

Sprite Kit Intro

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SKView

- Animation and rendering is performed by an SKView object.
- You place this view inside a window, then render content to it.
- Because it is a view, its contents can be combined with other views in the view hierarchy.

SKScene

- Content in your game is organized into scenes, which are represented by SKScene objects.
- A scene holds sprites and other content to be rendered.
- A scene also implements per-frame logic and content processing.

Creating Games

- To create a game using Sprite Kit, you create one or more subclasses of the SKScene class.
- For example, you might create separate scene classes to display a main menu, the gameplay screen, and content displayed after the game ends.

SKNode

- The SKScene class is a descendant of the SKNode class.
- Nodes are the fundamental building blocks for all content, with the scene object acting as the root node for a tree of node objects.
- The scene and its descendants determine which content is drawn and how it is rendered.

SKNode

- The SKNode class does not draw anything, but it applies its properties to its descendants
- All node objects are responder objects, descending from UIResponder

Actions

- A scene's contents are animated using actions.
- Every action is an object, defined by the `SKAction` class. You tell nodes to execute actions.
- You can create actions that move a node, scale, rotate it, play sounds, etc.

Update Loop

