SpriteKit

by Justin Shacklette

What is SpriteKit?

-2D game framework from Apple

sprites

animation

emitters

particles

actions

physics

audio
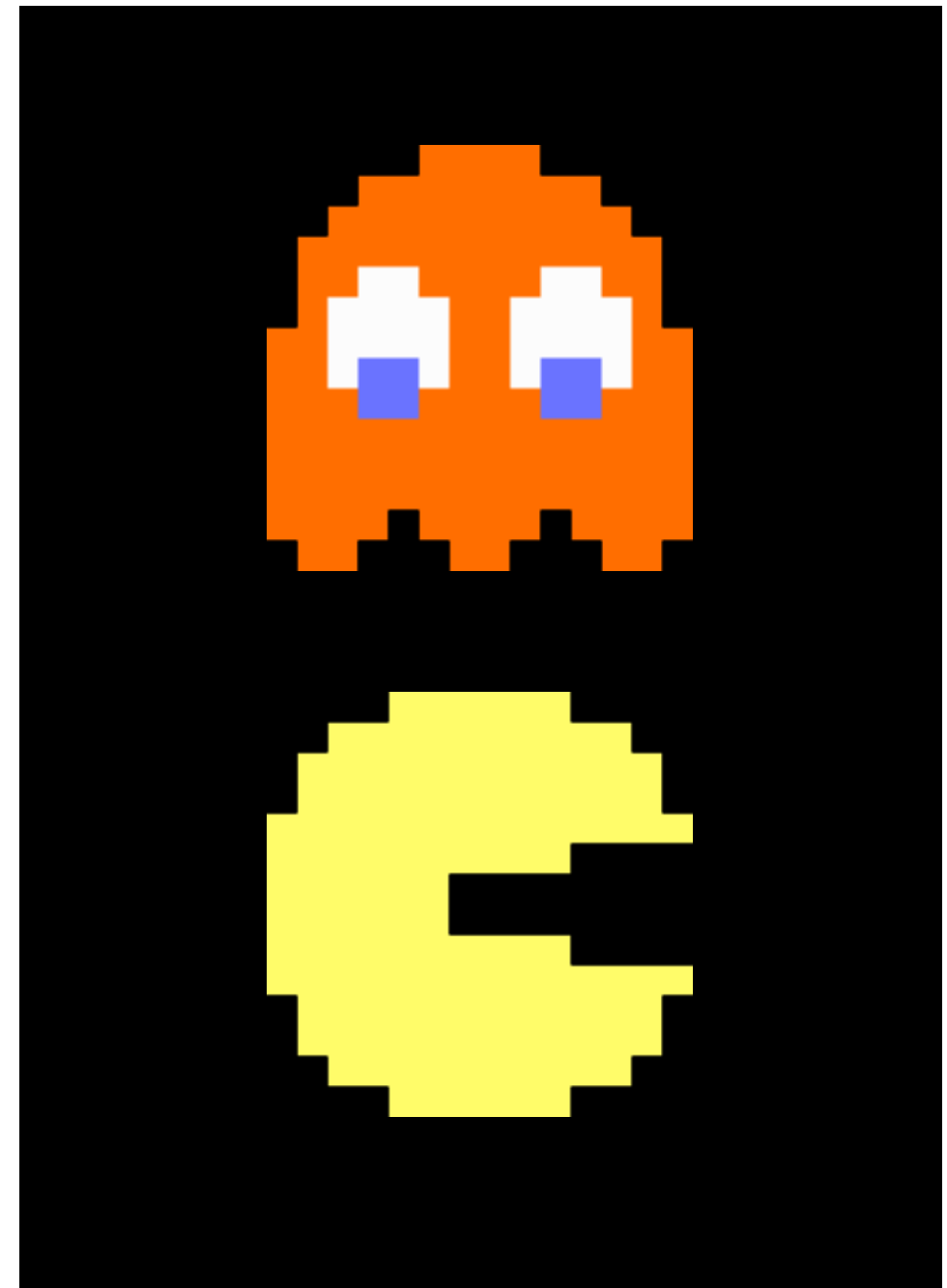
events

gestures

Sprites

- 2D bitmap images

Sprite Anchor

anchor: (0.5,0.5)

Sprite Position

position: (0,0)

Sprite Position
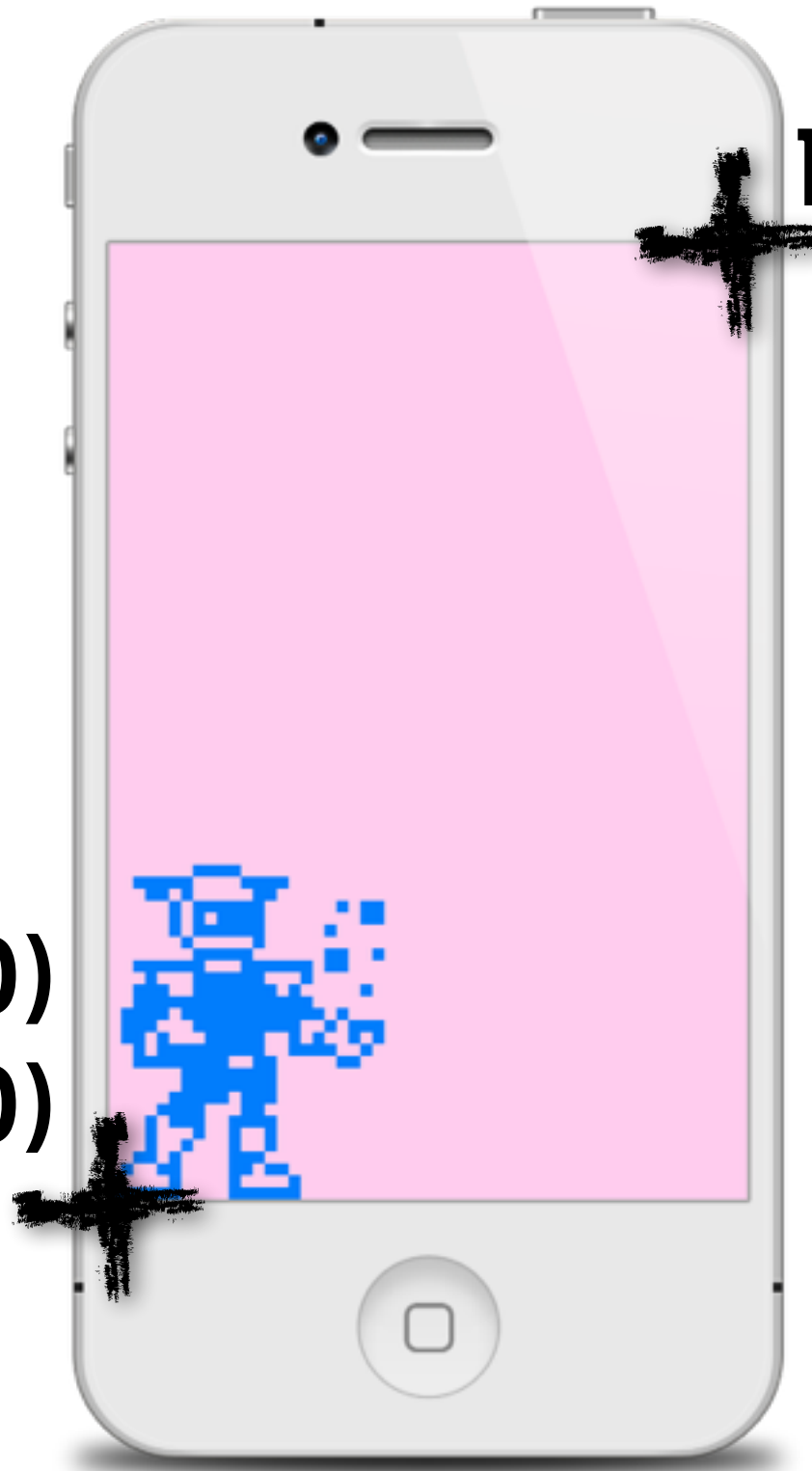
position: (W,H)

iPhone 4s
320x480

iPhone 5s
320x568

iPad Air
768x1024

anchor: (0,0)
position: (0,0)

Sprite Size
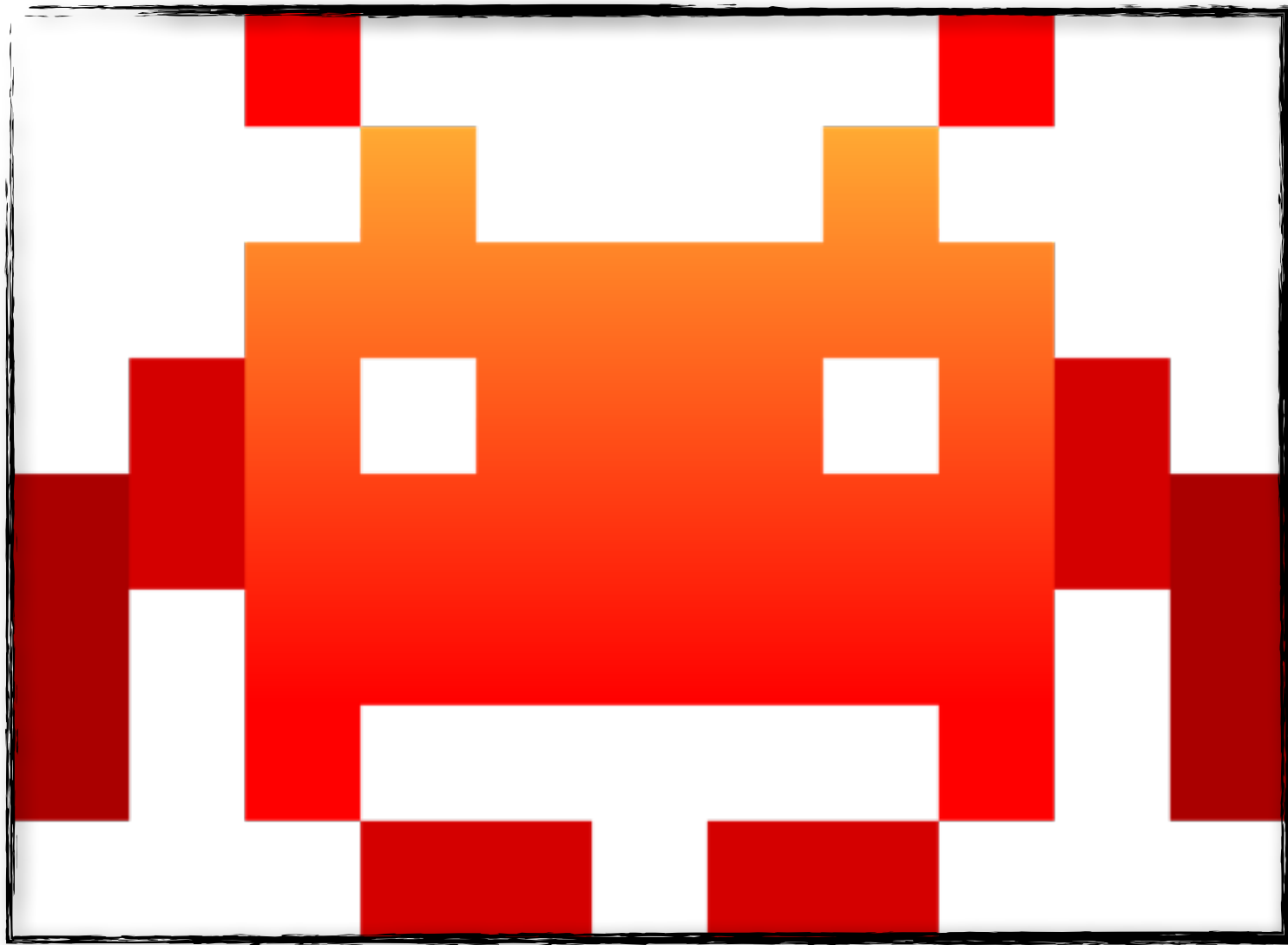
size: 44px × 32px

Sprite xScale, yScale

1.0
44px × 32px

2.0
88px × 64px

Sprite zRotation

zRotation: +π/2
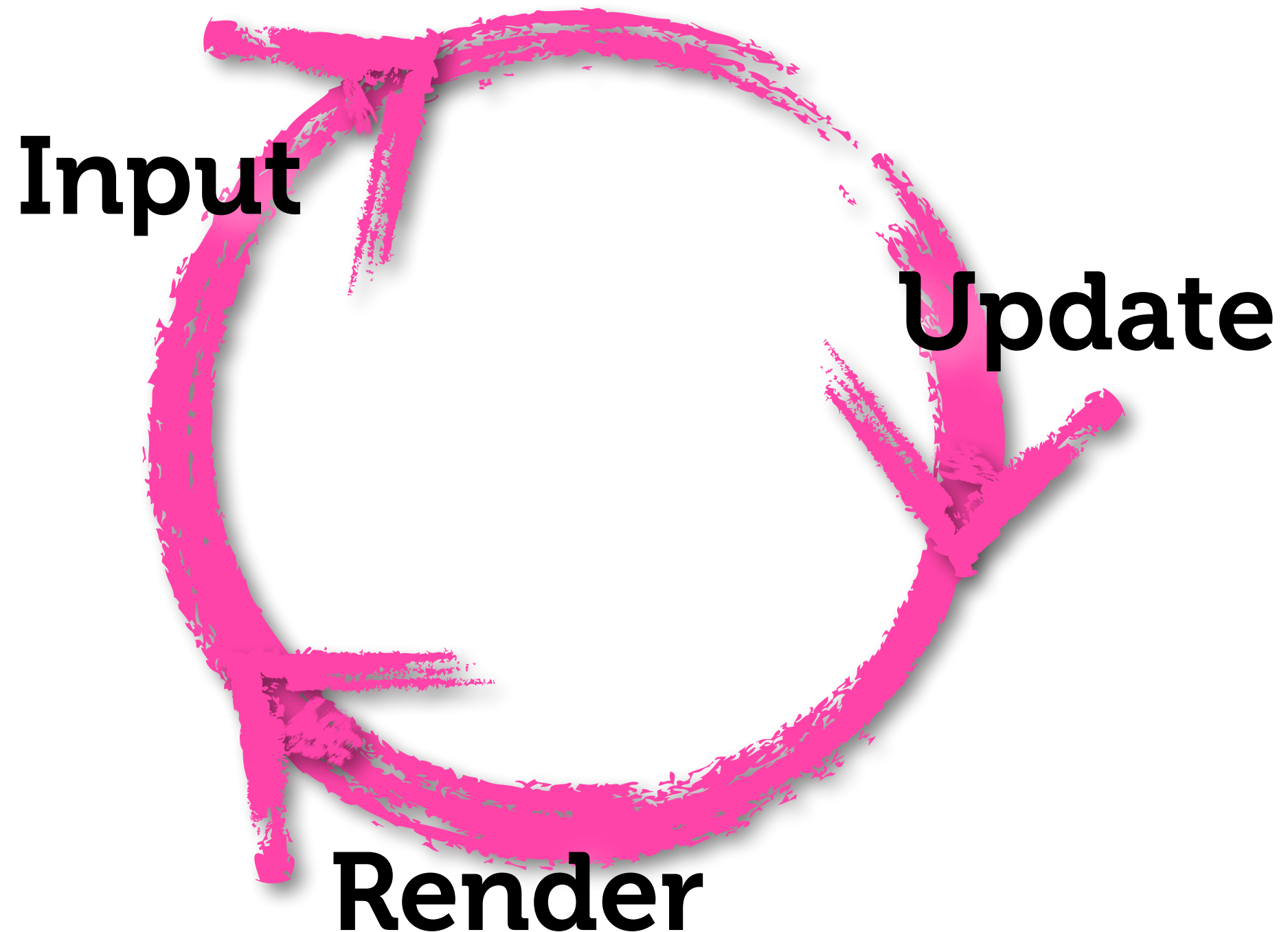
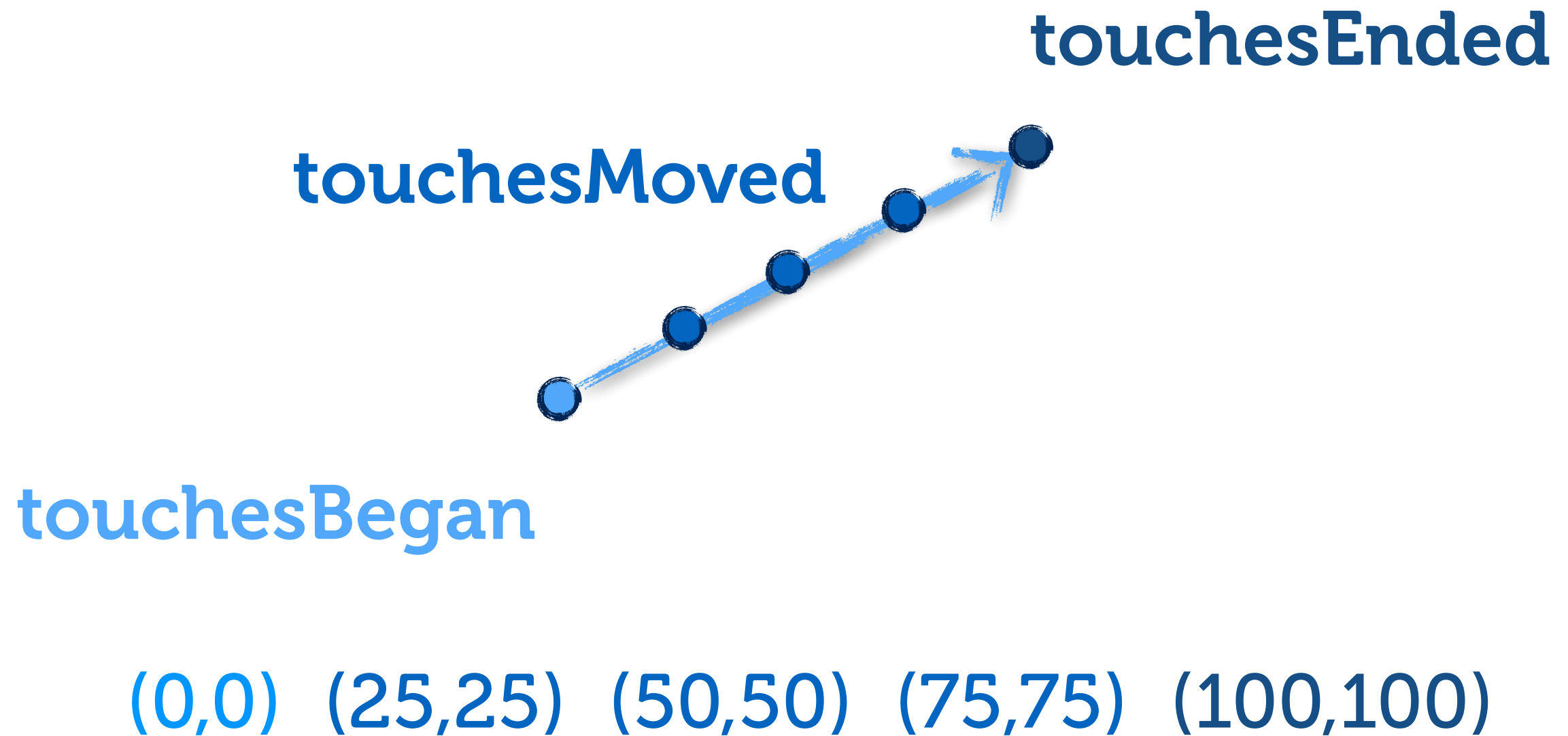# The Game Loop

Input

Update

Render

Touch Events

touchesEnded

touchesMoved

touchesBegan

(0,0) (25,25) (50,50) (75,75) (100,100)
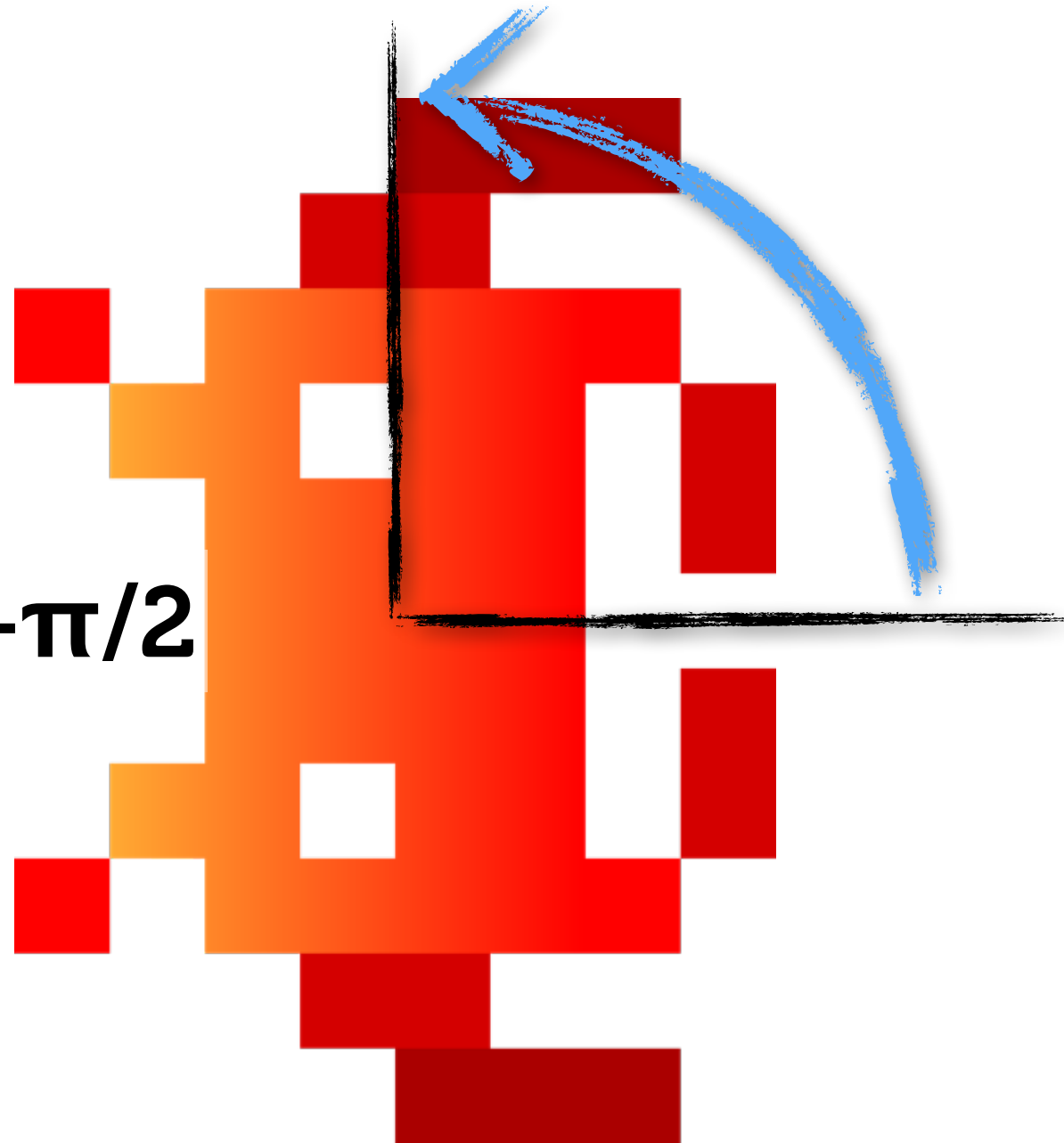
Animation

- Animating a sprite
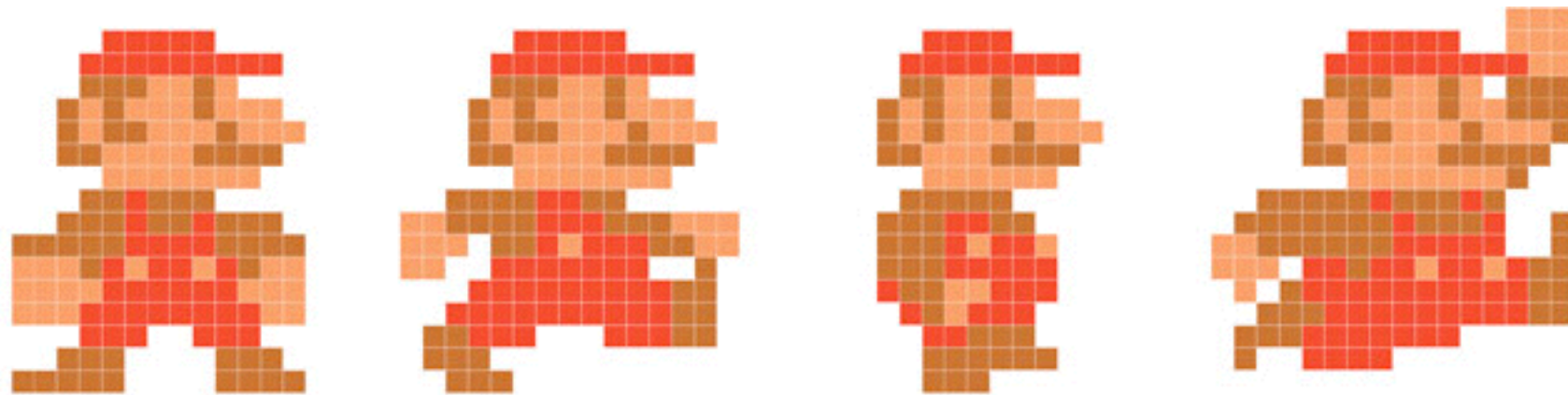
- Moving a sprite
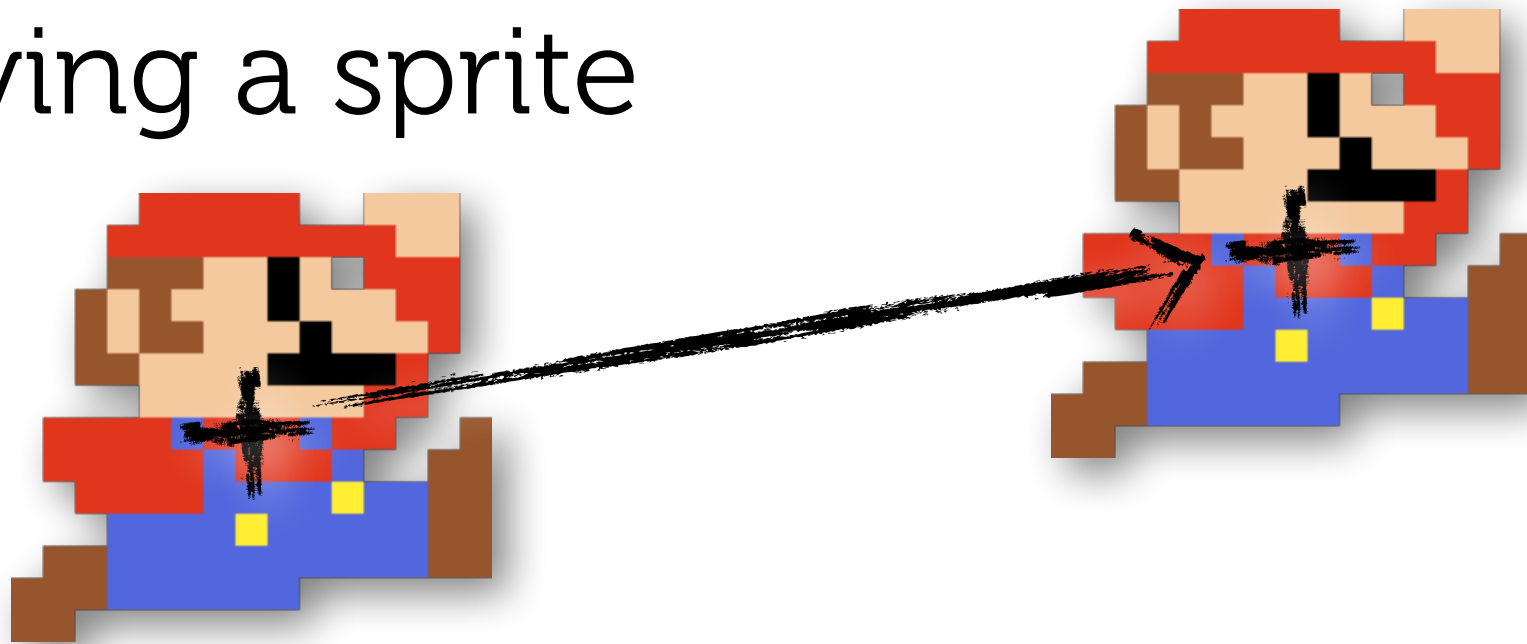
Physics
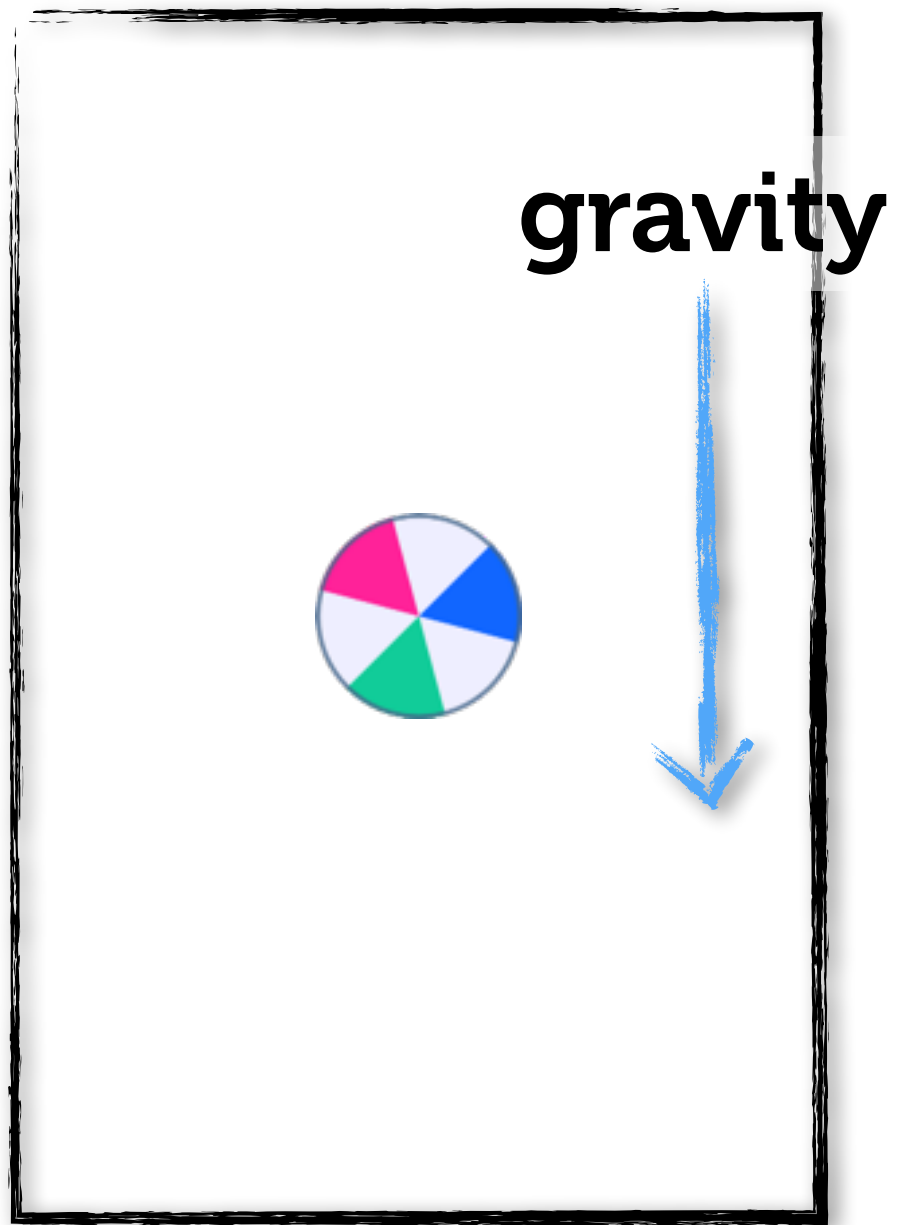
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