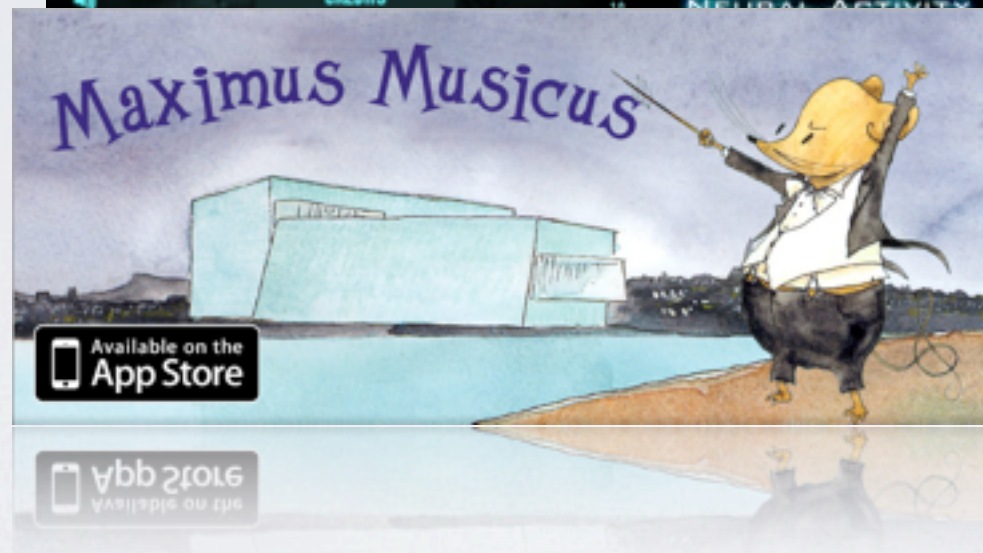
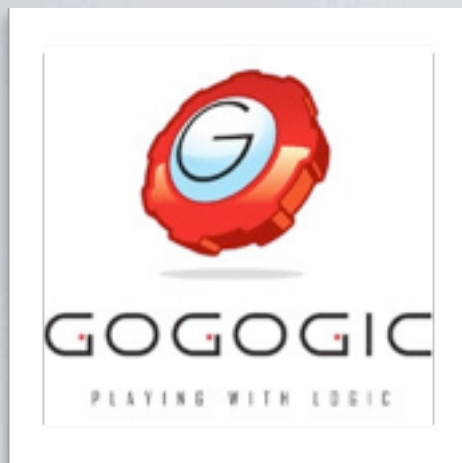




APP DEVELOPMENT - IPHONE

Marco Bancale & Sveinn Fannar Kristjánsson



MARCO & SVEINN



COURSE OBJECTIVES

- Make awesome games on iPhone and iPad
- Learn Objective-C
- Get comfortable with the Apple development environment

DEVICES

- Some extra laptops provided for groups who lack a Mac
- Four **iPod Touch** devices available for testing



CLASS SCHEDULE

<i>Saturday, 16.02</i>	Lecture + hands-on
<u><i>Sunday, 17.02</i></u>	Lecture + hands-on
<i>Saturday, 23.02</i>	Lecture + hands-on
<i>Saturday, 02.03</i>	Lecture + hands-on
<i>Saturday, 09.03</i>	Lecture + hands-on
<u><i>Sunday, 10.03</i></u>	Project presentation / oral exam

GRADING

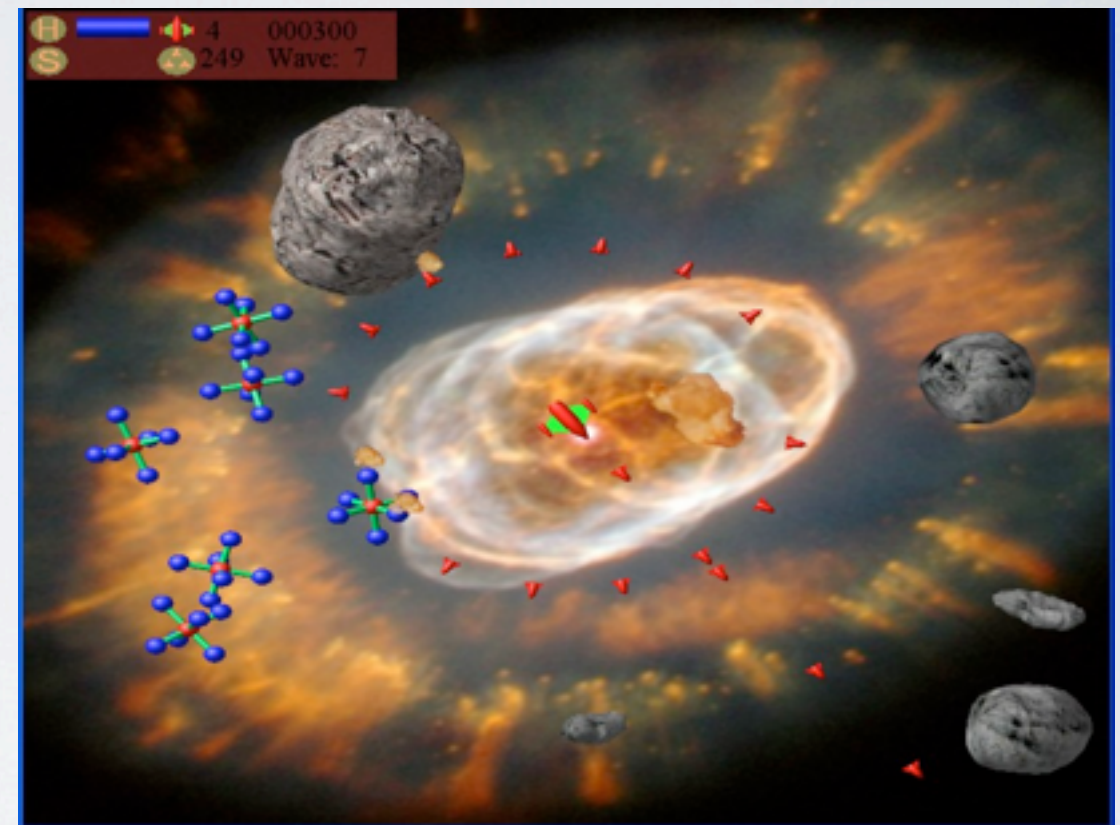


Completely random!

(REAL) GRADING

- Objective-C Assignment (10%)
- Project Milestone I (15%)
- Project Milestone II (15%)
- Project Milestone III (15%)
- Project Presentation / Oral Exam (20%)
- Four Simple Quizzes (25%)

THE AWESOME PROJECT



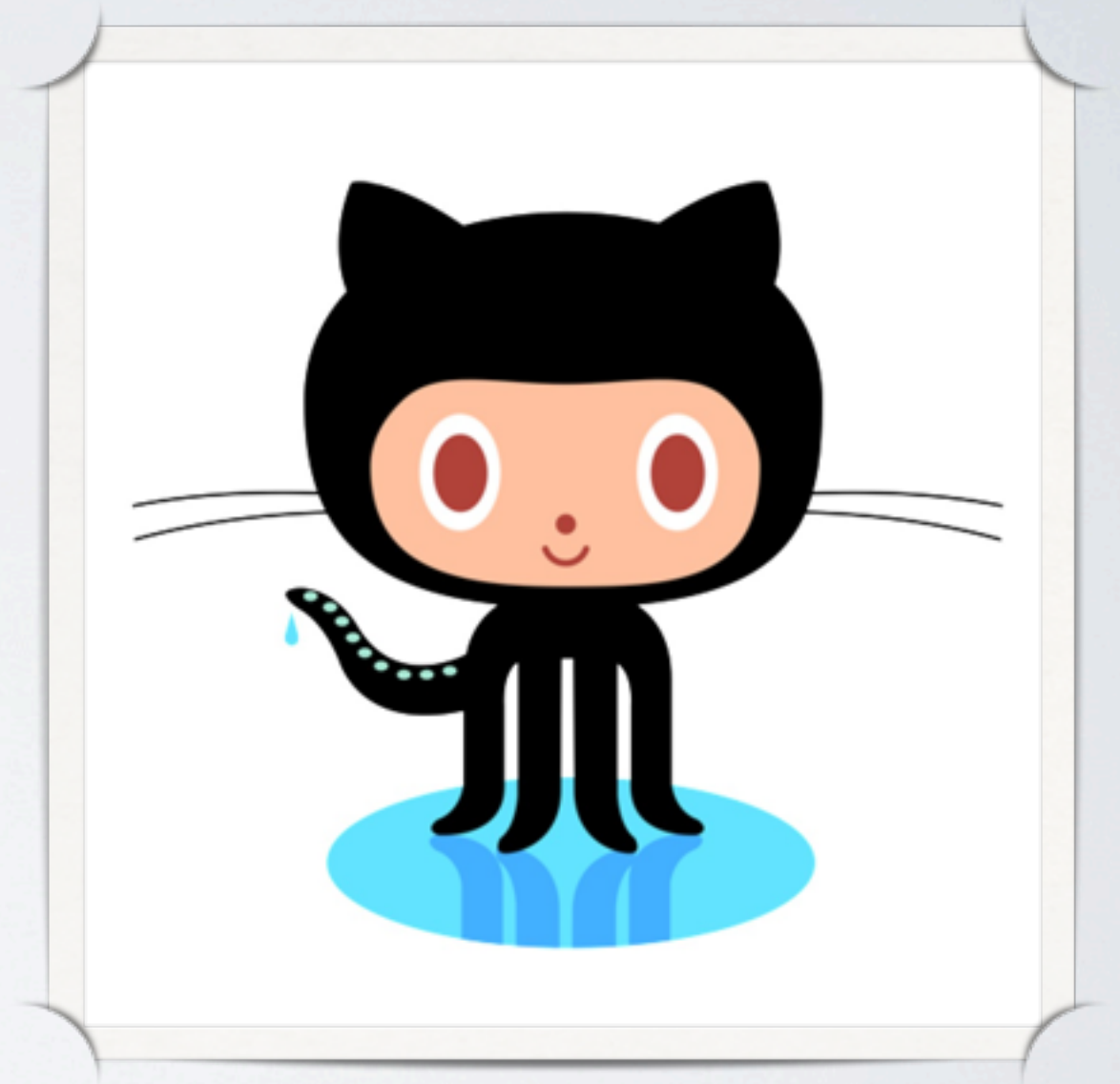
Preferably in groups of two

GAME ELEMENT EXAMPLES

- Proper structure of game objects
- In-game physics
- Touch controls
- Menu
- Score
- Shooting
- Particles and explosions
- Game logic

GITHUB

- All code from lectures will be on github after class
- Clone the base project and keep me and Marco as collaborators





LET'S DIVE INTO XCODE