PLAYFUL DATA VISUALIZATIONS USING SPRITEKIT

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Using SpriteKit to do data analytics visualization is my new favorite thing! Much interactive. So fluid. Wow.

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1 RETWEET **1** FAVORITE

DEMO

CREATING THE BUBBLES

```objc
SKShapeNode *shape = [SKShapeNode shapeNodeWithCircleOfRadius:radius];
shape.fillColor = color;
shape.position = CGPointMake(xPosition, yPosition);
shape.physicsBody = [SKPhysicsBody bodyWithCircleOfRadius:radius + 6];

[self addChild:shape]; // Self is the SKScene

NSInteger xImpulse = ... // Random between -50 and 50.
[shape.physicsBody applyImpulse: CGVectorMake(xImpulse, 0.0)];
```

ACTIONS

GROUPS AND SEQUENCES USED FOR ANIMATING THE REMOVAL OF OLD BUBBLES AFTER REFRESH

```objc
// An action that idles for a randomized period of time.
SKAction *delay = [SKAction waitForDuration:0.25 withRange:0.5];

// A group action that scales and fades simultaneously.
SKAction *scaleAndFade = [SKAction group:@[[SKAction fadeOutWithDuration:0.25],
                                            [SKAction scaleTo:0.25 duration:0.25]]];

// Run an action sequence, ending with the removal of the node.
[node runAction:[SKAction sequence:@[delay, scaleAndFade, [SKAction removeFromParent]]]];
```

ISSUES I FACED

- ▸ Crashes when updating gravity, unless done right
- ▸ Need to use old school touch handling to select nodes

USEFUL RESOURCES

bit.ly/1MwHeHM

Apple's Sprite Kit Programming Guide
WWDC'13 Sessions 502 & 503
iOS 7 Tech Talks – Developing 2D Games w. Sprite Kit
WWDC'14 Sessions 606 & 608
Lynda – iOS Game Development with Sprite Kit