

# Learning SpriteKit

by Justin Shacklette

# Code

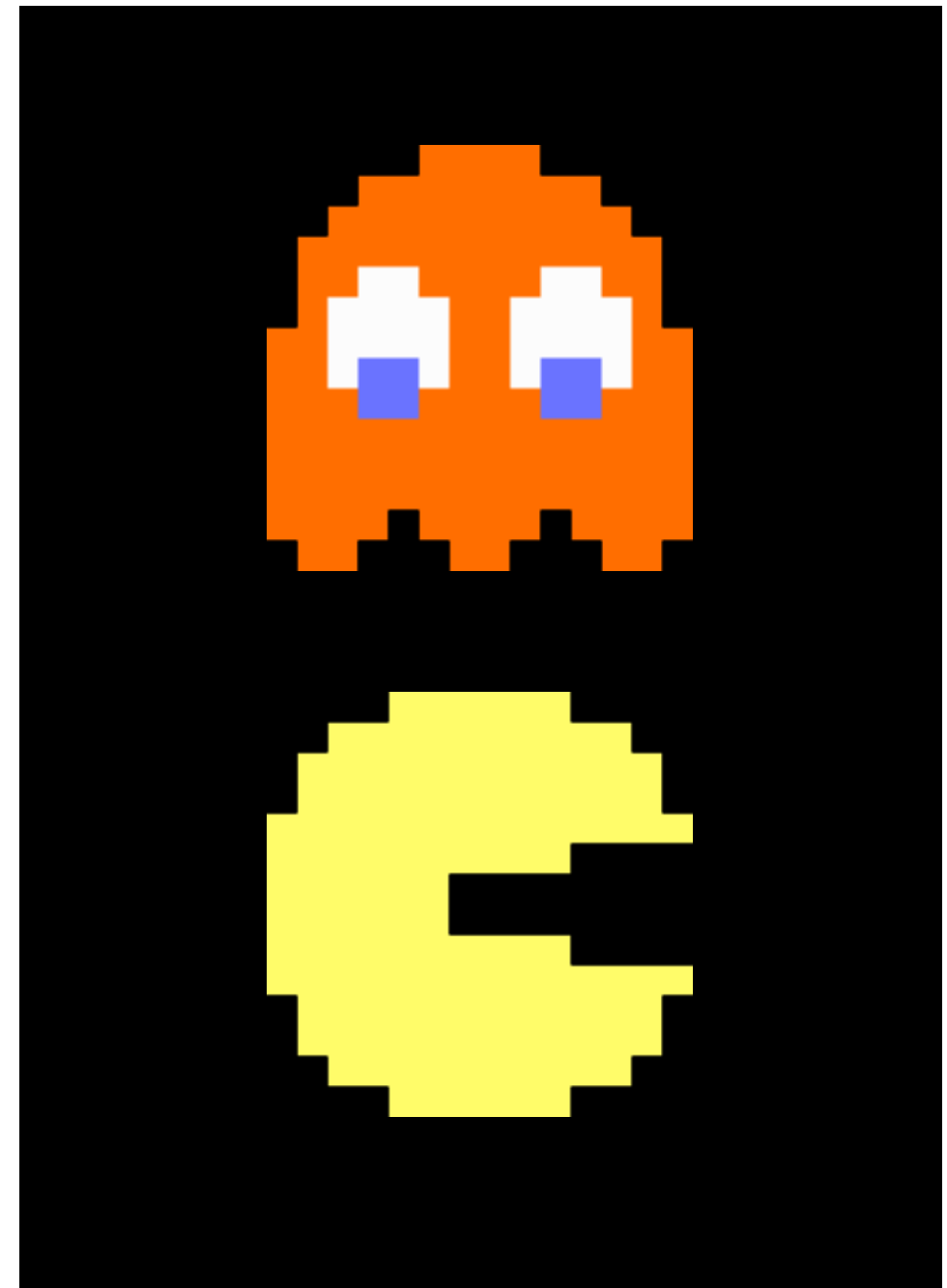
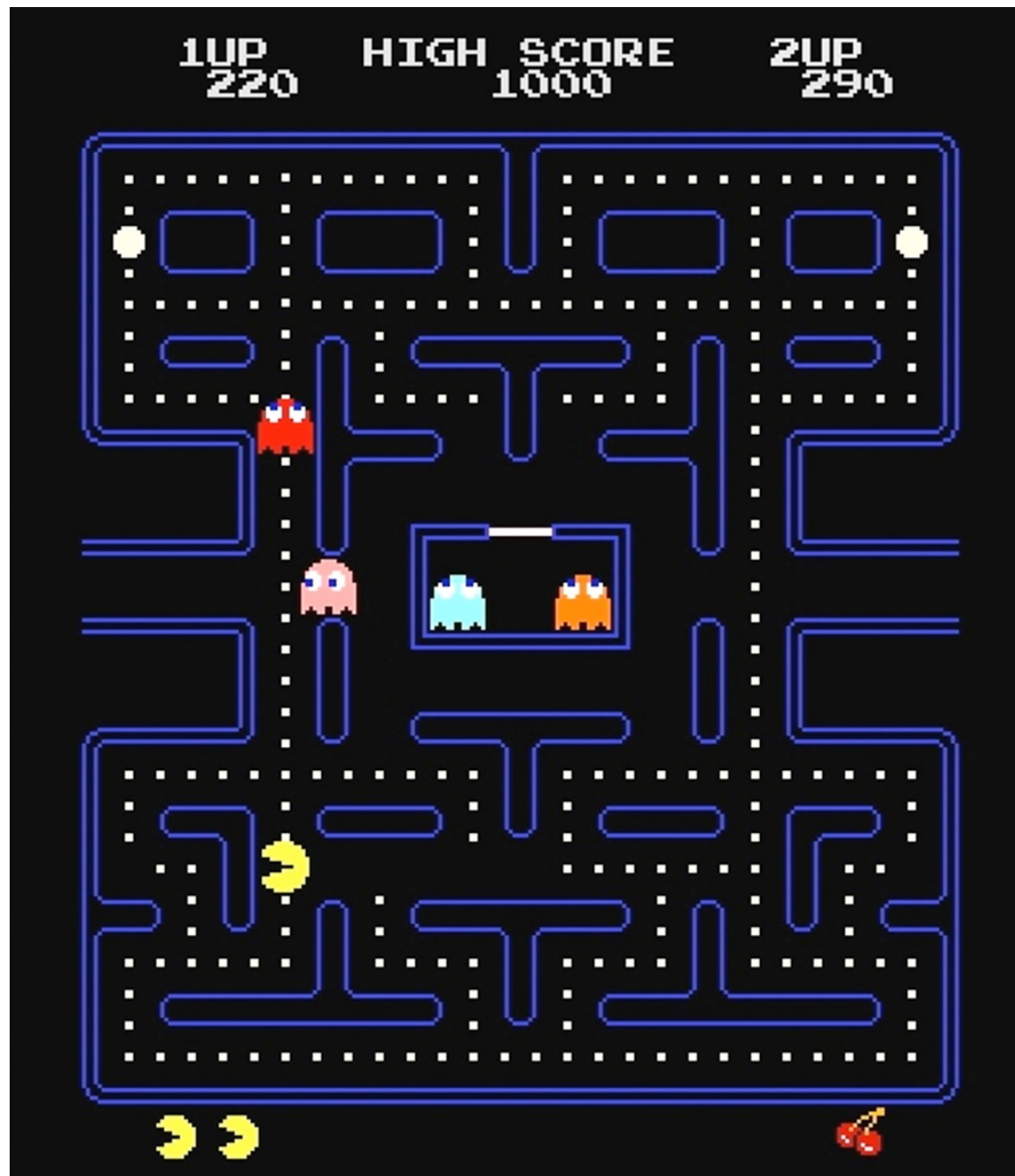
---

```
git clone https://github.com/  
saturnboy/learning_spritekit.git
```

# Sprites

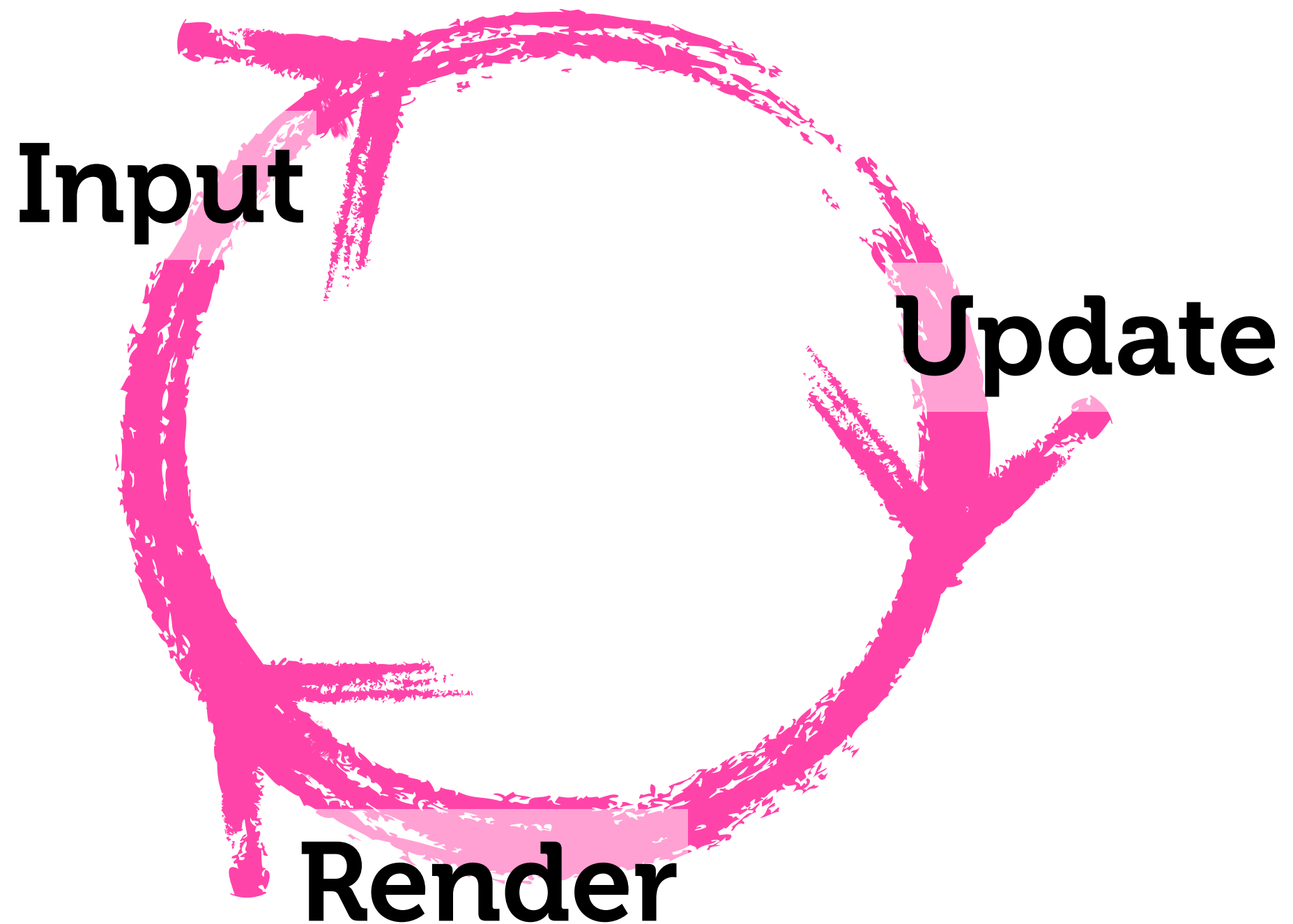
---

- 2D bitmap images



# The Game Loop

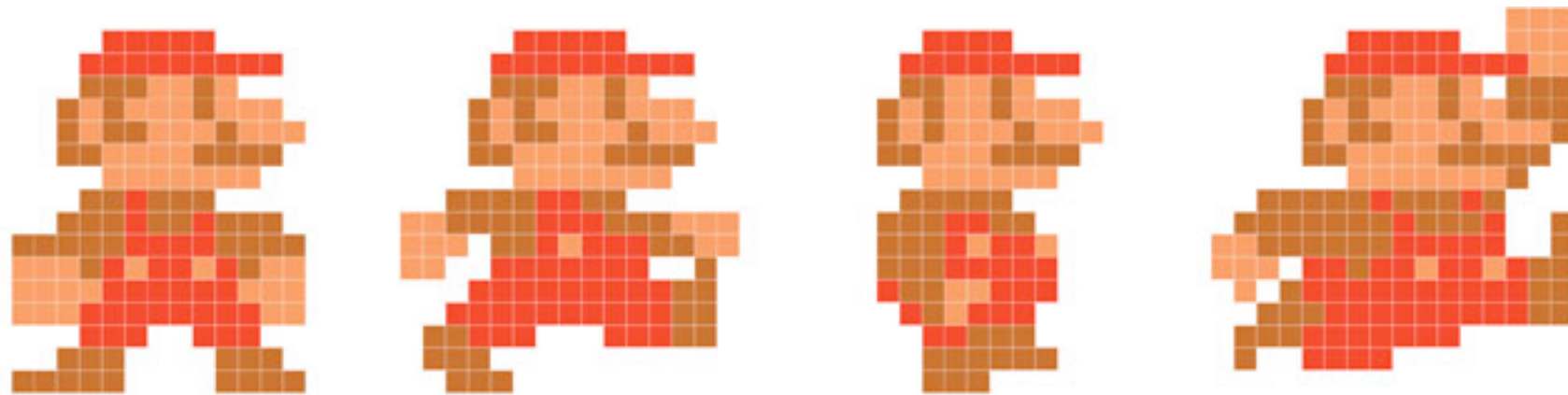
---



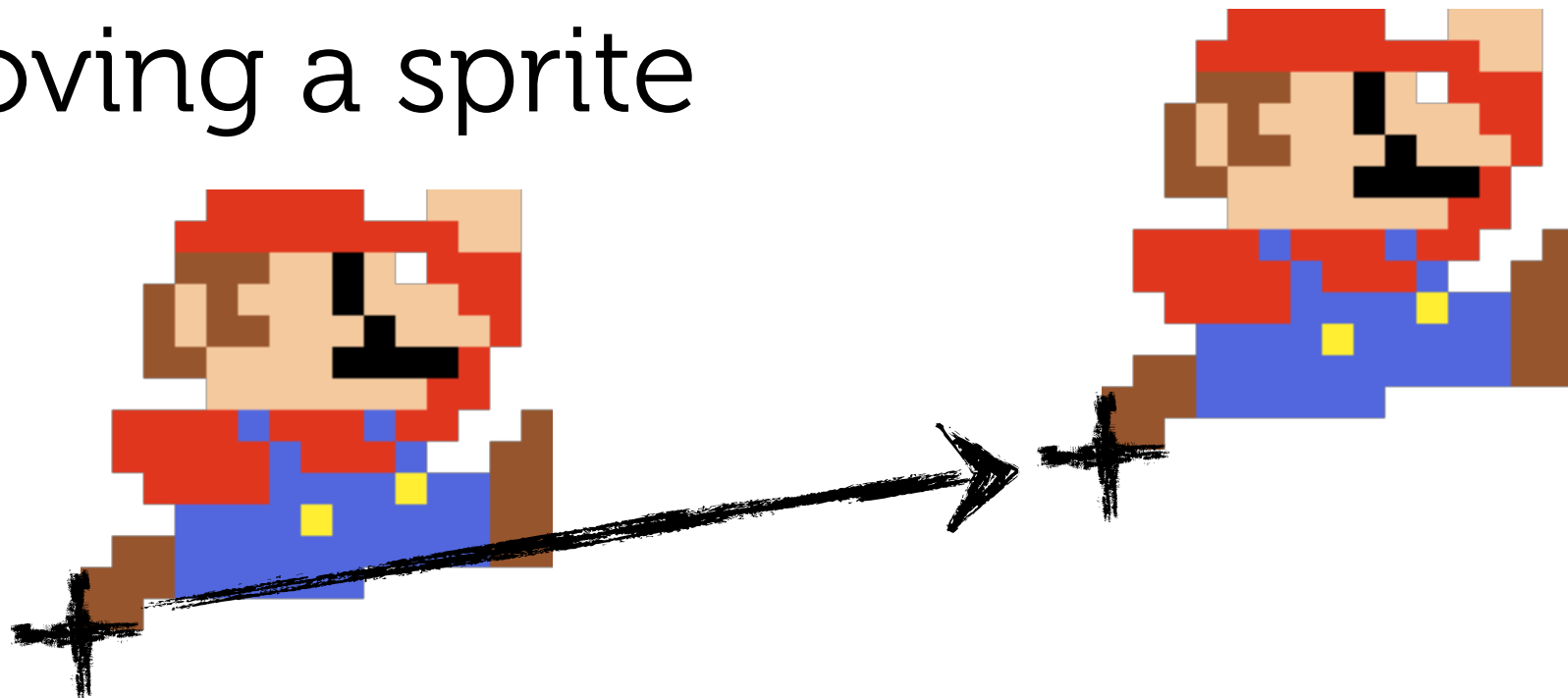
# Animation

---

- Animating a sprite

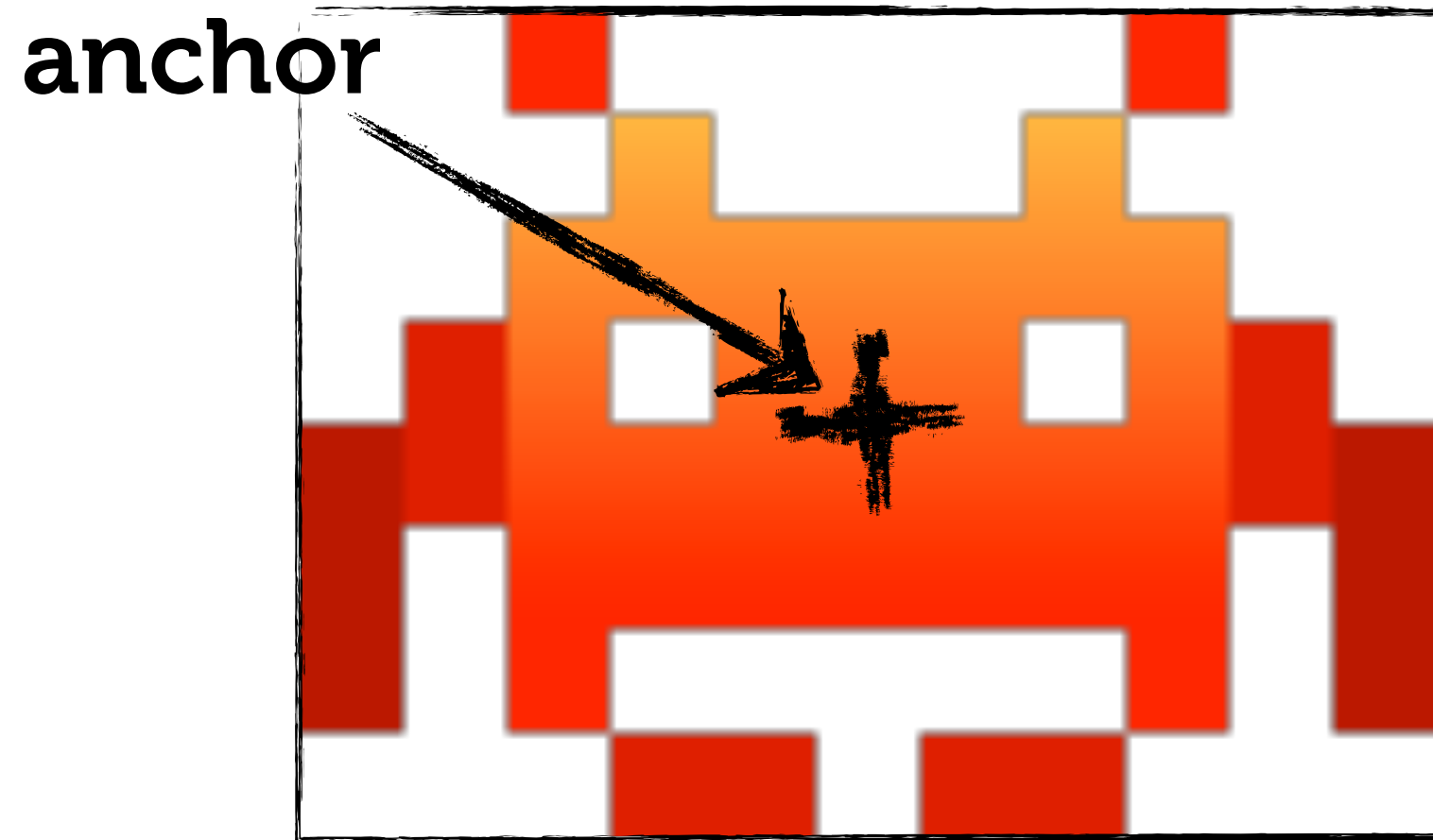


- Moving a sprite



# Sprite Props

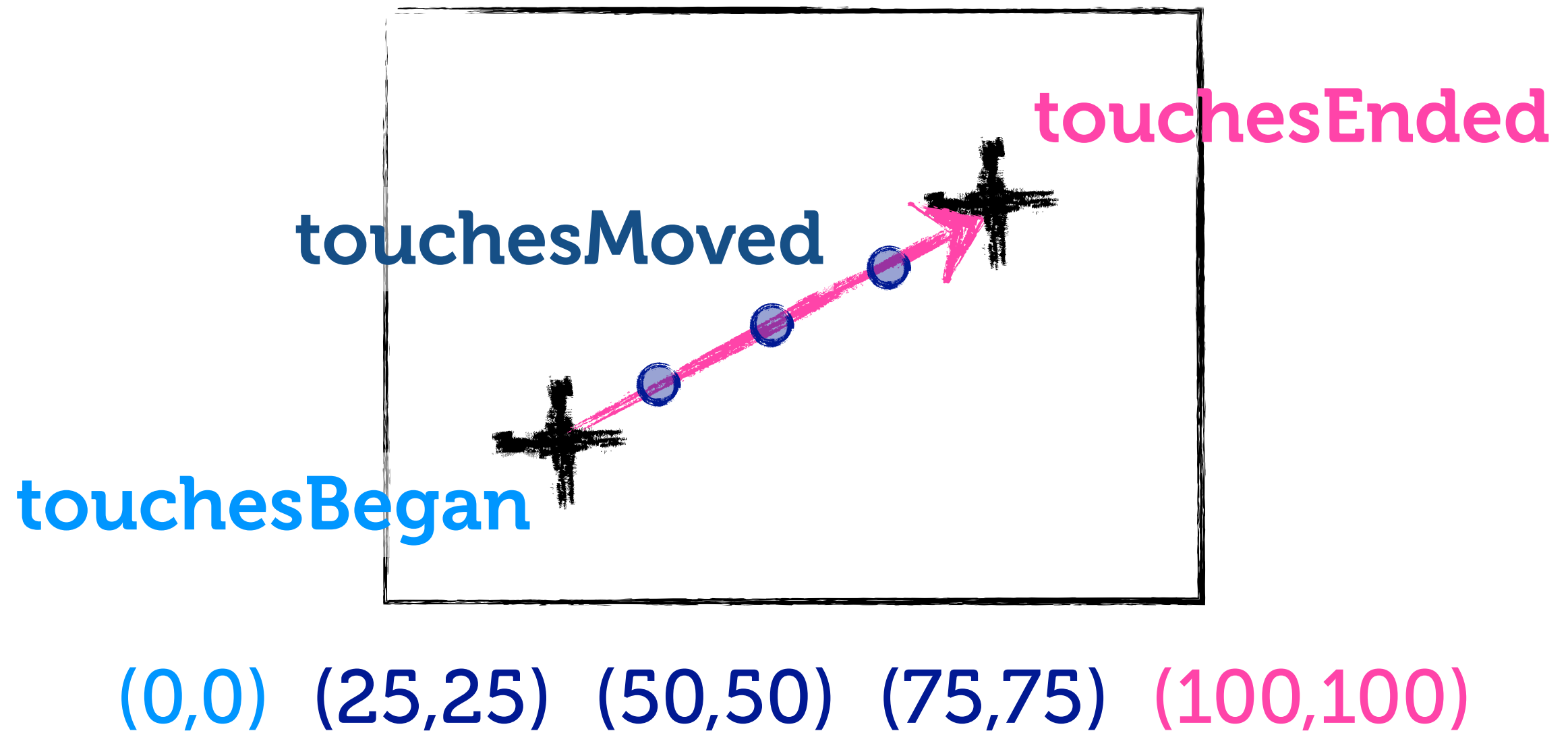
---



frame: (44px × 32px)

# Touch Handlers

---



# Links

---

## - Official Docs

[http://developer.apple.com/library/ios/documentation/GraphicsAnimation/Conceptual/SpriteKit\\_PG/](http://developer.apple.com/library/ios/documentation/GraphicsAnimation/Conceptual/SpriteKit_PG/)

## - Ray Wenderlich Tutorials

<http://www.raywenderlich.com/42699/spritekit-tutorial-for-beginners>

<http://www.raywenderlich.com/45152/sprite-kit-tutorial-animations-and-texture-atlases>





**[github.com/saturnboy](https://github.com/saturnboy)**

[justin@saturnboy.com](mailto:justin@saturnboy.com)