

# iOS Game Starter Kit



Appcoda

## CHAPTER 1

# Universal App



A universal app is a single app that is optimized for iPhone, iPod touch, and iPad devices. From user's perspective, this provides the best user experience without downloading two different versions of apps. When user opens the universal app on iPhone, he/she will see the iPhone version. And if user runs it on iPad, he/she will be see the iPad version, not the "blown-up" version of iPhone app, but the custom designed version for the iPad.

# Building a Universal App

## THINGS TO LEARN

1. How to use Storyboard to create universal app
2. How to create universal app using Interface Builder
3. Images requirements for universal app
4. App icon requirements



*A universal app is a single app that is optimized for iPhone, iPod touch, and iPad devices.*

Before Apple introduced the concept of universal app, developers would have to create two binaries - one for iPhone and the other for iPad. With universal app, you create a single binary that caters for multiple iOS devices with different screen sizes.

Xcode makes coding universal apps simple. That said, the whole process is not automatic. This still involves a lot of extra work to optimize the view controllers due to the differences in device screen sizes. Obviously, the view controller for iPhone (and iPod touch) differs from that of iPad.

Stay tuned.  
The iOS Game Starter Kit  
will be available shortly.

[http://www.appcoda.com/ios-app-kit/ios-  
game-kit.html](http://www.appcoda.com/ios-app-kit/ios-game-kit.html)