# Siti sviluppo multiplayer per IOS

* <https://www.codementor.io/wolf1981/building-a-real-time-ios-multiplayer-game-with-swift-and-websockets-jibk2xrrr>
* <https://developer.apple.com/library/archive/documentation/NetworkingInternet/Conceptual/GameKit_Guide/Matchmaking/Matchmaking.html#//apple_ref/doc/uid/TP40008304-CH9-SW6>
* https://hackernoon.com/learning-flask-being-an-ios-developer-3c6ec8c2ba83

# Sito Ufficiale Apple Developer

<https://developer.apple.com>

**Guida ufficiale Swift** (linguaggio di programmazione Apple)

<https://developer.apple.com/swift/resources/>

**Guida Ufficiale SpriteKit** (Tools in Swift per sviluppo giochi 2D)

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

# Tutorial sviluppo giochi con SpriteKit

<https://www.youtube.com/watch?v=467Doas5J6I>

<https://www.youtube.com/watch?v=cJy61bOqQpg>