Subclassing Scenes Versus Assigning a Delegate

Use a scene delegate to share app logic across various scenes.

Overview

Often, your app subclasses SKScene to deliver gameplay. Your subclass usually:

>> Lays out initial scene content

>> Defines app logic that runs every frame

>> Implements responder methods to handle keyboard, mouse, or touch events

An alternative pattern is to assign a delegate that handles Responding to Frame-Cycle Events instead. For example, if you make the view controller the delegate for your scene, it can use multiple scenes that share the same SKSceneDelegateimplementations. The view controller participates in event handling and so it can respond to user input also.

Important: On macOS, you need to set the window's nextResponder to your app's view controller because by default, the view is the first responder to user input events