Sample Code

Creating a Spaceship game

Build an immersive game using RealityKit audio, simulation, and rendering features.

[Download]

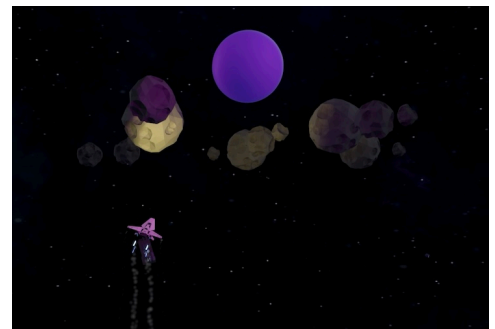iOS 18.0+ | iPadOS 18.0+ | visionOS 2.0+ | Xcode 16.0+

Overview

> **Note**
>
> This sample code project is associated with WWDC24 session 10103: Discover RealityKit APIs for iOS, macOS and visionOS, and WWDC24 session 111801: Enhance your spatial computing app with RealityKit audio.

Passthrough

Studio

Outer space

Configure the sample code project

To run this sample app, you need one of the following:

- Apple Vision Pro, running visionOS 2 or later

- Xcode 16 or later, with the visionOS Simulator

- iPad Pro with LiDAR Scanner and an M1 chip or later, running iPadOS 18 or later

See Also

Sample code links

{}   Bringing your SceneKit projects to RealityKit

Adapt a platformer game for RealityKit's powerful ECS and modularity.

{}   BOT-anist

Build a multiplatform app that uses windows, volumes, and animations to create a robot botanist's greenhouse.

{}   Rendering a windowed game in stereo

Bring an iOS or iPadOS game to visionOS and enhance it.

{}   Happy Beam

Leverage a Full Space to create a fun game using ARKit.

{}   Swift Splash

Use RealityKit to create an interactive ride in visionOS.

{}   Destination Video

Leverage SwiftUI to build an immersive media experience in a multiplatform app.

{}   Creating a game with scene understanding

Create AR games and experiences that interact with real-world objects on LiDAR-equipped iOS devices.