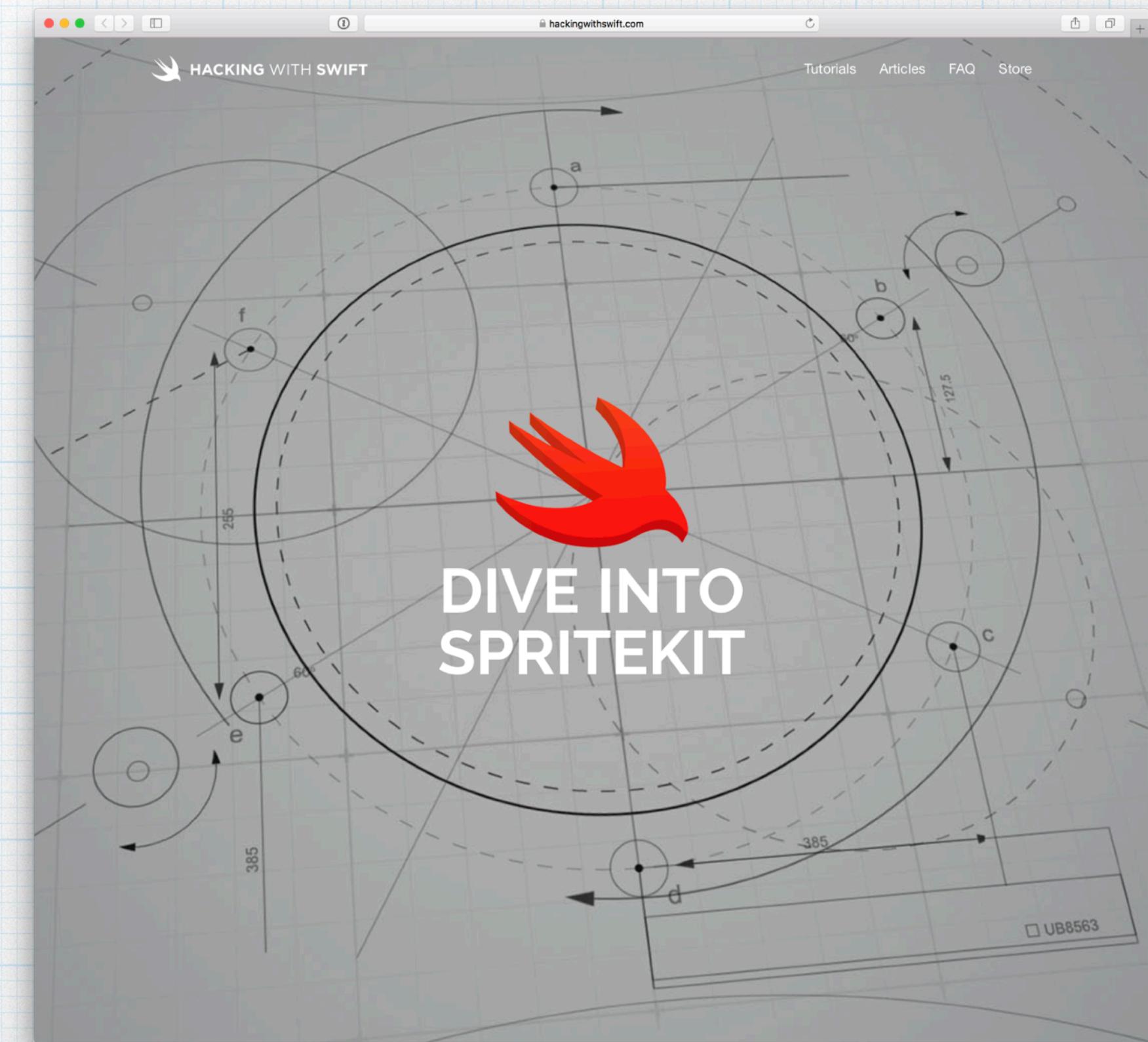
* WWDC Videos

The screenshot shows the Apple Developer website with the URL <https://developer.apple.com/spritekit/>. The page title is "SpriteKit". It features a logo of colorful geometric shapes. Below the title, a brief description states: "The SpriteKit framework adds new features to make it easier to create high-performance, battery-efficient 2D games. With support for custom OpenGL ES shaders and lighting, integration with SceneKit, and advanced new physics effects and animations, you can add force fields, detect collisions, and generate new lighting effects in your games." On the left, there's a sidebar with links to "Documentation and Sample Code" (including "SpriteKit Framework Reference" and "DemoBots: Building a Cross Platform Game with SpriteKit and GameplayKit"), "Videos" (including "What's New in SpriteKit (2016)", "What's New in SpriteKit (2015)", and "Best Practices for Building SpriteKit Games"), and "Related Resources" (including "SceneKit" and "Technologies for Game Developers"). On the right, there's a "Developer Forums" section with a link to "View forum >". At the bottom, there's a footer with links to various developer resources like Discover, Design, Develop, Distribute, Support, and a navigation bar with links for macOS, iOS, watchOS, tvOS, Developer Program, Enterprise, Education, Design Resources, Videos, Accessibility, Internationalization, Marketing Guidelines, Develop Xcode, Swift, Documentation, Videos, Downloads, Distribute App Store, App Review, iTunes Connect, Testflight, Enterprise, Safari Extensions, Support Developer Forums, Contact Us, Bug Reporting, License Agreements, System Status, and a footer with copyright information and language links.

<https://developer.apple.com/spritekit/>

How can I learn more?

* Paul Hudson - Dive Into SpriteKit



<https://www.hackingwithswift.com/store/dive-into-spritekit>

How can I learn more?

* Ray Wenderlich

The screenshot shows the raywenderlich.com website with the URL <https://www.raywenderlich.com/category/apple-game-frameworks> in the address bar. The page title is "Apple Game Frameworks". It features a section about Apple's game frameworks (SpriteKit, SceneKit, GameplayKit, Metal) and a note about Swift programming. Below this is a "SpriteKit" section with a sub-section for "Core Concepts" and a list of tutorials. To the right, there are sections for "Android Avalanche" (with a "BUY NOW" button), "raywenderlich.com Weekly" (with a sign-up form), and "How-Tos" (with a screenshot of a game).

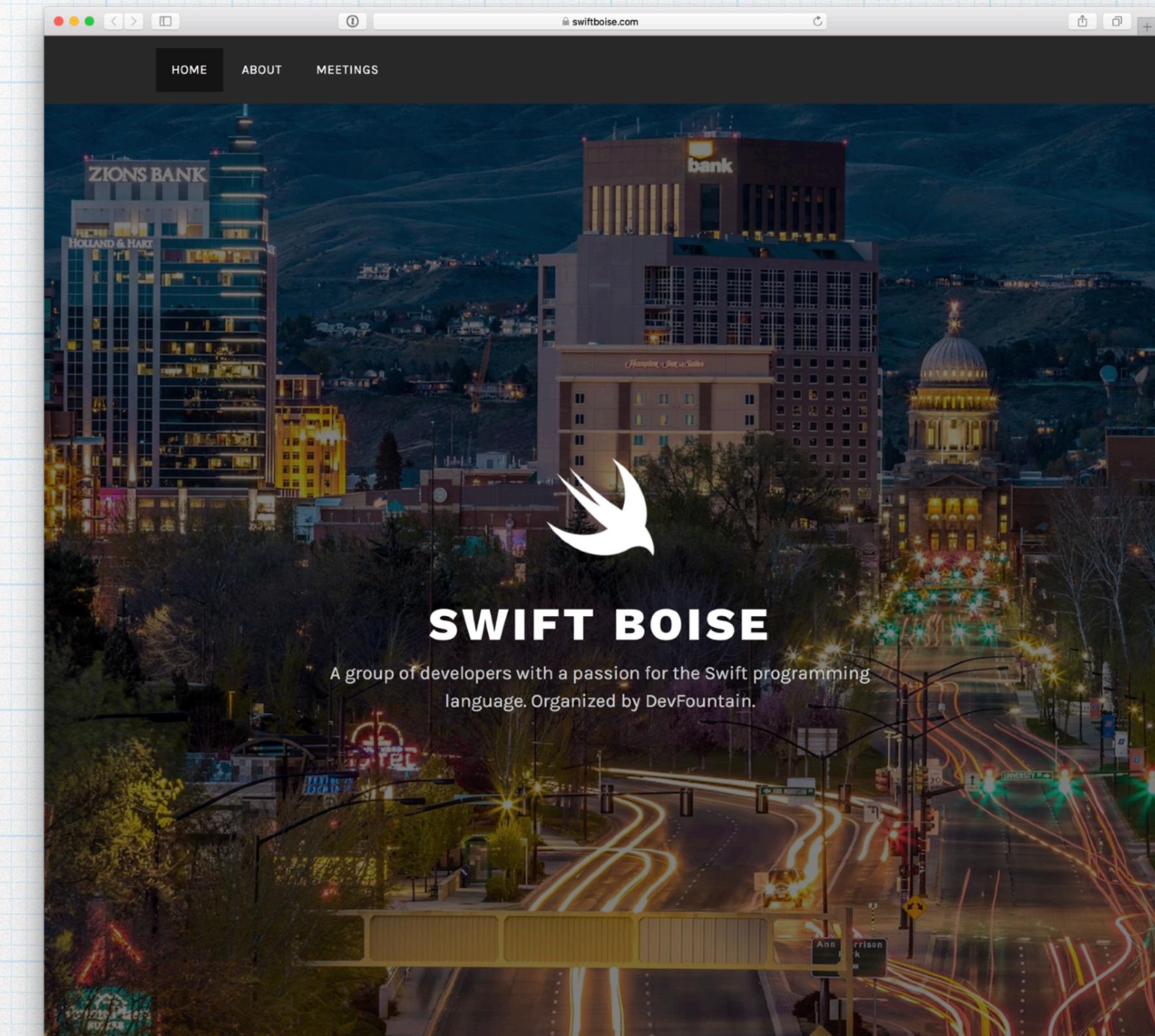
<https://www.raywenderlich.com/category/apple-game-frameworks>

How can I learn more?

* Swift Boise

* Monthly, 2nd Thursday
7:00 PM-8:00 PM

* New Ventures Lab
33 E Idaho Ave
Meridian, ID 83642



<https://swiftboise.com>