

SWIFTUI APP

# SLOT MACHINE

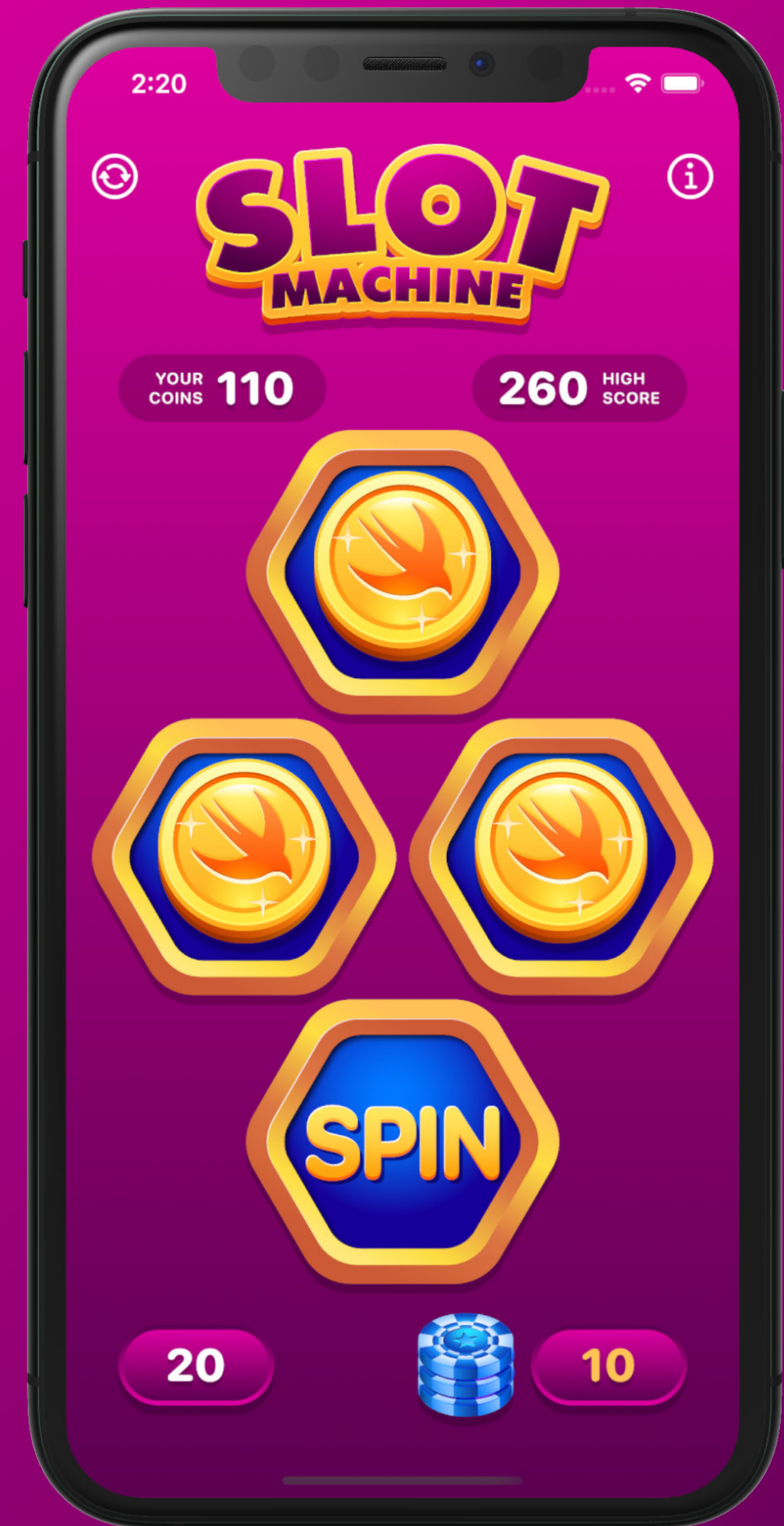




WHAT WILL YOU LEARN?

# OBJECTIVES

- 1 How to build an iPhone, an iPad and a Macintosh game *CORE TOPIC*
- 2 How create a Mac app with Mac Catalyst framework *CORE TOPIC*
- 3 How to store data permanently with User's Defaults *NEW FEATURE*
- 4 How to create a complex Game Interface *CORE TOPIC*
- 5 How to code the Game Logic *CORE TOPIC*
- 6 How to use Random Numbers with Swift *CORE TOPIC*
- 7 How to enhance the user experience with sound effects *PRACTICE*
- 8 How to create extensions and custom View Modifiers *NEW FEATURE*
- 9 Build eye-catching Info view with a logo background music *NEW FEATURE*
- 10 How to create a Launch Screen and App Icons *PRACTICE*





USER INTERFACE AND USER EXPERIENCE

# APP DESIGN

- 1 Custom Game Design *NEW*
- 2 Amazing Sound Effects *NEW*
- 3 Superb User Experience
- 4 Animations with SwiftUI
- 5 Modern User Interface
- 6 App Icons & Launch Screen



-  iPhone App
-  iPad App
-  Mac App



*Designer: Robert Petras*



[robertpetras.com](https://robertpetras.com)



[swiftuimasterclass.com](https://swiftuimasterclass.com)



[twitter.com/robertpetras](https://twitter.com/robertpetras)



Copyright © Robert Petras All rights reserved.