BEGINNING iOS 10
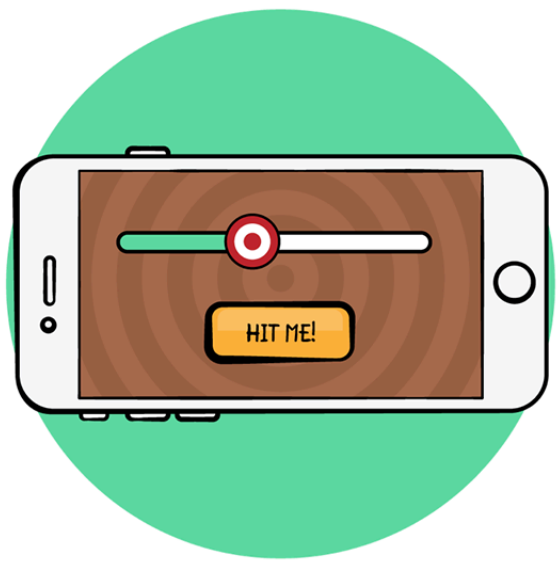
PART 1

GETTING STARTED

Beginning iOS 10 Part 1: Getting Started

Brian Moakley

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Challenge #11: Publishing

By Brian Moakley

In this final challenge, you'll add the remaining icons to the app icons and then deploy to a device (if you have one handy).

First to the icons. Open either your project in progress or the starter project. In the resources folder, you'll see all your icons. Add the icons to the appropriate AppIcon category. When you are finished, it should look like so:
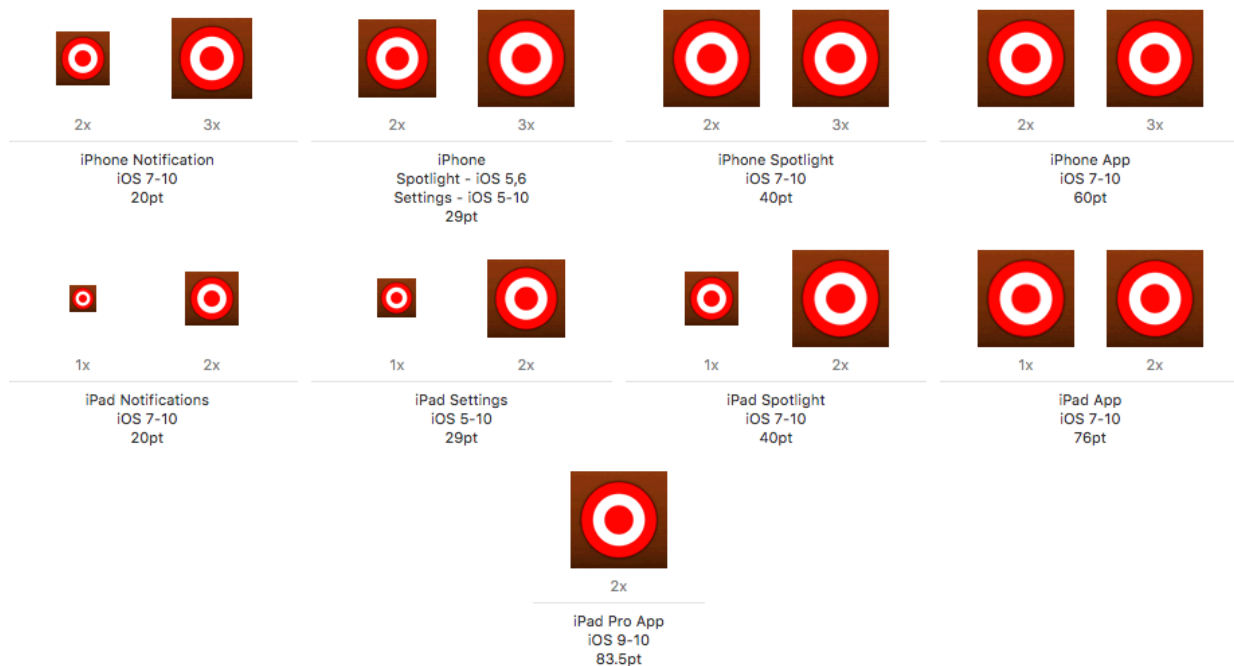
Remember to keep in mind the points to pixels. For example, a 1x field that requires a 20 pt image will be an image that is 20 pixels. A 2x image is 40 pixels.

You can find all the icons in the resources folder.

Once you have the icons all set, you just need to publish to a device. To do this,

I've included the last section of the iOS Apprentice. Please follow the instructions in the resources folder to get the game running on your device.

Good luck!