Gaming sample code projects

Explore a collection of projects relating to game development.

Overview

Bringing your SceneKit projects to RealityKit

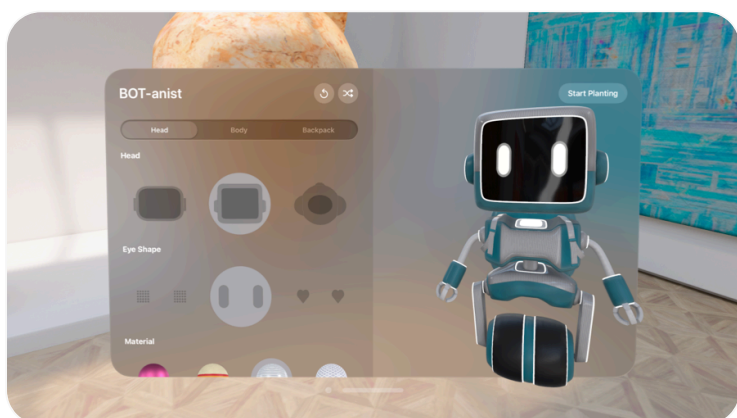Adapt a platformer game for RealityKit's powerful ECS and modularity.
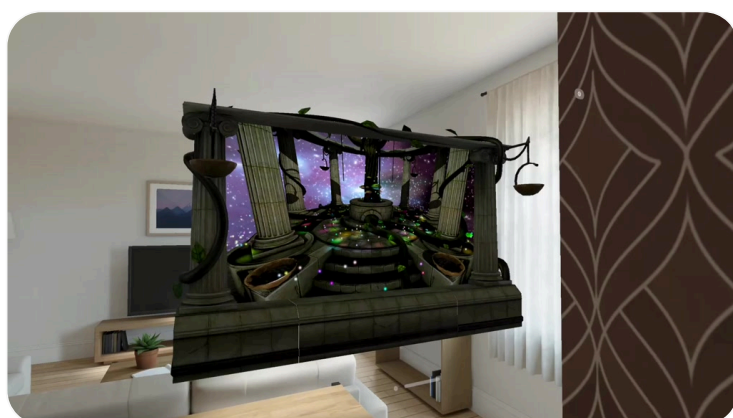
View sample code ›

Creating a Spaceship game

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

View sample code ›

BOT-anist

Rendering a windowed game in stereo

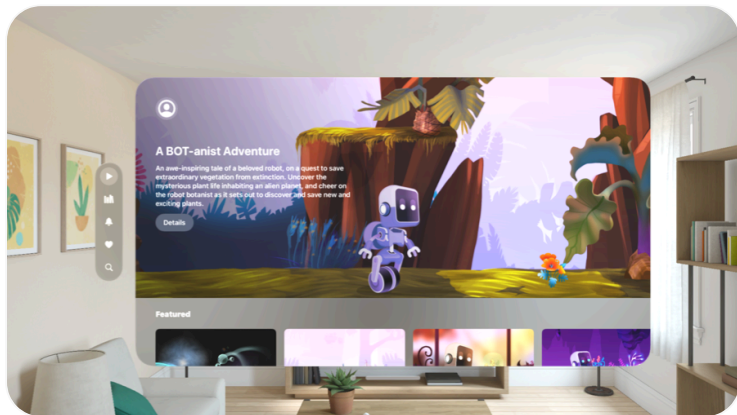Build a multiplatform app that uses windows, volumes, and animations to create a robot botanist's greenhouse.

View sample code >

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

View sample code >

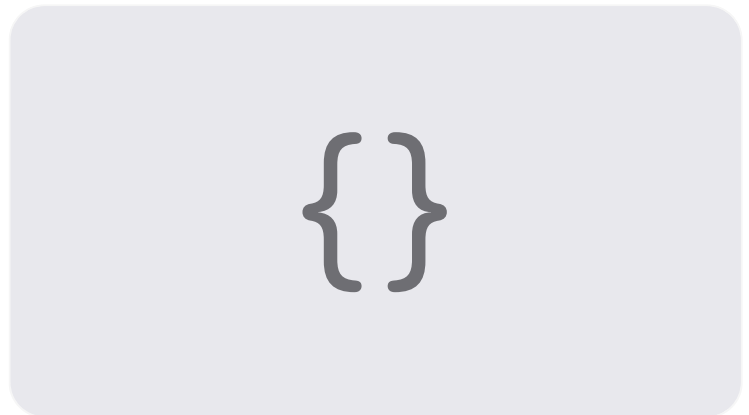## Happy Beam

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

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Swift Splash

Use RealityKit to create an interactive ride in visionOS.

View sample code >

Destination Video

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

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Creating a game with scene understanding

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

View sample code >

Topics

Sample code links

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See Also

Game development

:≡ **Entity animations**

Dynamically move, rotate, and scale entities at runtime.

:≡ **Character control, skeletons, and inverse kinematics**

Direct the movements and animation of models.