

TabletopKit

Swift Island



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Requirements

- Xcode 16.1.0 Beta
- visionOS simulator
- Starter Project (Swift Island Demo)

About Me

- Indie iOS Developer (Freelancer)
- Swift over Coffee Podcast
- Organizer of iOSDevHappyHour
- Content Creator



<https://mikaelacaron.com/links>



TabletopKit

- Build spatial multiplayer tabletop experiences
- Handles gestures and common layouts
- Integrates with GroupActivities and RealityKit

TabletopKit

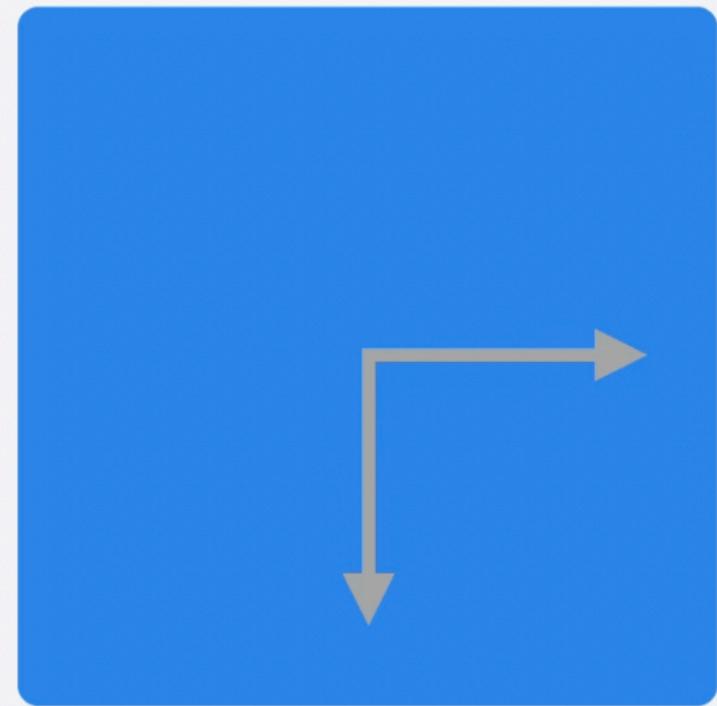
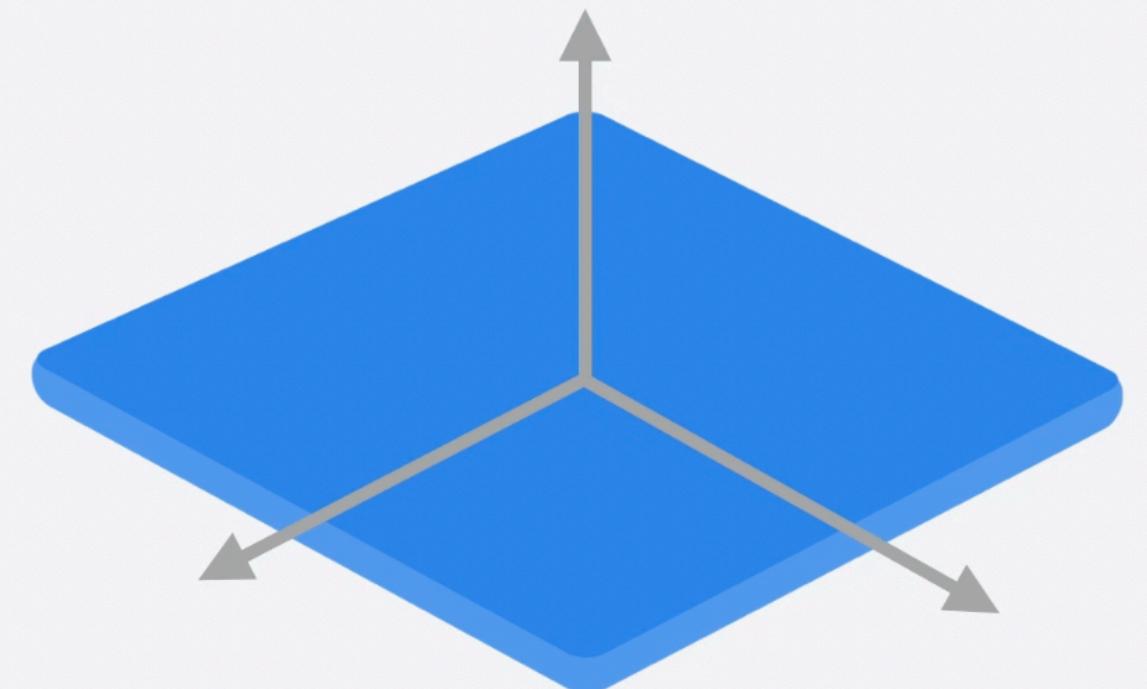
- How you organize a board game

Demo

- Light version of the TabletopKit Demo project by Apple

Table

- The surface the game is played
- A table has a shape and size
- Can be a rectangle or circle
- A game has one table
- The table defines the game's coordinate system



Source: Apple

Seats

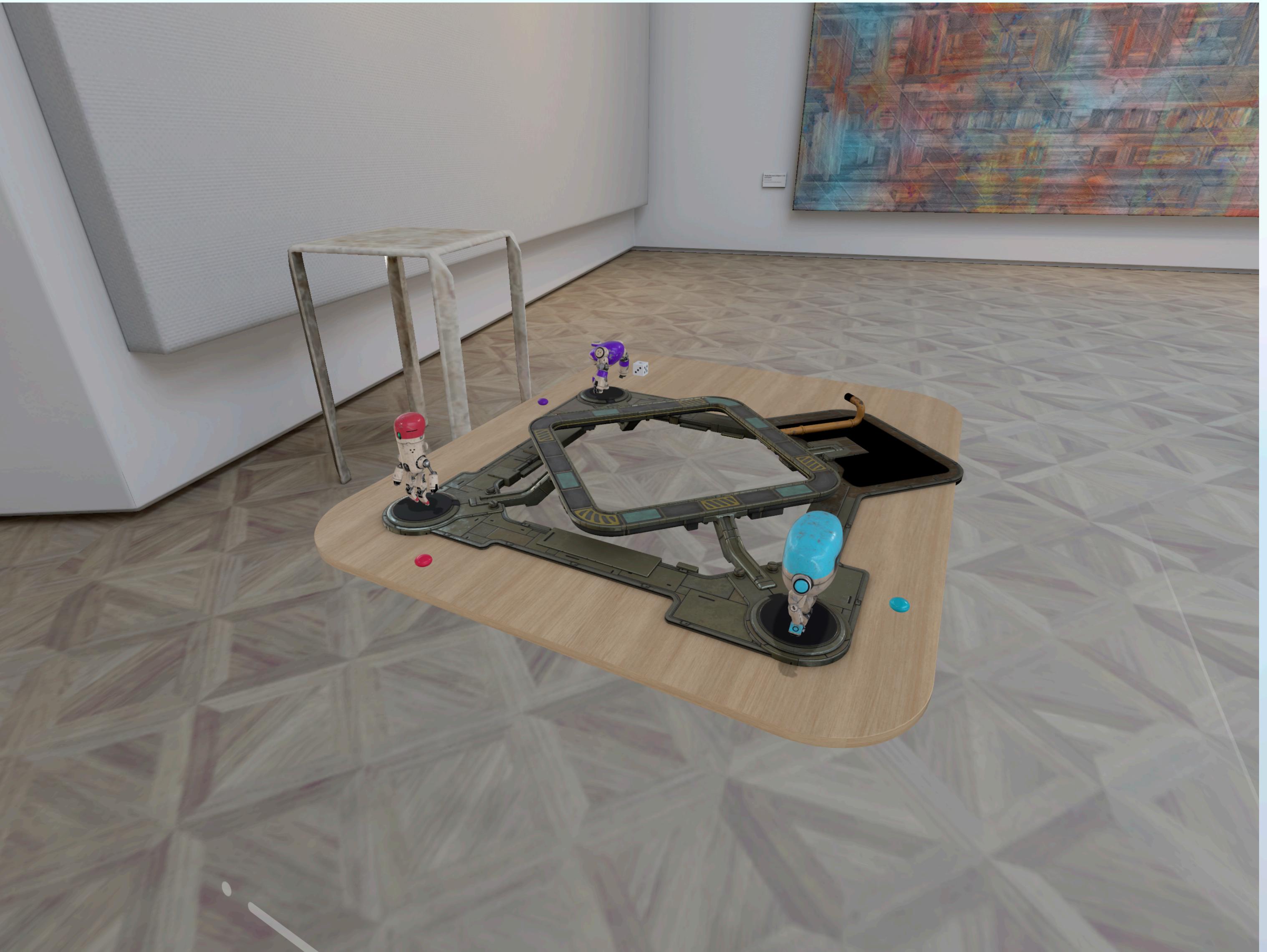
- A Seat has a pose relative to the table
- Active players occupy seats



Source: Apple

Equipment

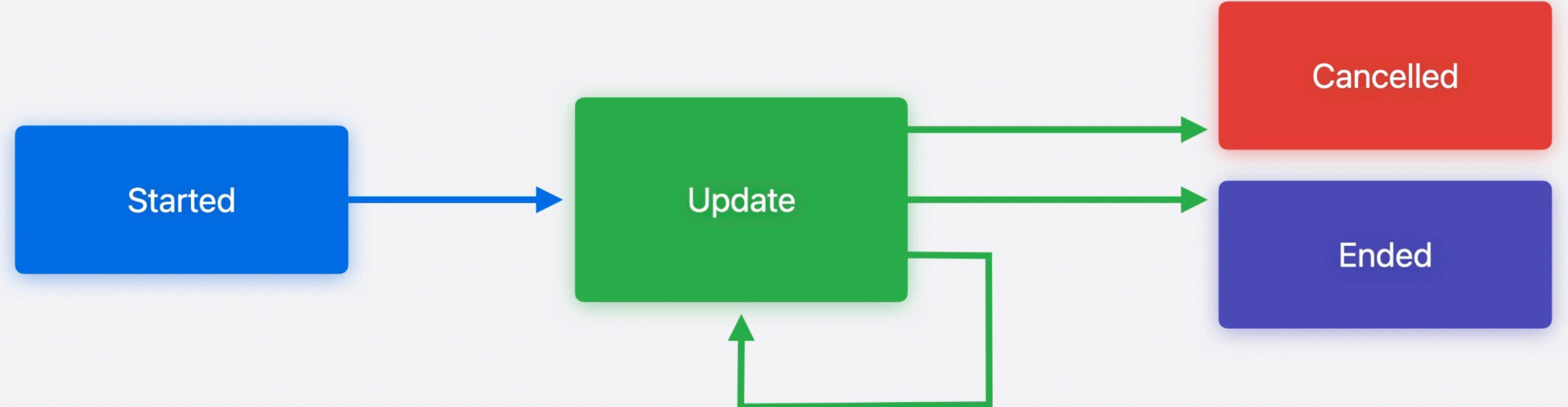
- Everything that's on the table



TabletopKit Interactions

- Rolling a die
- System gestures generate Interactions with equipment
- Actions modify game state

TabletopKit Interactions



TabletopKit Interactions

- Rolling a die
- Who can interact with which entities, and what those entities can do