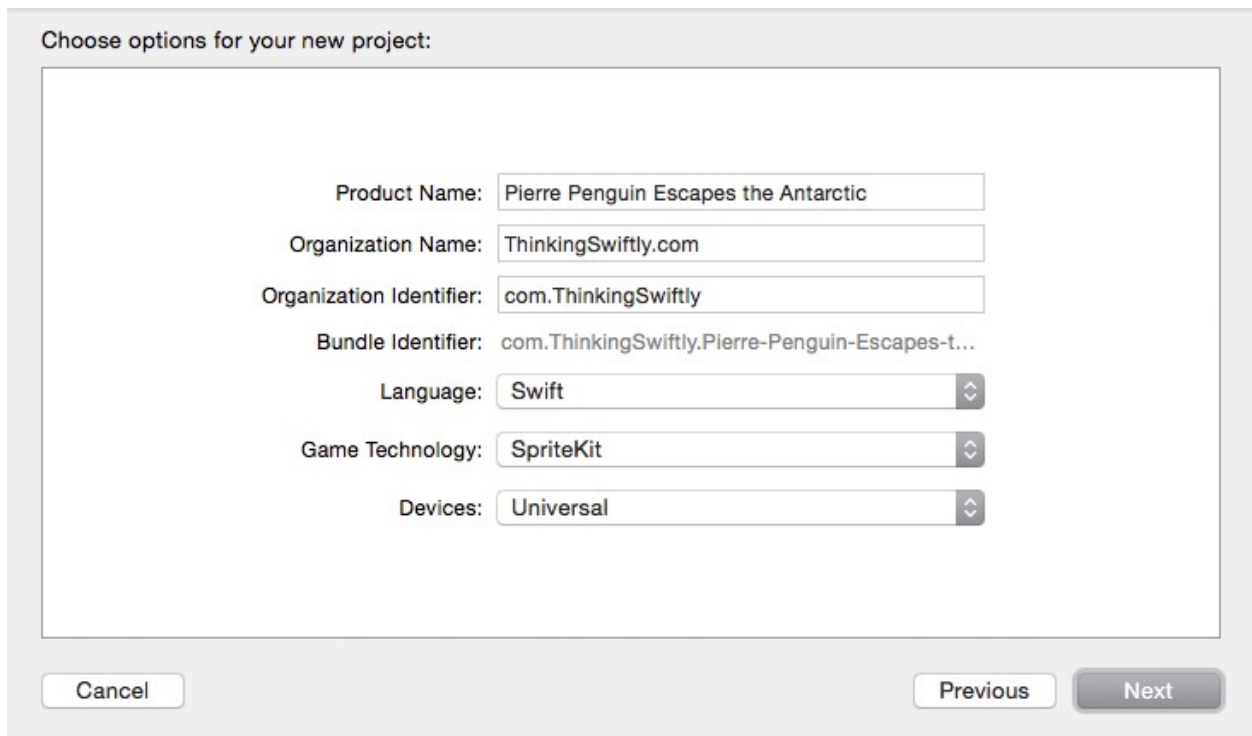
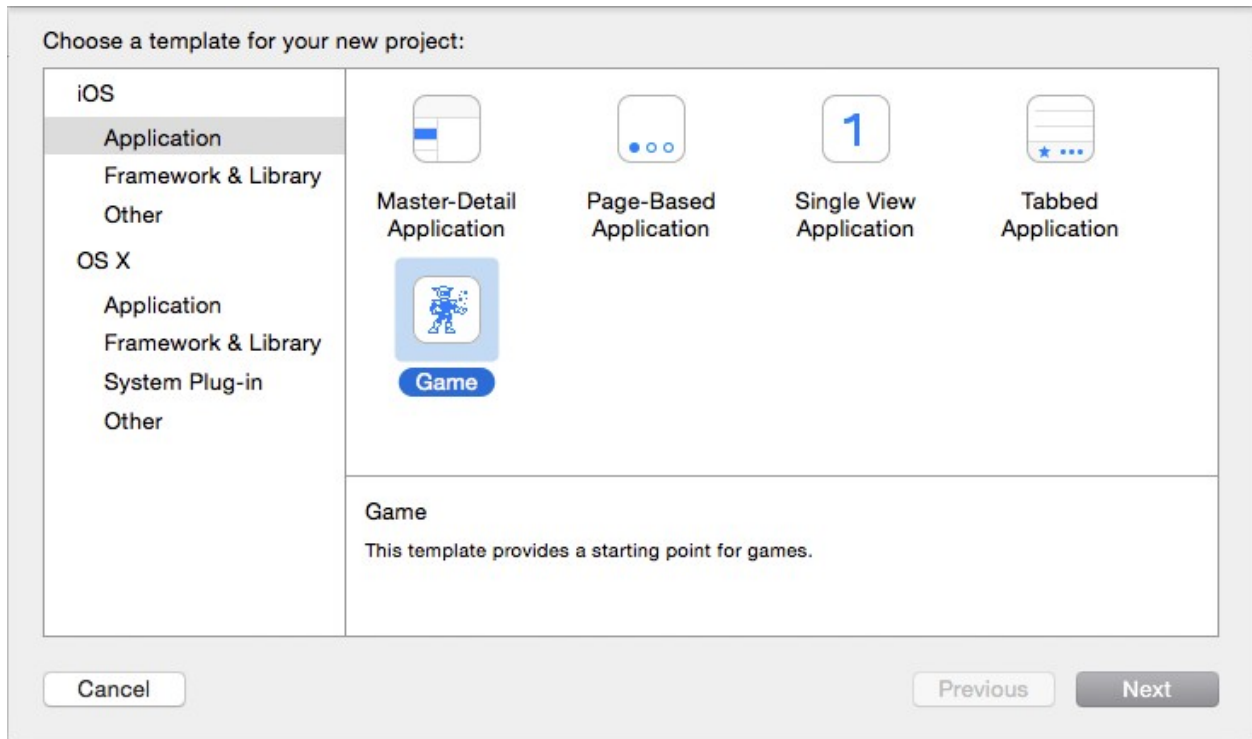
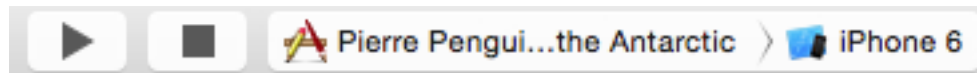
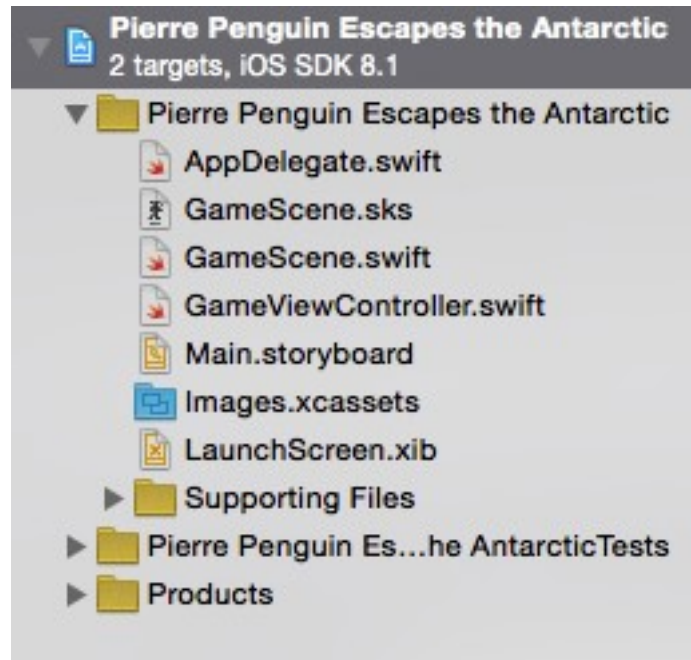
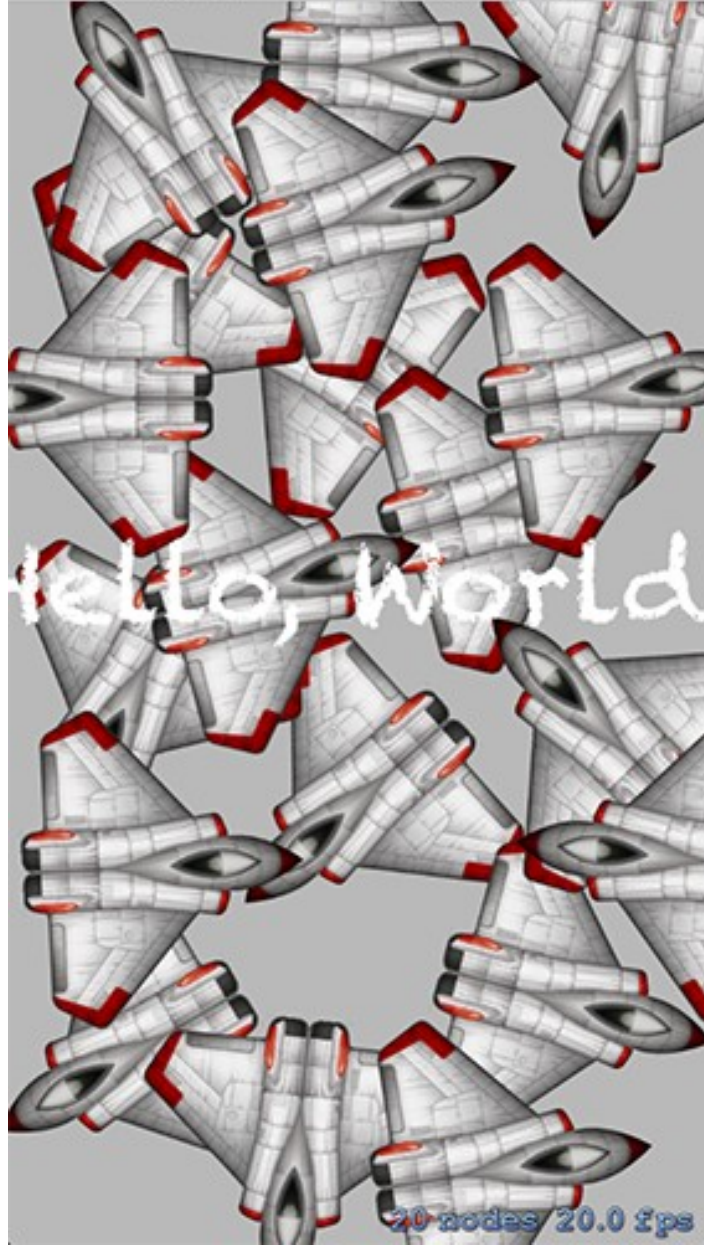


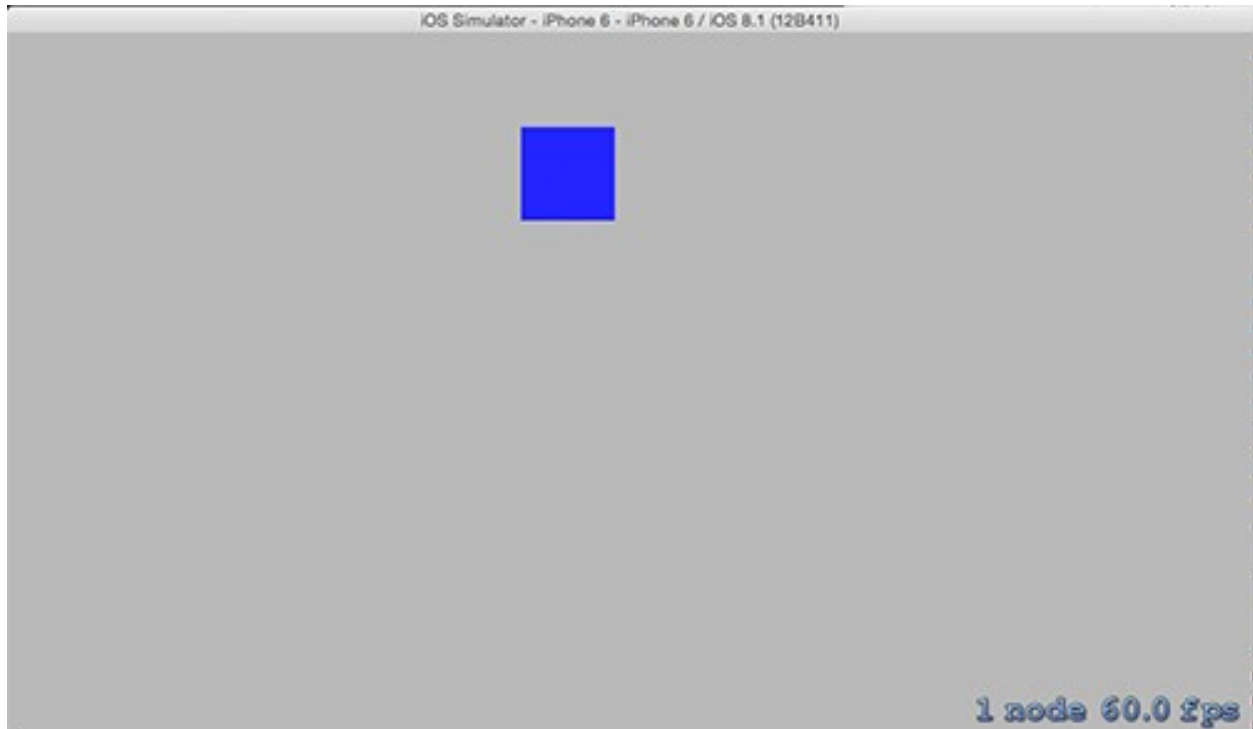
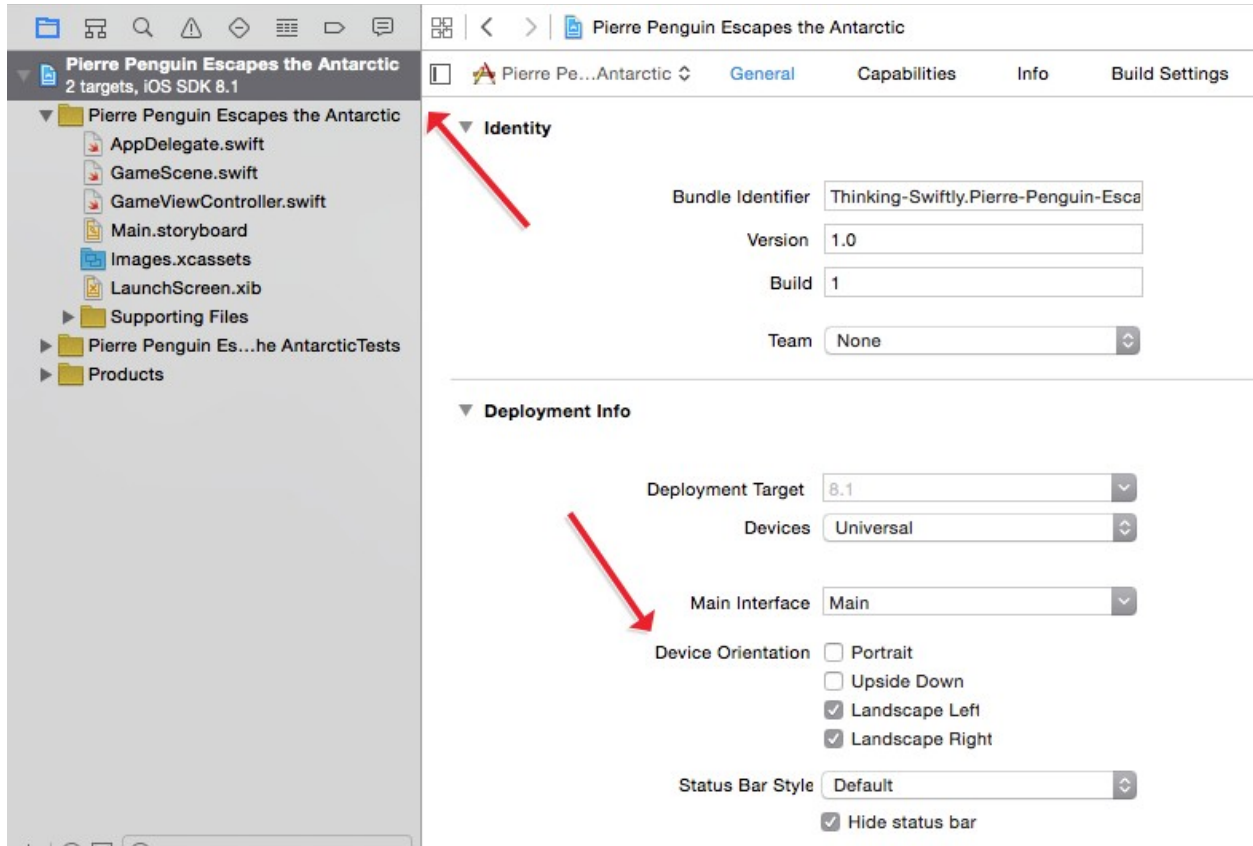
Chapter 1: Designing Games with Swift

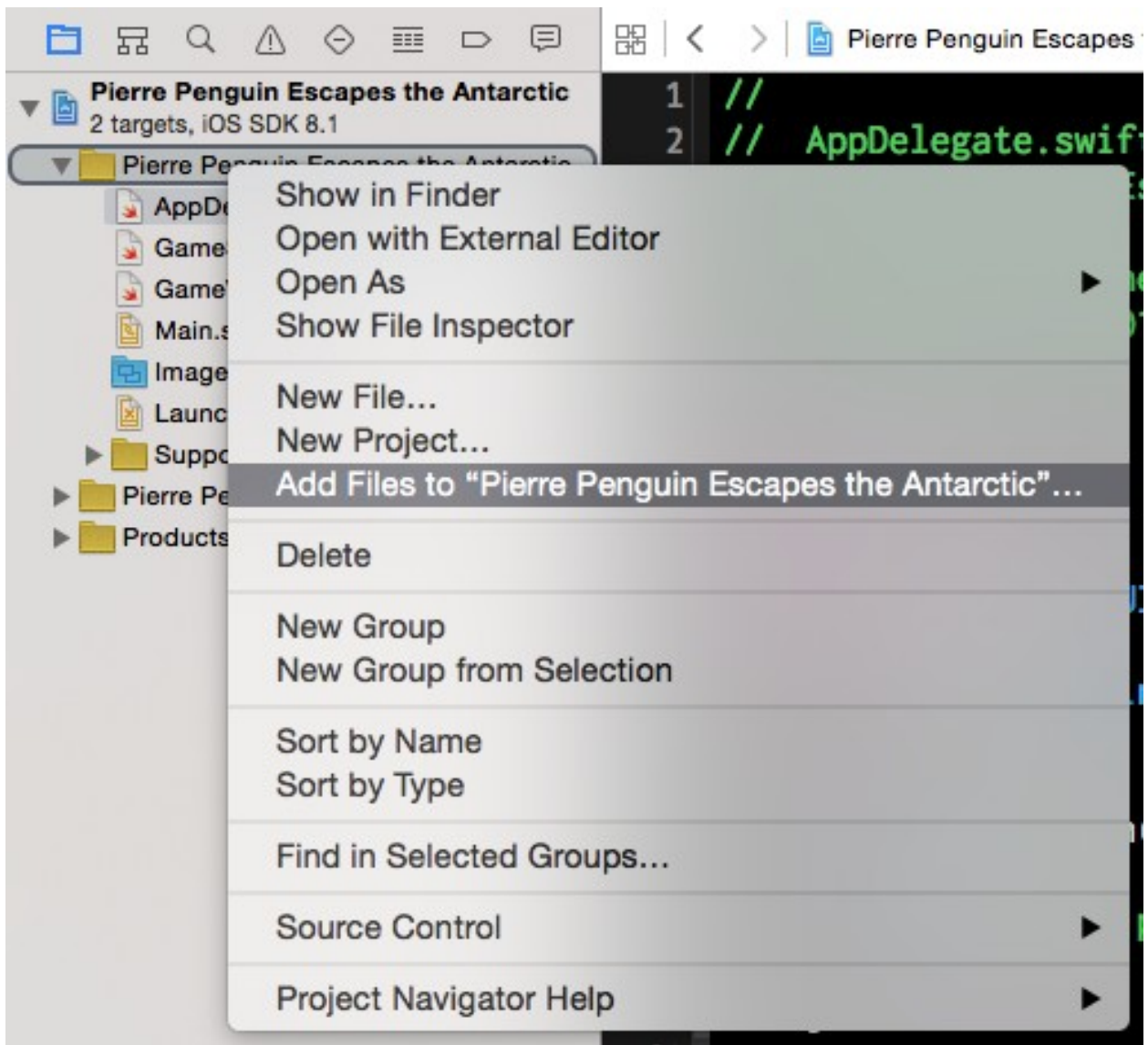
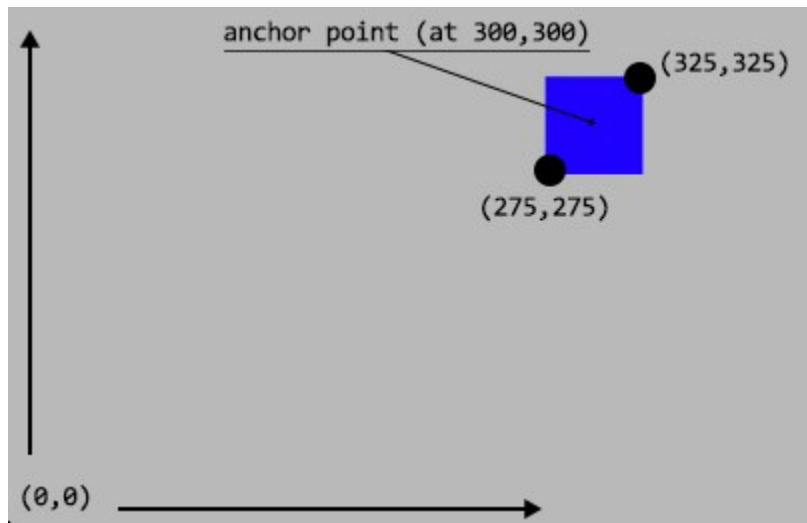






Chapter 2: Sprites, Camera, Actions!



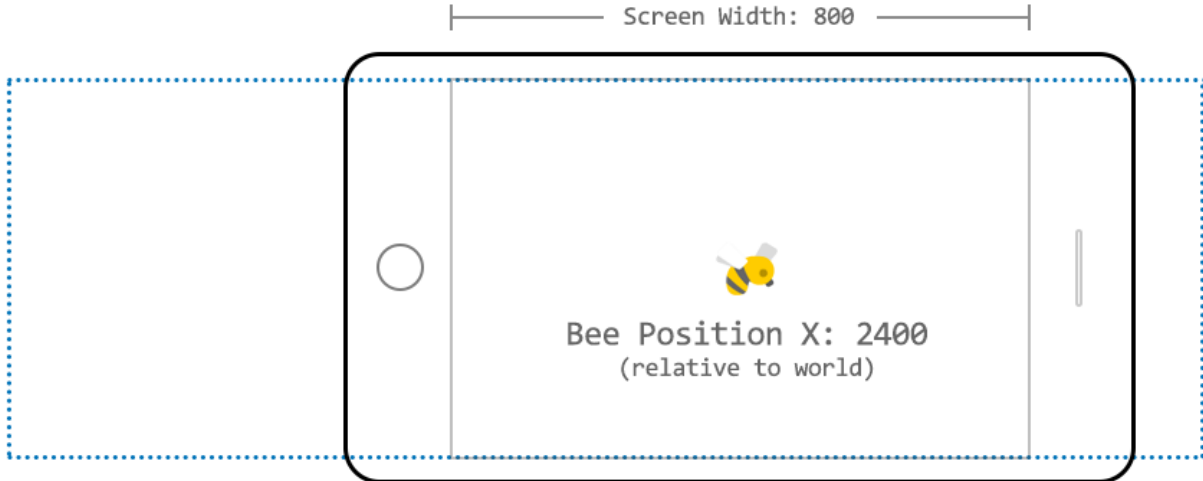




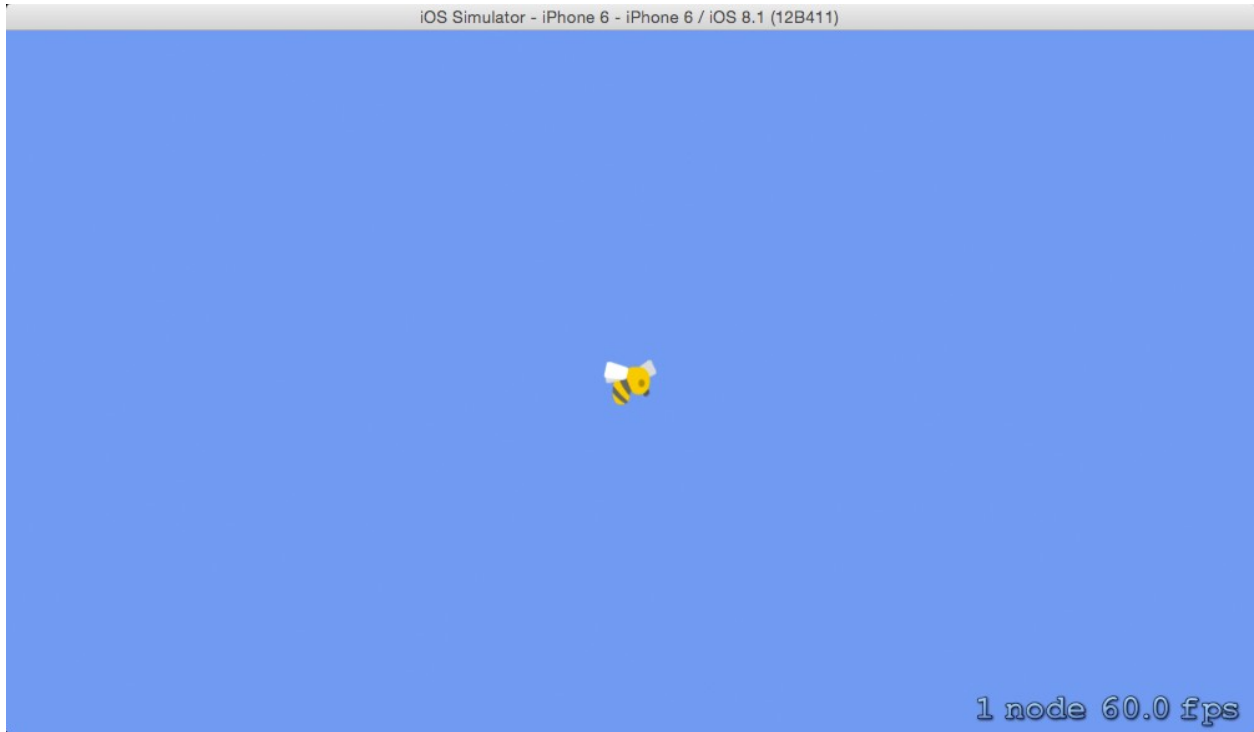
1 node 60.0 fps



1 node 60.0 fps

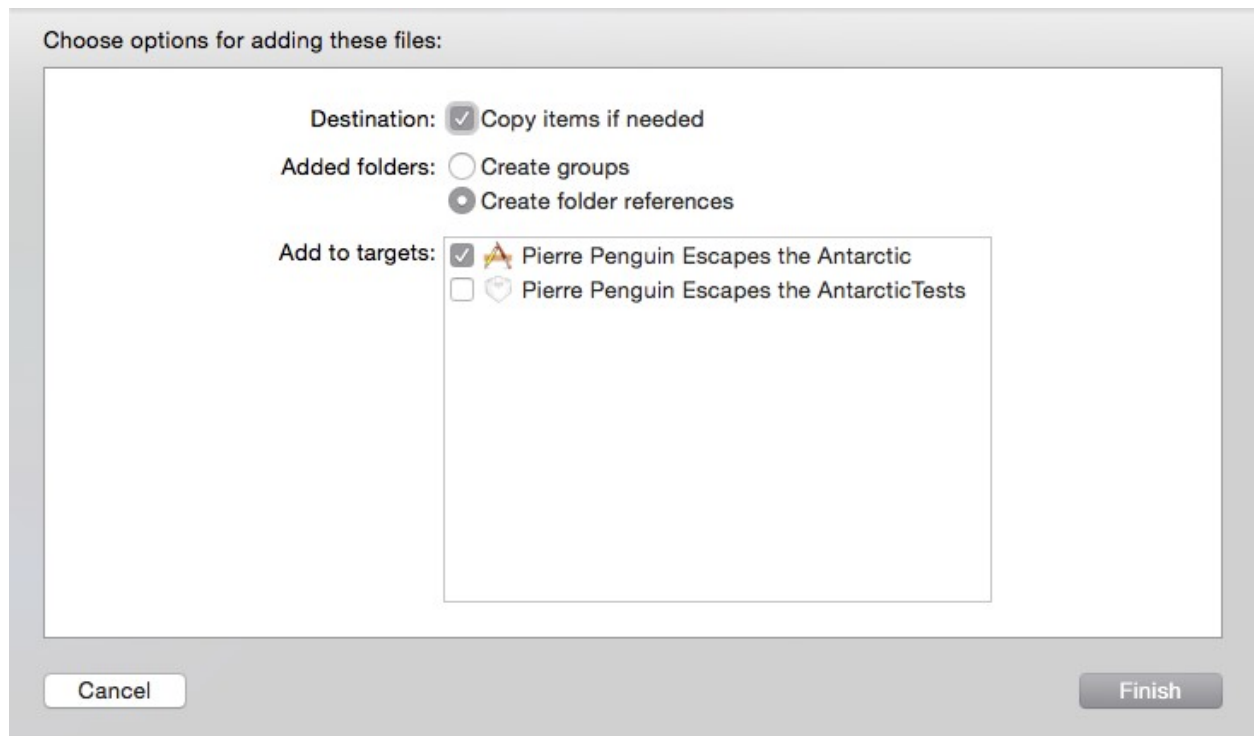
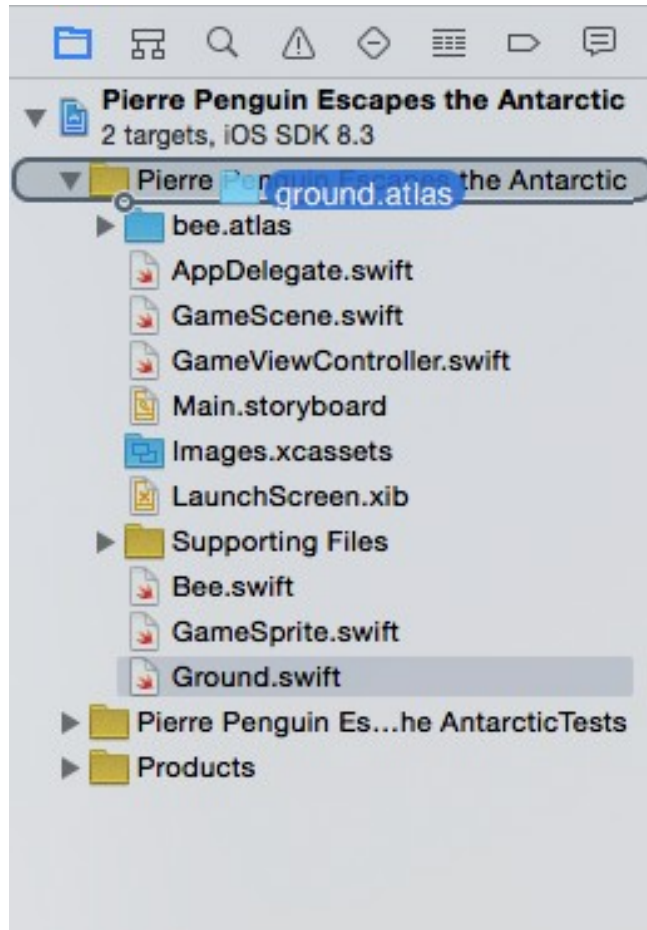


World Position X: -2000
(relative to the scene)



Chapter 3: Mix in the Physics



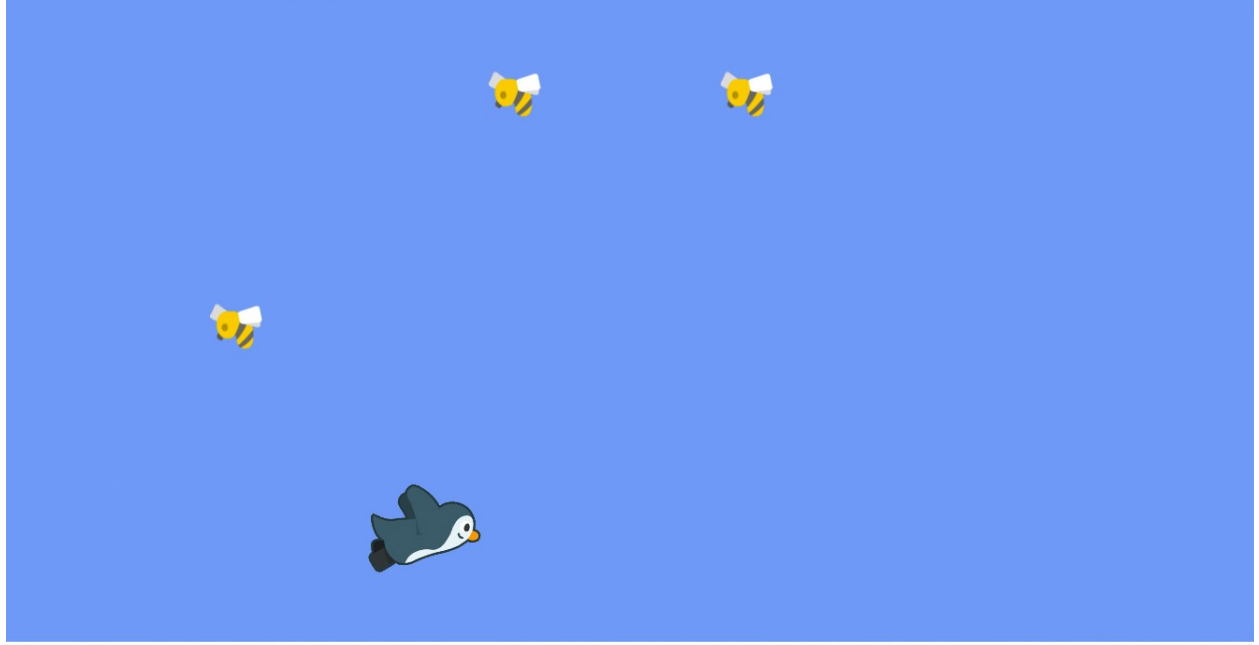






Chapter 4: Adding Controls







11 nodes 60.0 fps

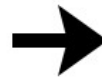
Chapter 5: Spawning Enemies, Coins, and Power-ups





The screenshot shows the Xcode interface for a project named "Pierre Penguin Escapes the Antarctic". A context menu is open over the project files, listing various actions such as "Show in Finder", "Open with External Editor", "New File...", and "Sort by Type". The "Sort by Type" option is highlighted. In the background, a code editor shows the beginning of a Swift function:

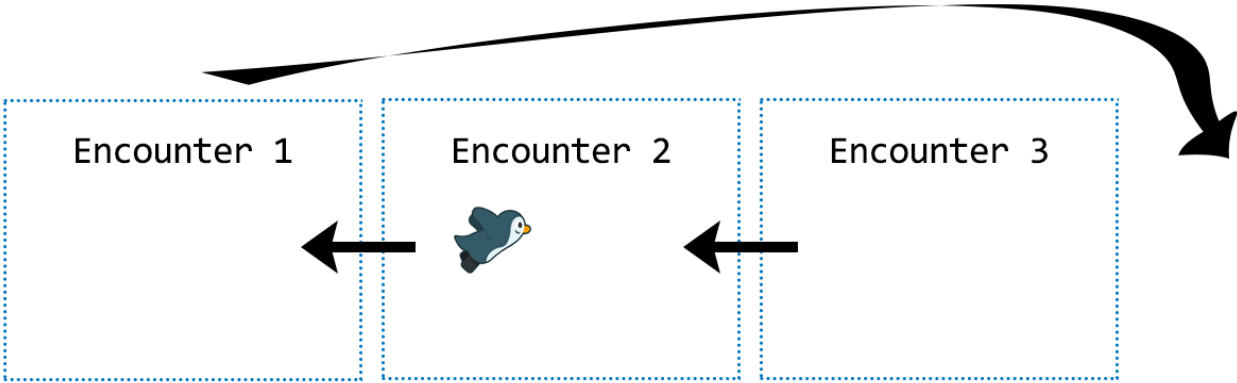
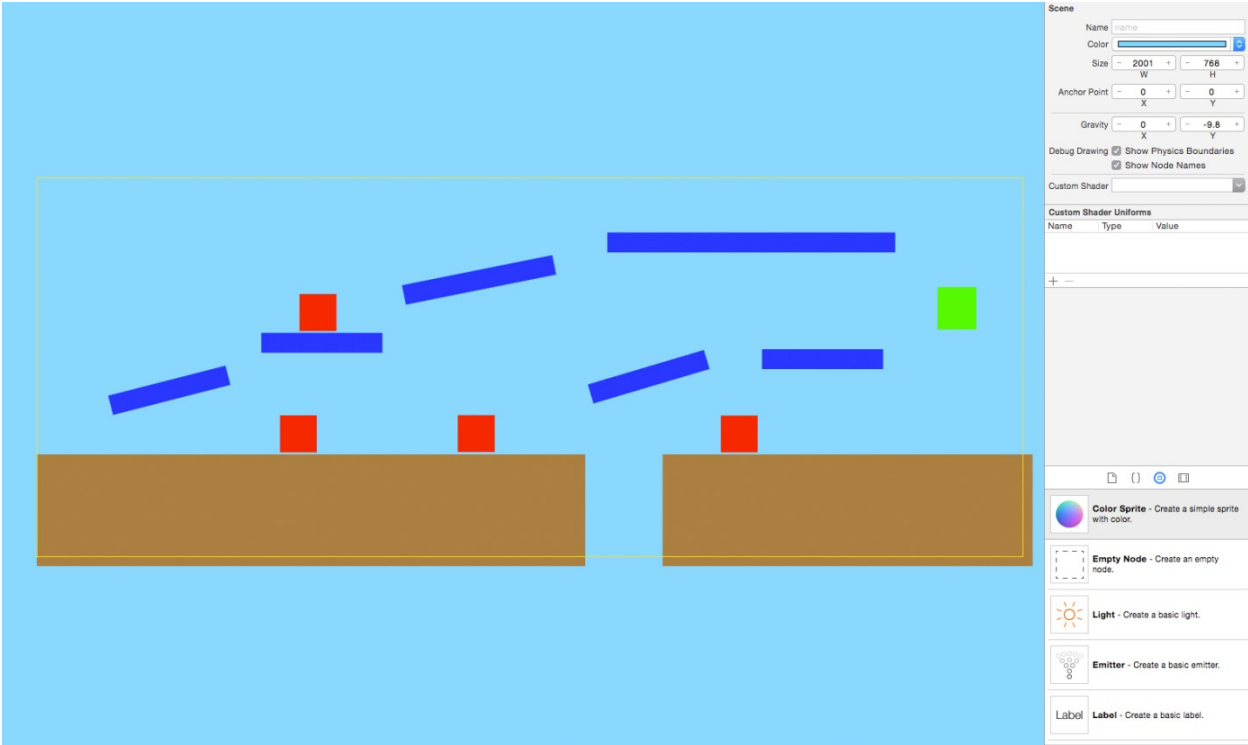
```
1 //  
2 // BronzeCoin.swift
```

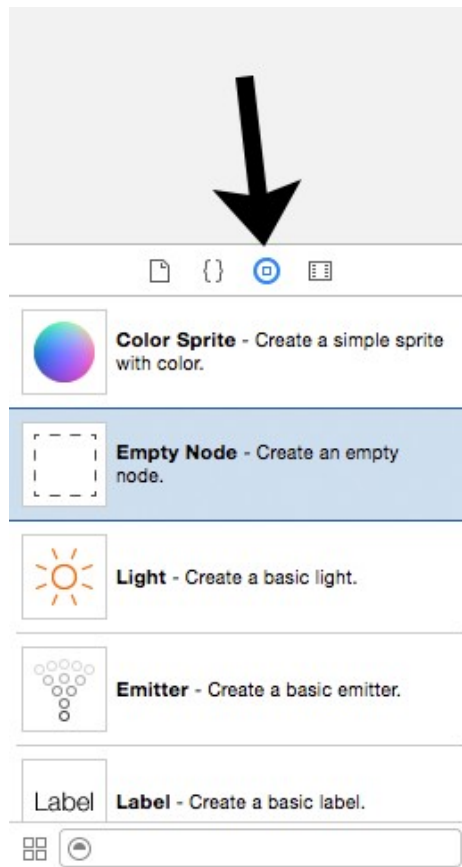
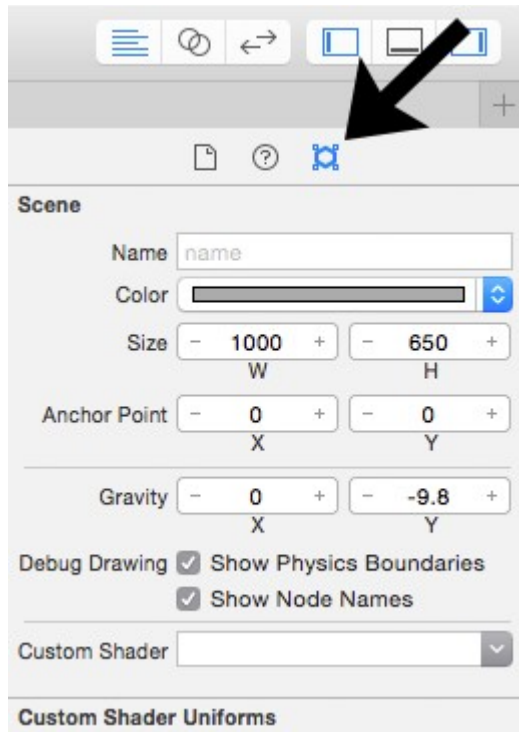


The screenshot shows the Xcode interface for the same project. The project navigator on the left is expanded to show the "enemies.atlas" folder selected. The file list on the right includes various assets and source files such as "AppDelegate.swift", "Bat.swift", "Bee.swift", "Blade.swift", "Coin.swift", "GameScene.swift", "GameSprite.swift", "GameViewController.swift", "Ghost.swift", "Ground.swift", "MadFly.swift", "Player.swift", "Star.swift", "Images.xcassets", "LaunchScreen.xib", and "Main.storyboard".



Chapter 6: Generating a Never-Ending World





SKNode: Bat

Node

Name: Bat

Parent: SKScene_0

Position: X: -936.368, Y: -550.228

Z Position: 0

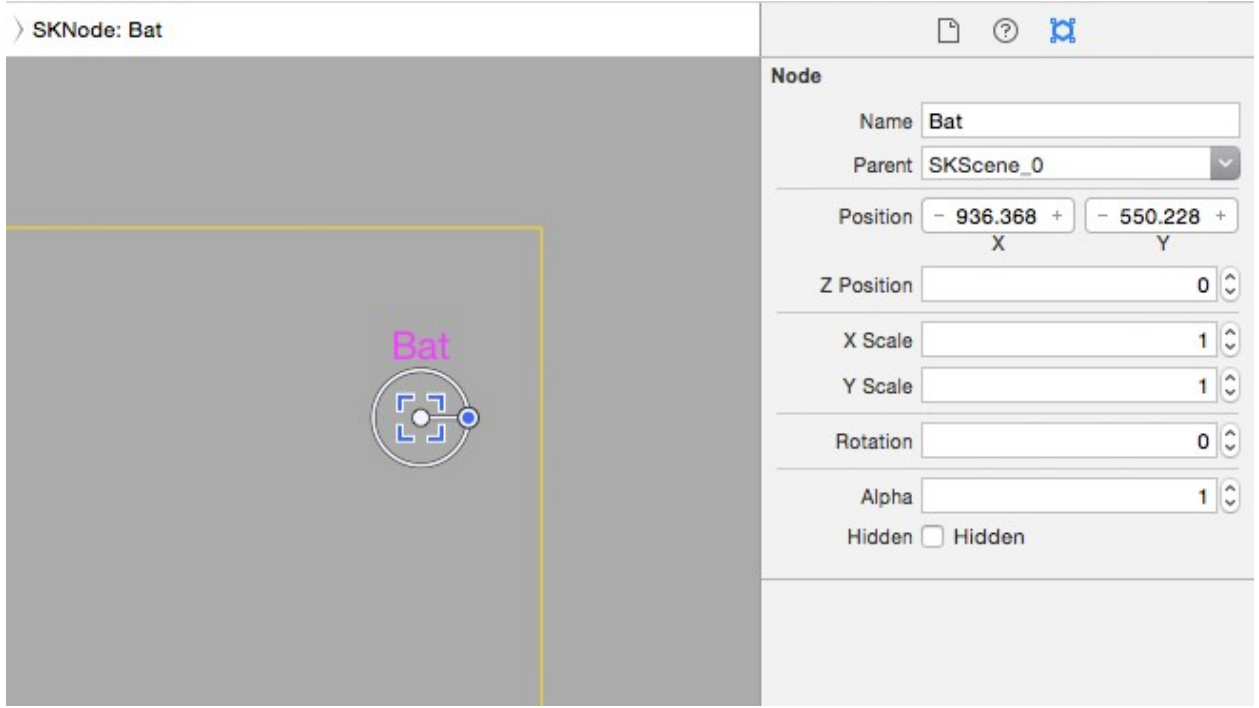
X Scale: 1

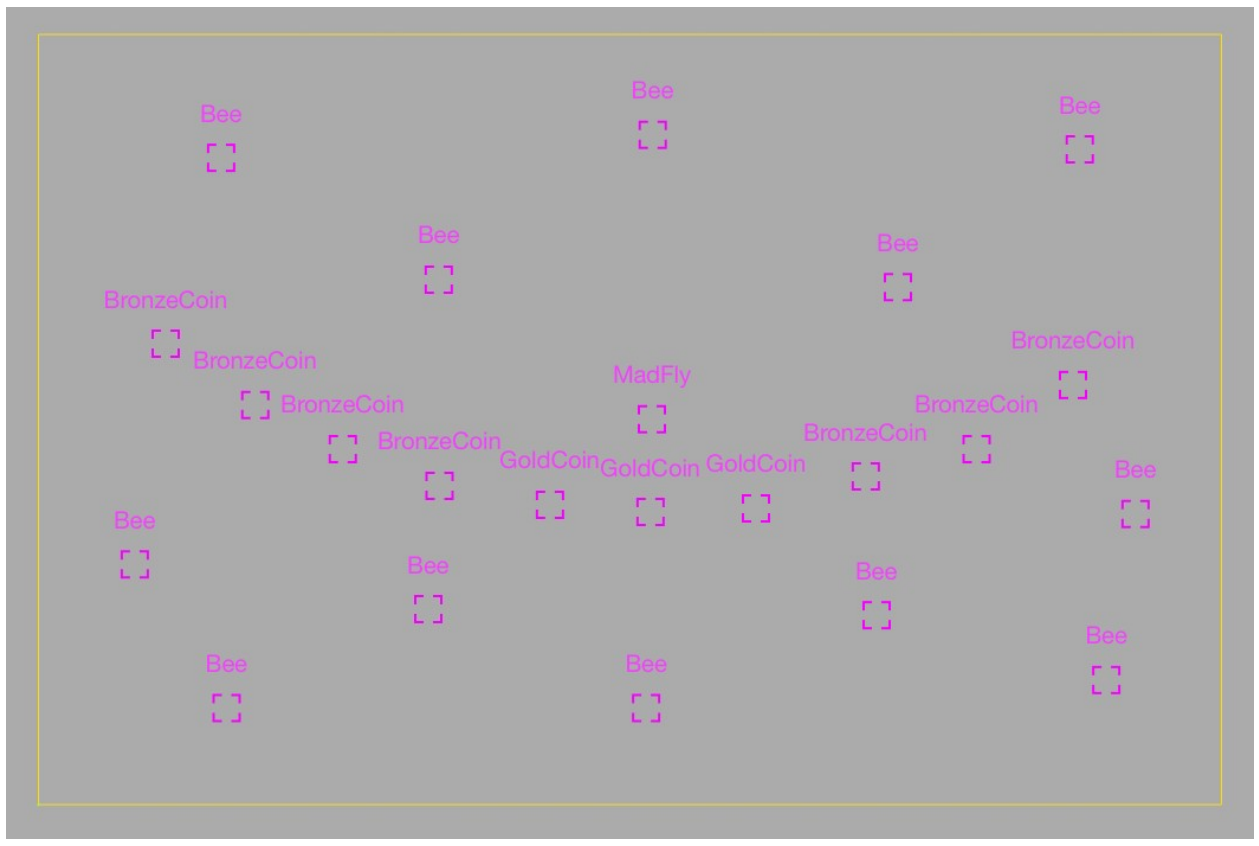
Y Scale: 1

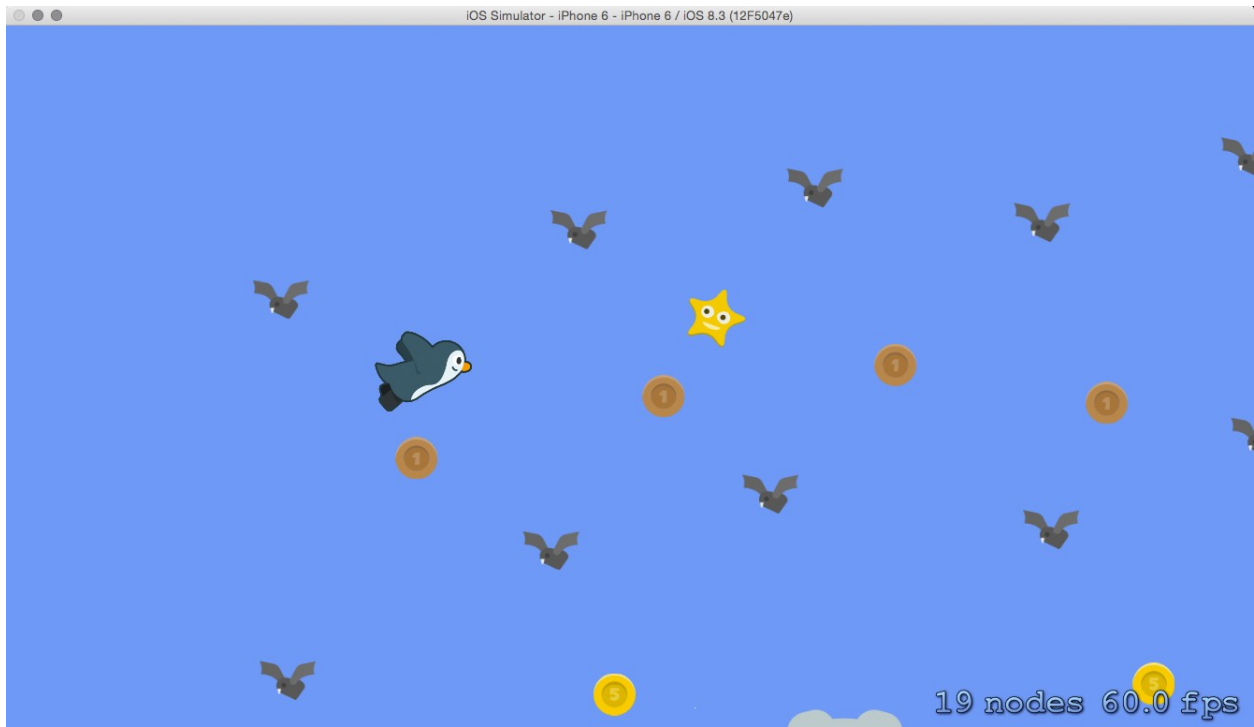
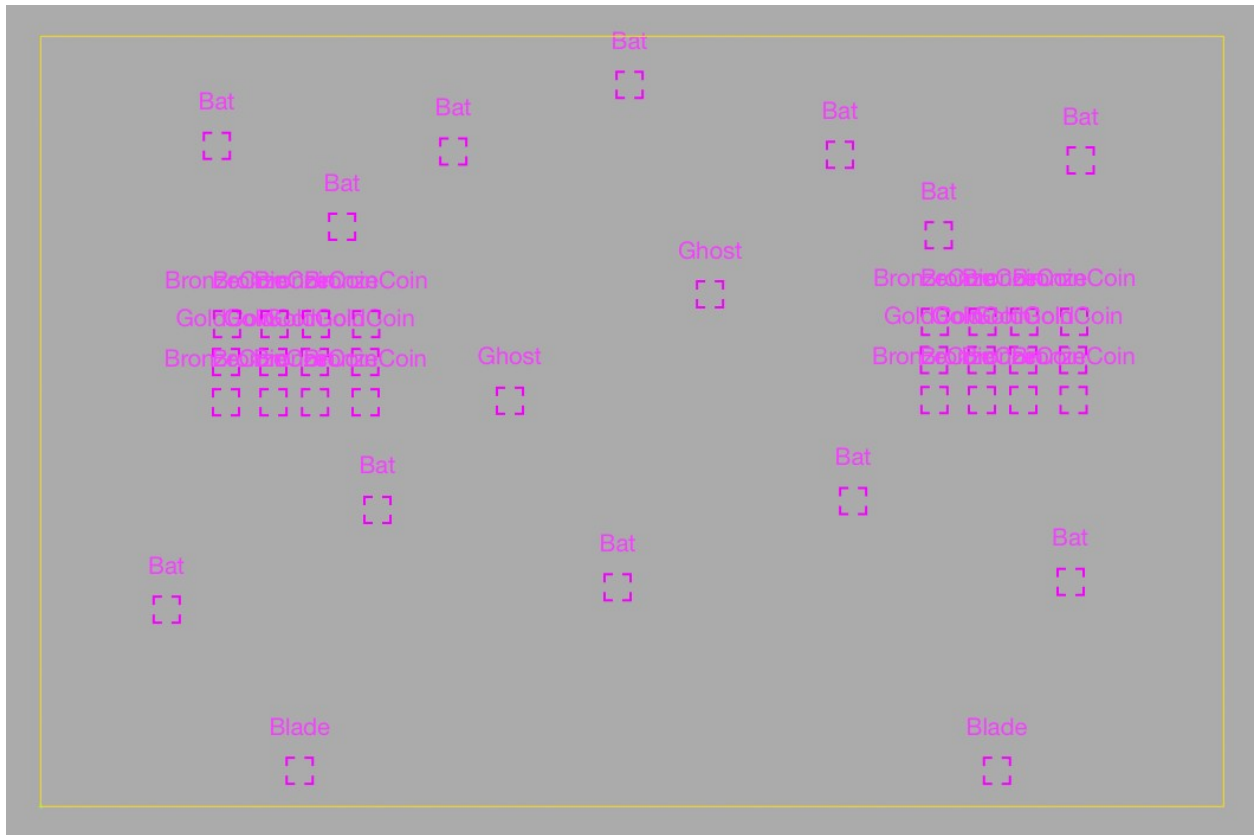
Rotation: 0

Alpha: 1

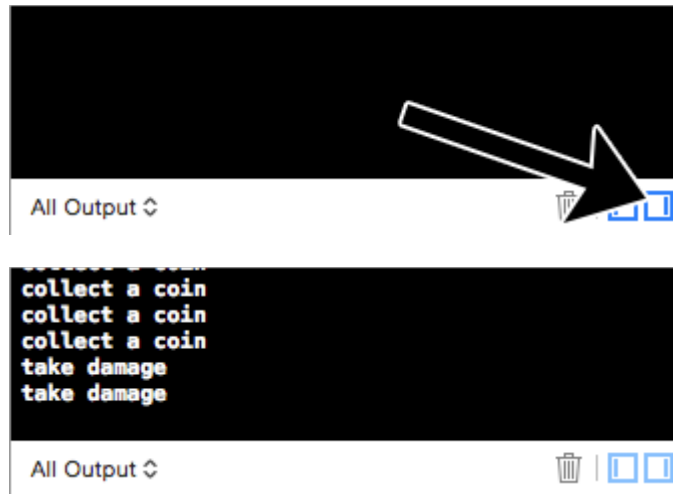
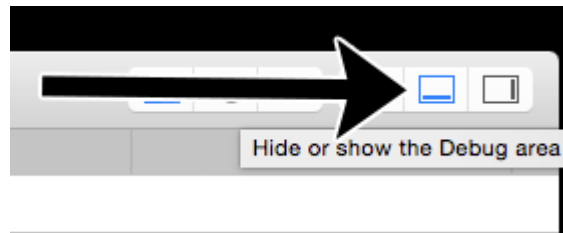
Hidden: Hidden

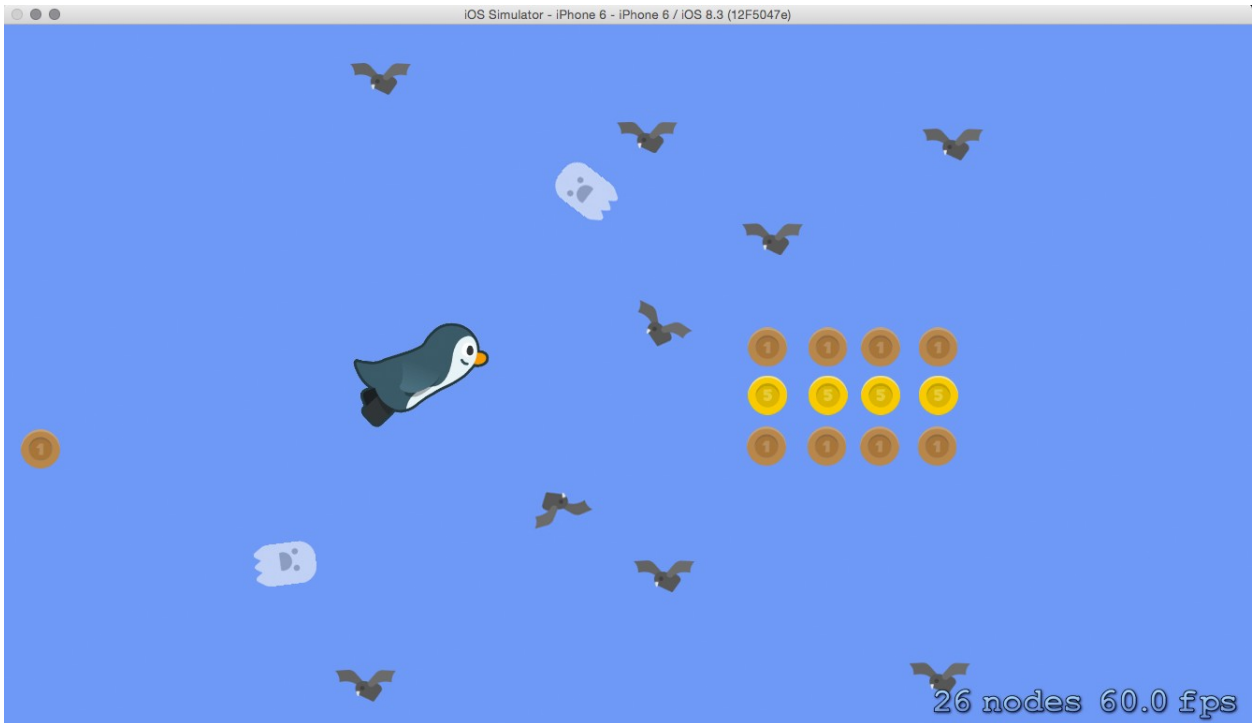




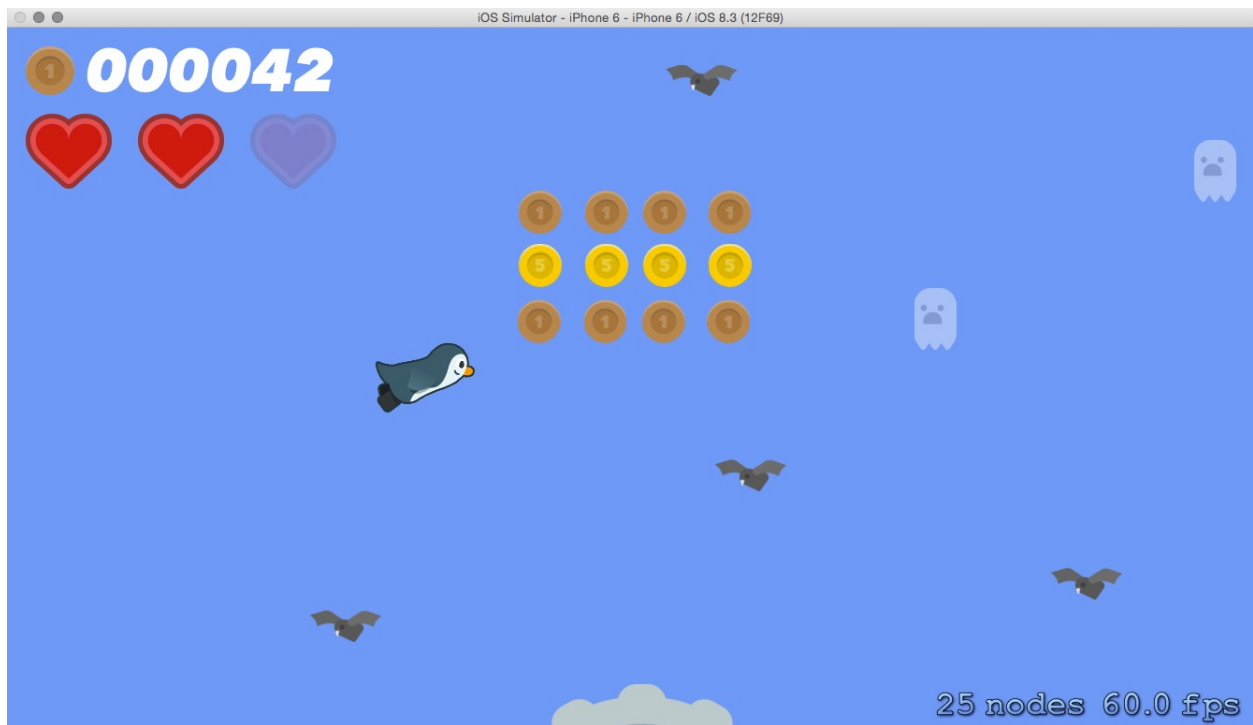


Chapter 7: Implementing Collision Events





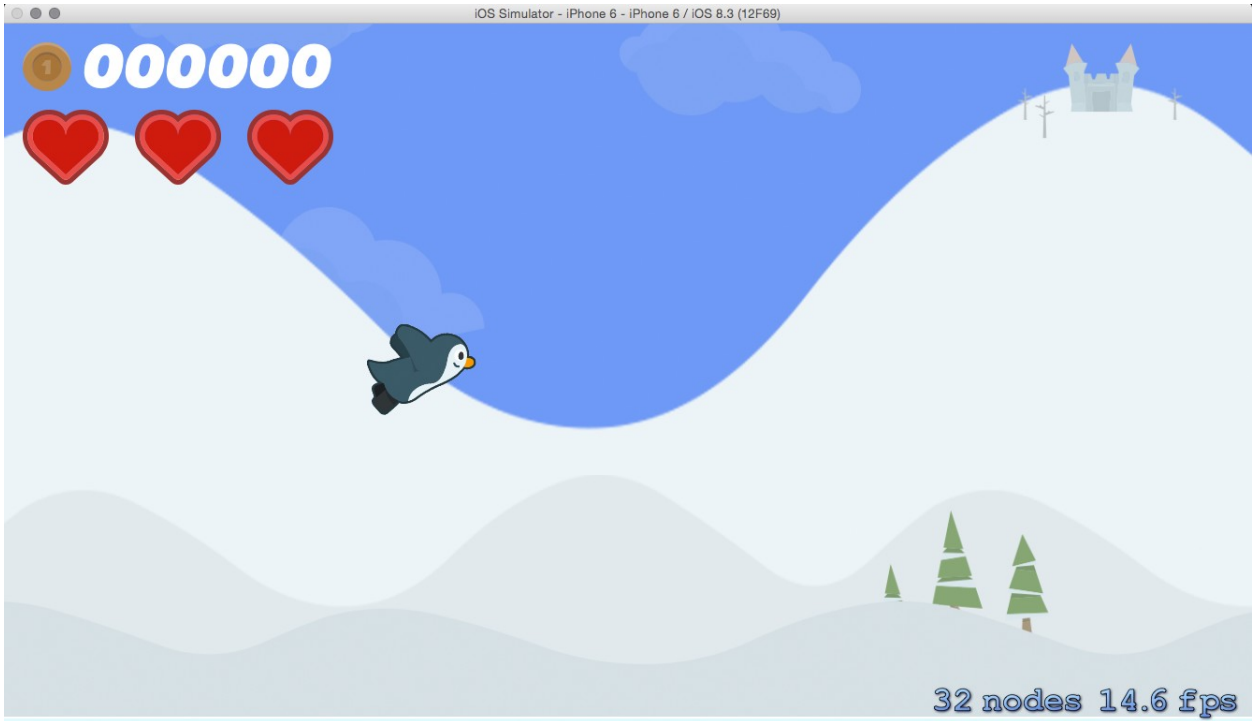
Chapter 8: Polishing to a Shine – HUD, Parallax Backgrounds, Particles, and More

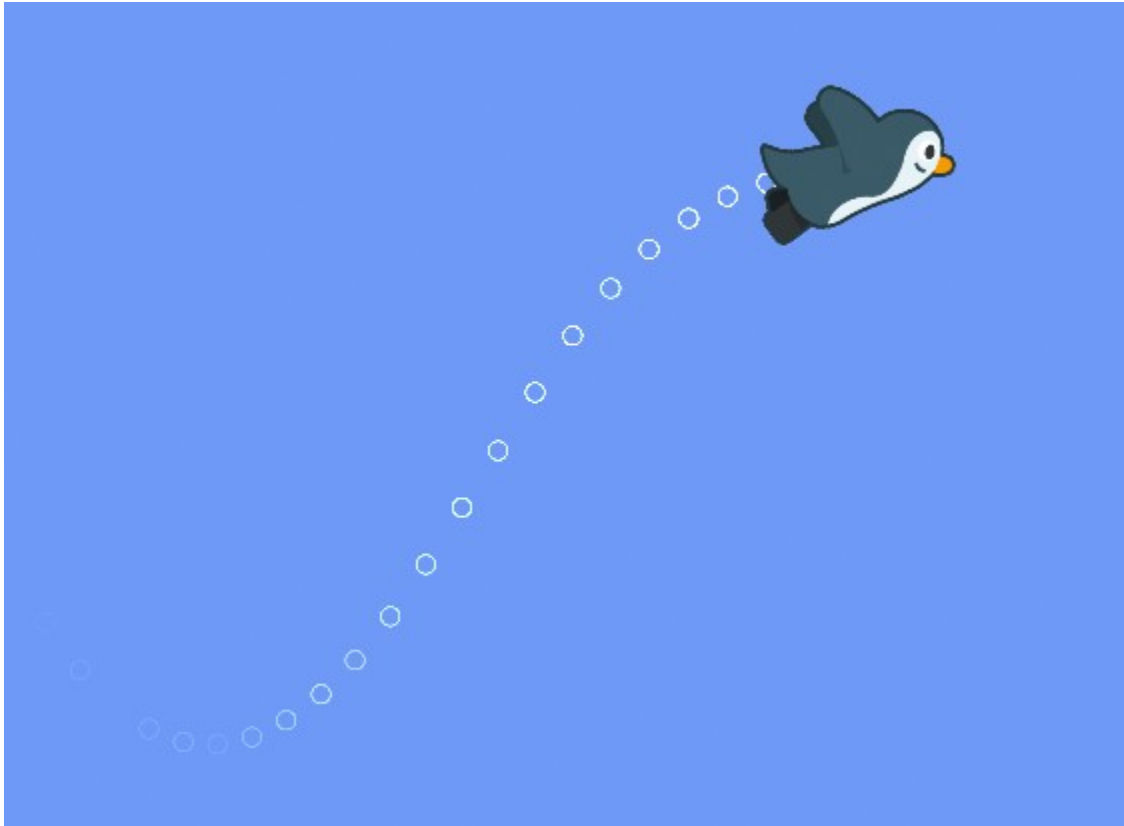


- AppIcon
- Background-1
- Background-2
- Background-3
- Background-4










Background-1

Background-2

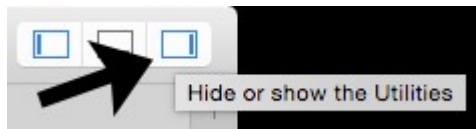
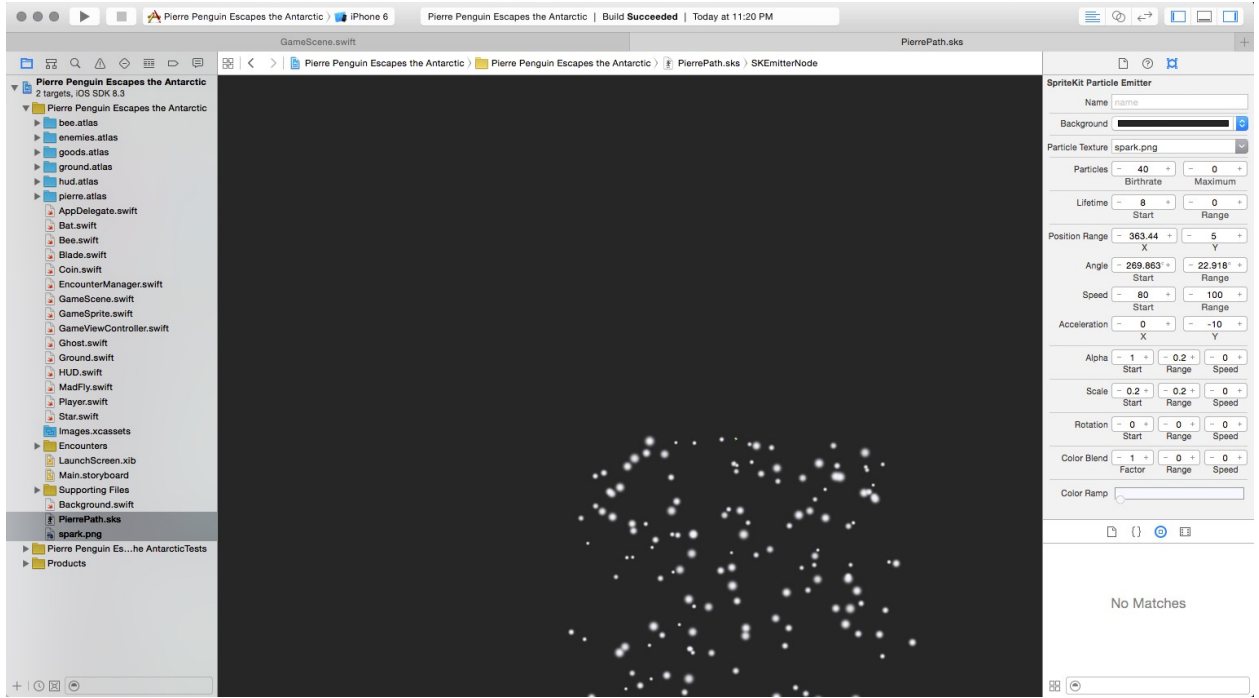




Choose a template for your new file:

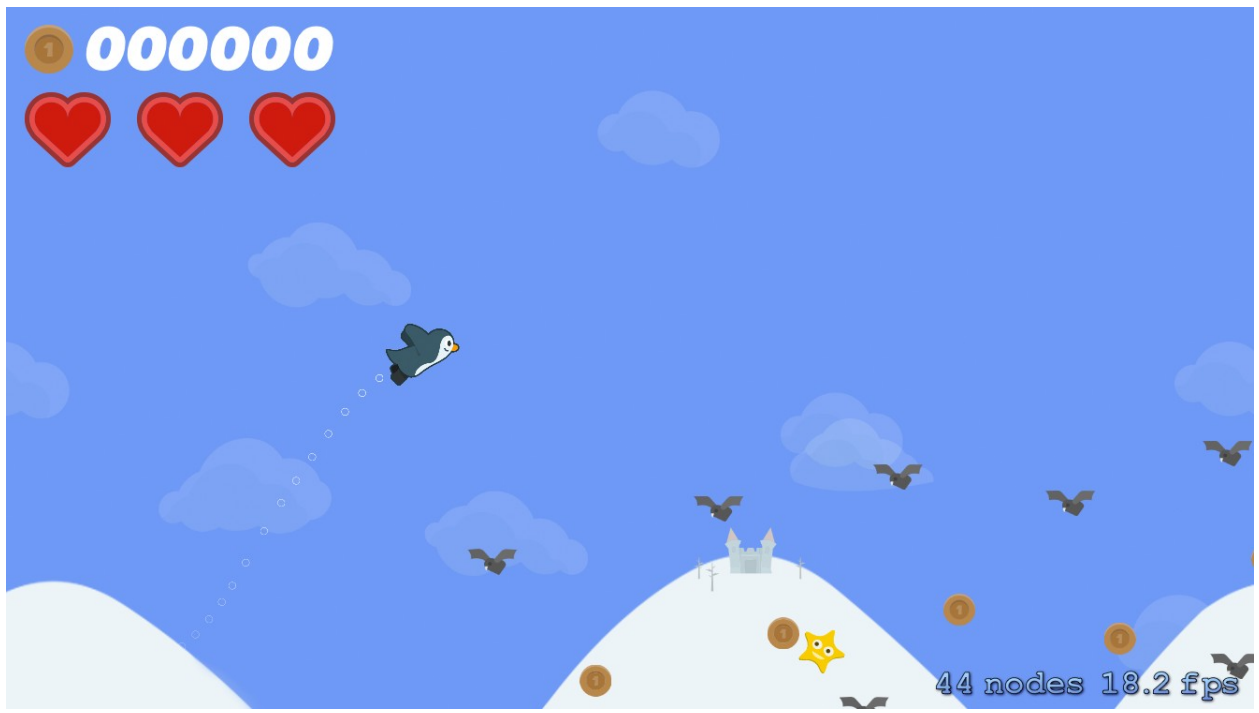
iOS				
	GeoJSON File	GPX File	Asset Catalog	Settings Bundle
Resource				
Other	Property List	Rich Text File	SceneKit Particle System	SpriteKit Particle File
Apple Watch				
OS X				
Source	SpriteKit Particle File			
User Interface	A particle effect template for SpriteKit particle emitter.			
Core Data				
Resource				
Other				

Cancel Previous Next

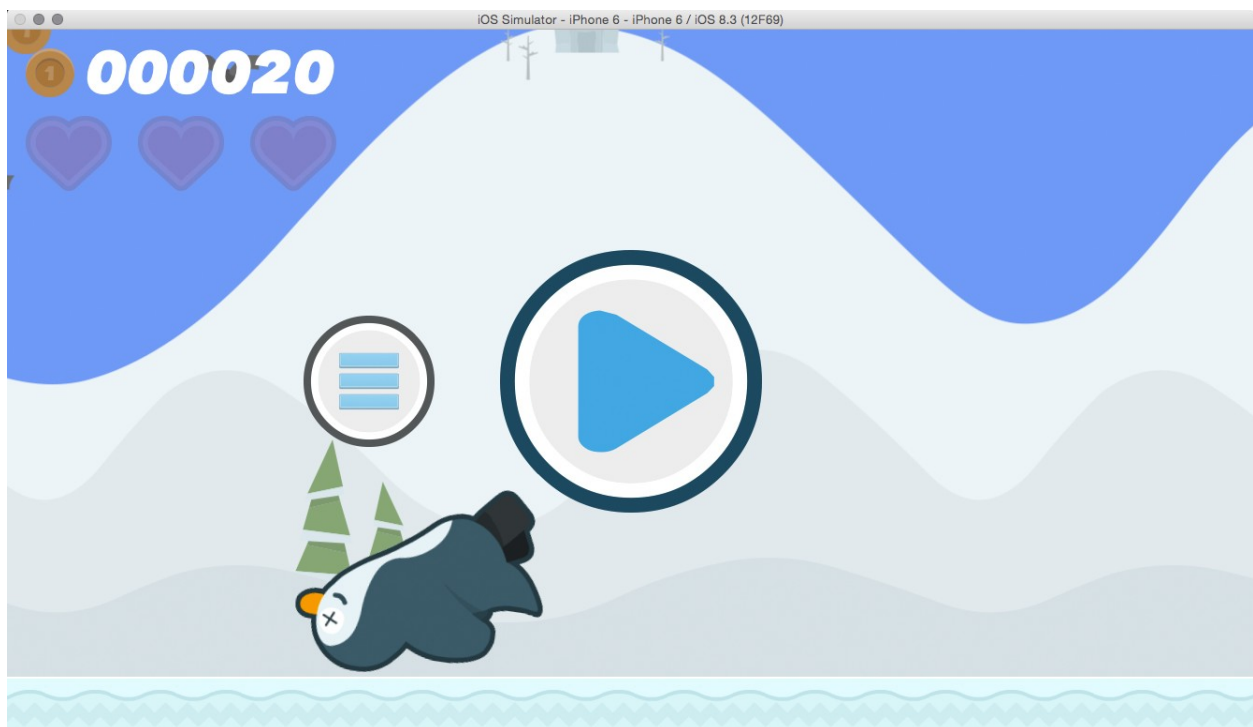
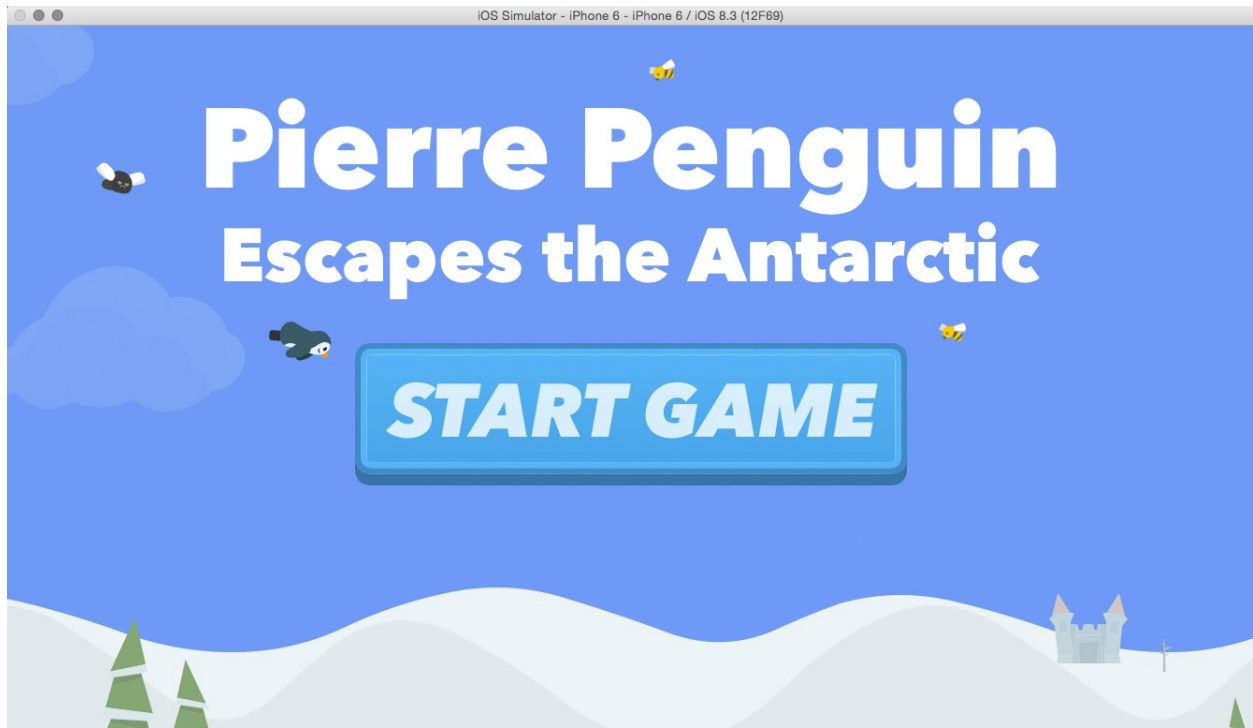


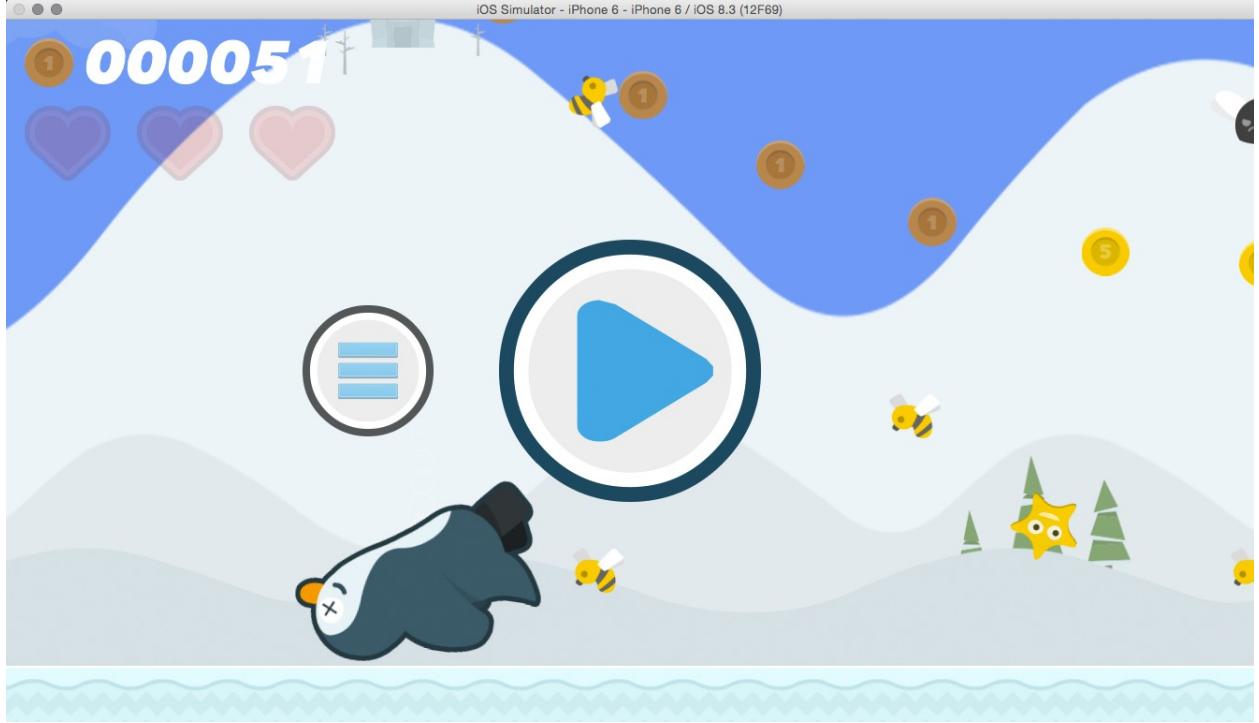
SpriteKit Particle Emitter

Name	<input type="text" value="name"/>		
Background	<input type="color" value="black"/>		
Particle Texture	<input type="text" value="dot.png"/>		
Particles	<input type="text" value="20"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
	Birthrate	Maximum	
Lifetime	<input type="text" value="1.75"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
	Start	Range	
Position Range	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
	X	Y	
Angle	<input type="text" value="0°"/>	<input type="text" value="0°"/>	<input type="text" value="0°"/>
	Start	Range	
Speed	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
	Start	Range	
Acceleration	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
	X	Y	
Alpha	<input type="text" value="0.8"/>	<input type="text" value="0"/>	<input type="text" value="-0.8"/>
	Start	Range	Speed
Scale	<input type="text" value="0.1"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
	Start	Range	Speed
Rotation	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
	Start	Range	Speed
Color Blend	<input type="text" value="1"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
	Factor	Range	Speed
Color Ramp	<input type="range" value="0"/>		
Blend Mode	<input type="text" value="Alpha"/>		
Field Mask	<input type="text" value="0"/>		
Custom Shader	<input type="text"/>		

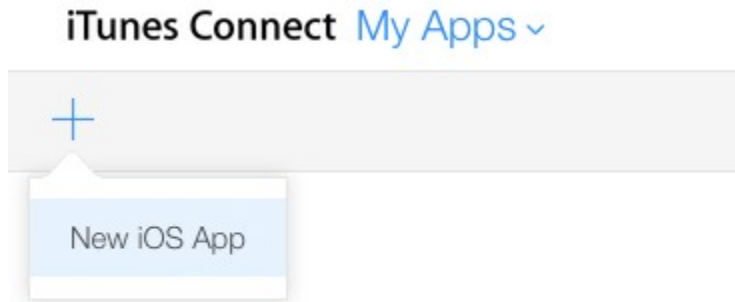


Chapter 9: Adding Menus and Sounds





Chapter 10: Integrating with Game Center



App ID Suffix

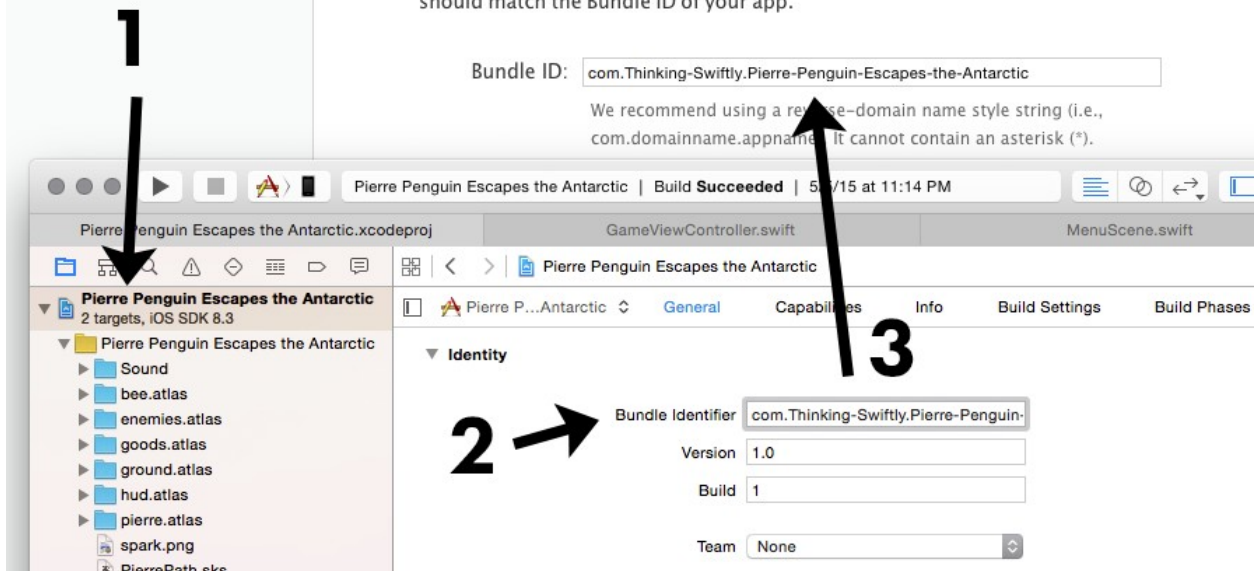
● Explicit App ID

If you plan to incorporate app services such as Game Center, In-App Purchase, Data Protection, and iCloud, or want a provisioning profile unique to a single app, you must register an explicit App ID for your app.

To create an explicit App ID, enter a unique string in the Bundle ID field. This string should match the Bundle ID of your app.

Bundle ID:

We recommend using a reverse-domain name style string (i.e., com.domainname.appname). It cannot contain an asterisk (*).



New iOS App

Name ?

Version ?

Primary Language ?

SKU ?

Bundle ID ?

Register a new bundle ID on the [Developer Portal](#).

Cancel

Create

iTunes Connect [My Apps](#) ▾

< [My Apps](#)



Pierre Penguin Escapes the Antarctic iOS

● 1.0 Prepare for Submission

Versions

[Prerelease](#)

[Pricing](#)

[In-App Purchases](#)

[Game Center](#)

[Reviews](#)

[Newsstand](#)

[More](#) ▾

1.0

Pierre Penguin Escapes t

Enable Game Center

To add Game Center to your app binary, you must include the feature in the C a group of games. Both options enable multiplayer features including compati



Single Game

Select this option if your app has its own set of leaderboards and achievements.

Enable for Single Game

Cancel

iTunes Connect [My Apps](#) ▾



My Apps



App Analytics



Sales and Trends



Payments and Financial Reports



iAd



Users and Roles



Agreements, Tax, and Banking



Resources and Help

Tester Information

First Name

Joe

Last Name

McTest

Email

joe@mctest.com

Password

••••••••

Confirm Password

••••••••

Secret Question

Are flying penguins amazing?

Secret Answer

so much

Date of Birth


March

6

App Store Territory

United States

Cancel **Sign In**



Game Center

Start using Game Center with your Apple ID to play games online with your friends, wherever they are.

Apple ID	name@example.com
Password	Required



Leaderboard Reference Name ?

Leaderboard ID ?

Score Format Type ?

Score Submission Type Best Score Most Recent Score ?

Sort Order Low to High High to Low ?

Score Range (Optional) To ?
0 1000000

Add Language

Language ?

Name ?

Score Format ?

Score Format Suffix ?

Score Format Suffix (Plural) ?

Image (optional) ?

Pierre Penguin Escapes the Antarctic

Done

Leaderboards

Achievements

Challenges

1 Friend

All Time

1  Me
223 coins

All 1 Player

All Time

1  Me
223 coins

Achievement Reference Name ?

Achievement ID ?

Point Value ?

990 of 1000 Points Remaining

Hidden Yes No ?

Achievable More Than Once Yes No ?


Add Language

Language: English ?

Title: 500 Coins Collected in One Game! ?

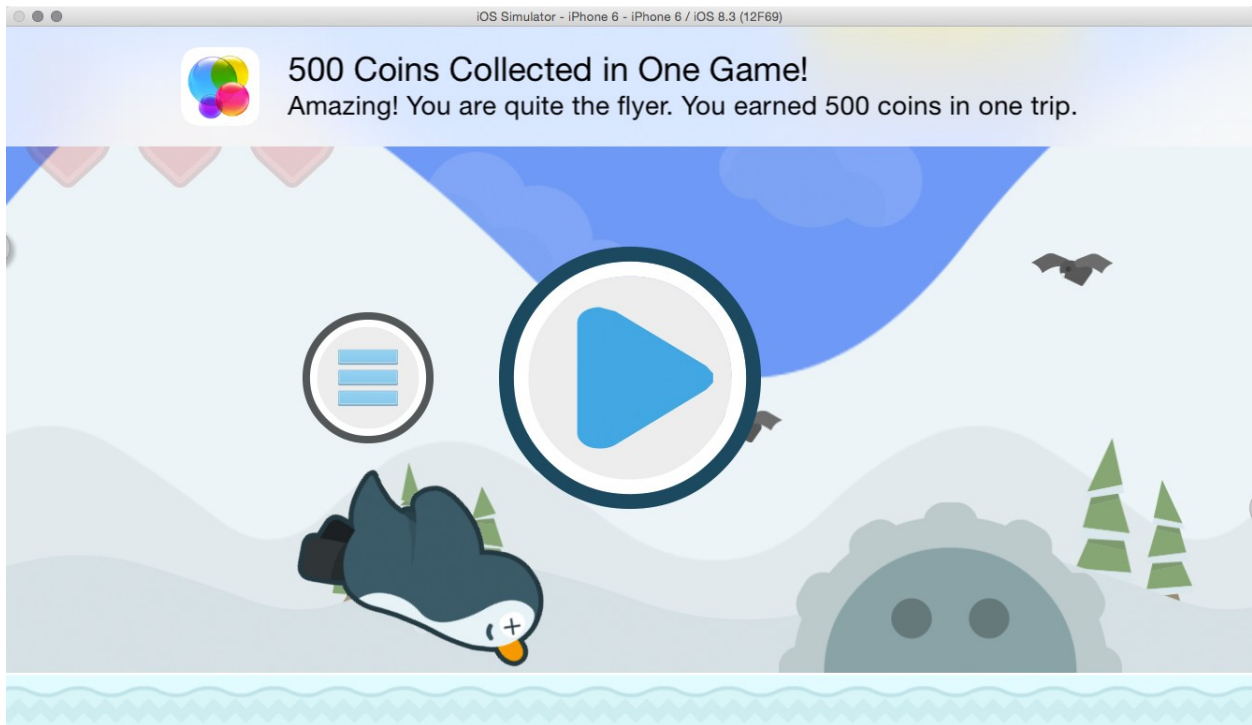
Pre-earned Description: Can you navigate through the antarctic traffic for long enough to collect 500 coins in one try? ?

Earned Description: Amazing! You are quite the flyer. You earned 500 coins in one trip. ?

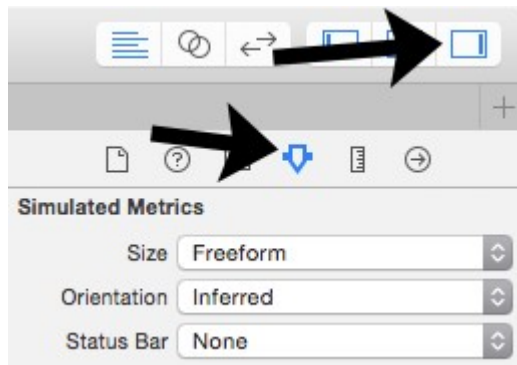
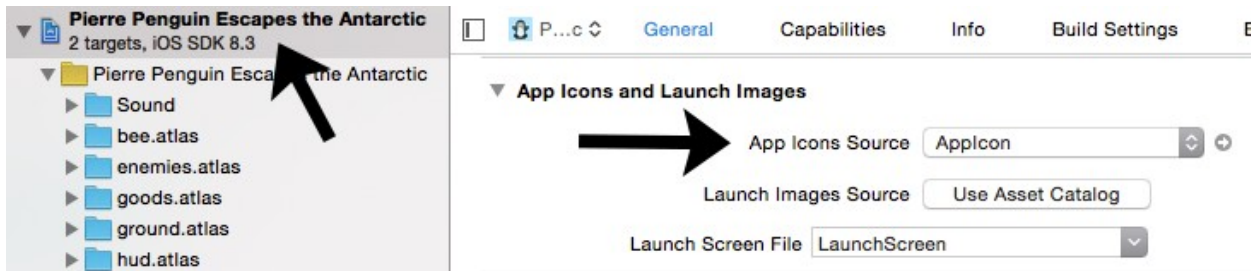
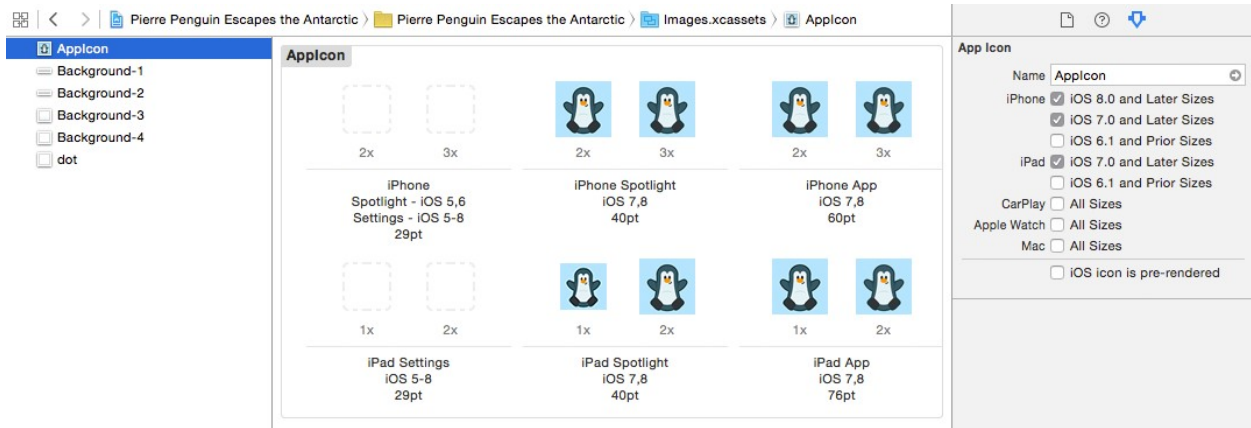
Image:  ?

[Choose File](#)



[Cancel](#) [Save](#)





Chapter 11: Ship It! Preparing for the App Store and Publication





App Icons Source  

Launch Images Source

 Launch Screen File 

App Video Preview and Screenshots [?](#)

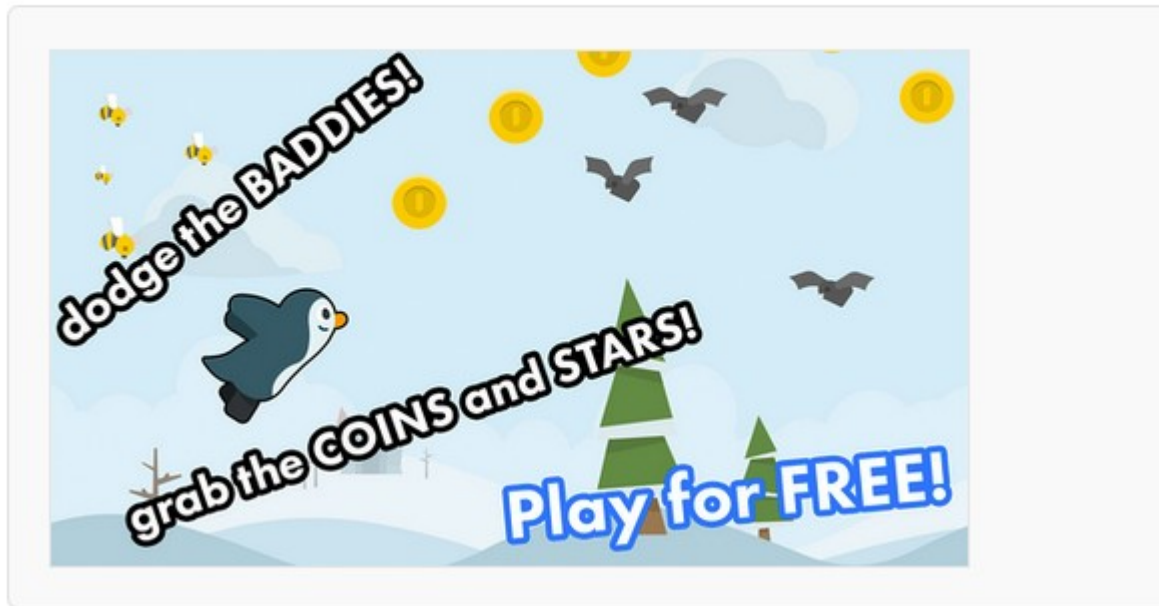
4.7-Inch

5.5-Inch

4-Inch

3.5-Inch

iPad



Game Center

Leaderboards [+](#)

Reference Name	Leaderboard ID	Type
Pierre Penguin Coin Count	pierre_penguin_coins	Single

Achievements [+](#)

Reference Name	Achievement ID	Points
500 Coins Collected	69970772	10

Select the availability date and price tier for your app.

Availability Date 05/May 26 2015 ?

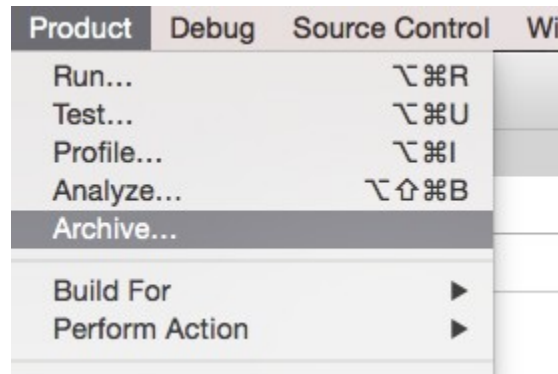
Price Tier Free ?

[View Pricing Matrix](#)


Price Tier Effective Date Choose Choose Choose ?

Price Tier End Date Choose Choose Choose ?

Price Tier Schedule		
Price Tier	Price Effective Date	Price End Date
Free	Existing	None



Archive Information

 **Pierre Penguin Escapes t...**
May 31, 2015, 10:29 PM

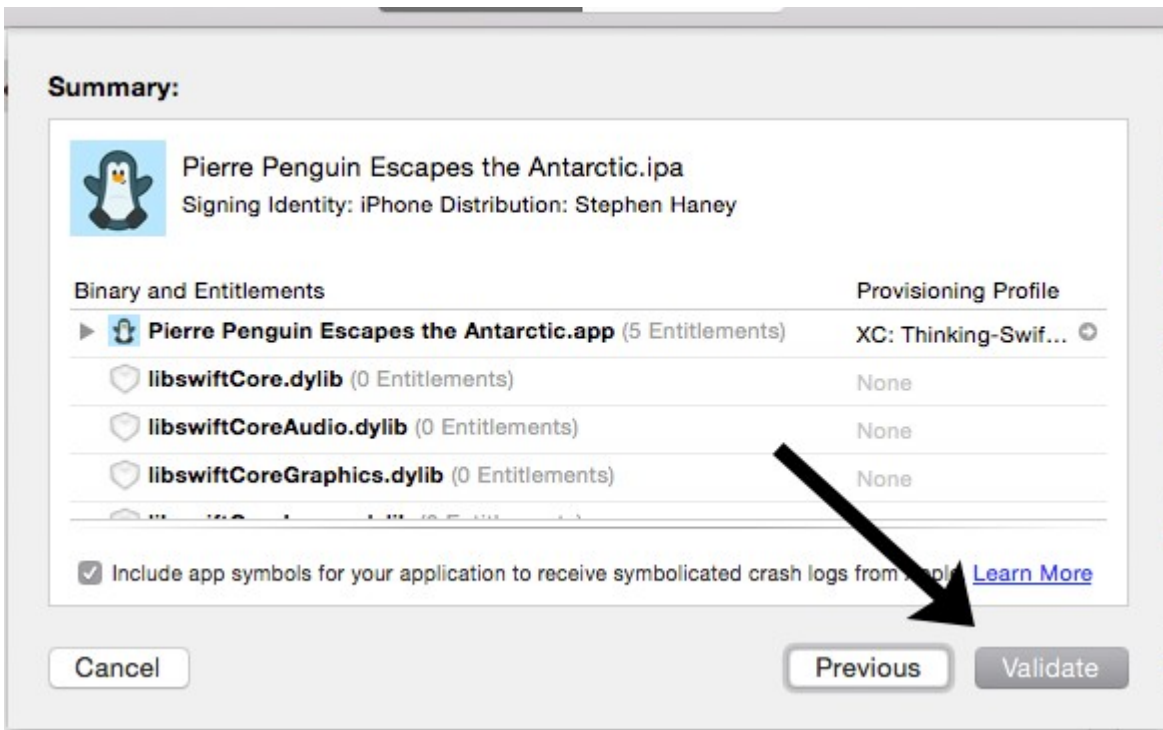
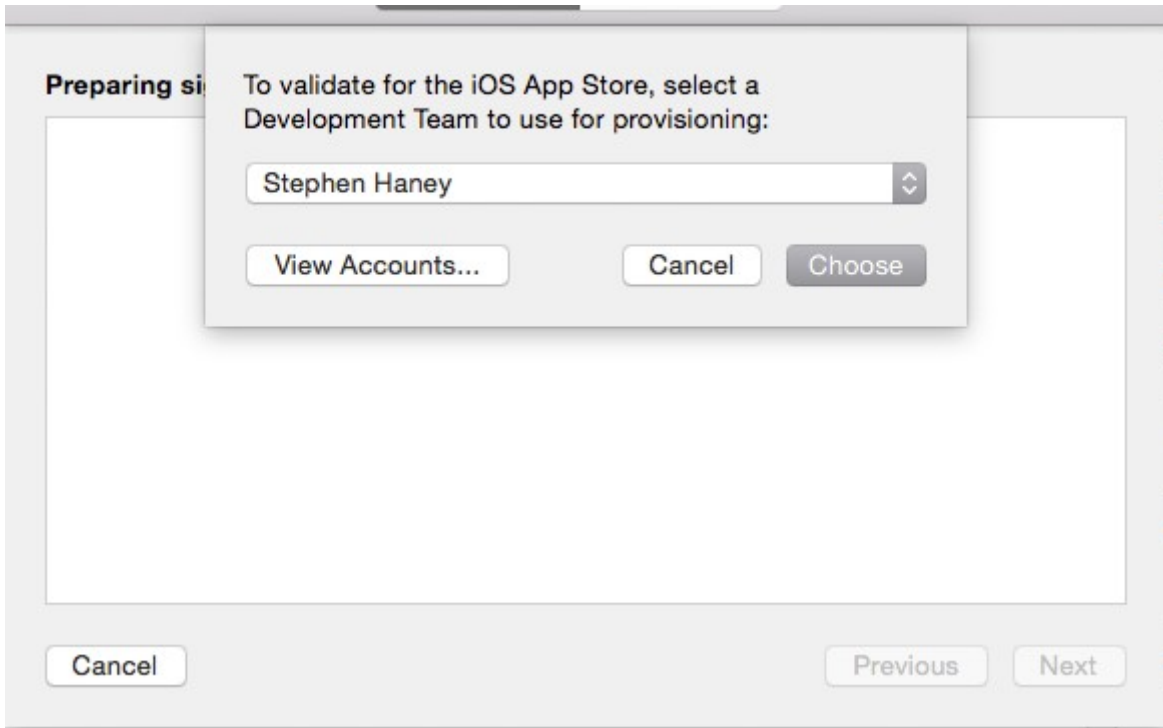
[Submit to App Store...](#)

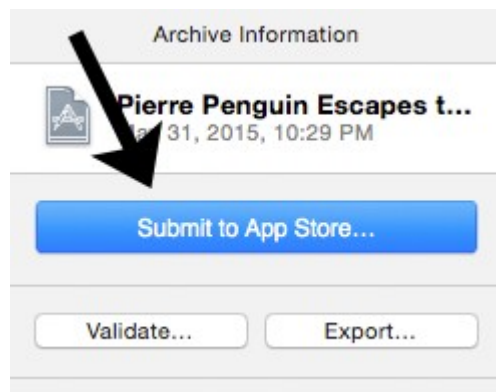
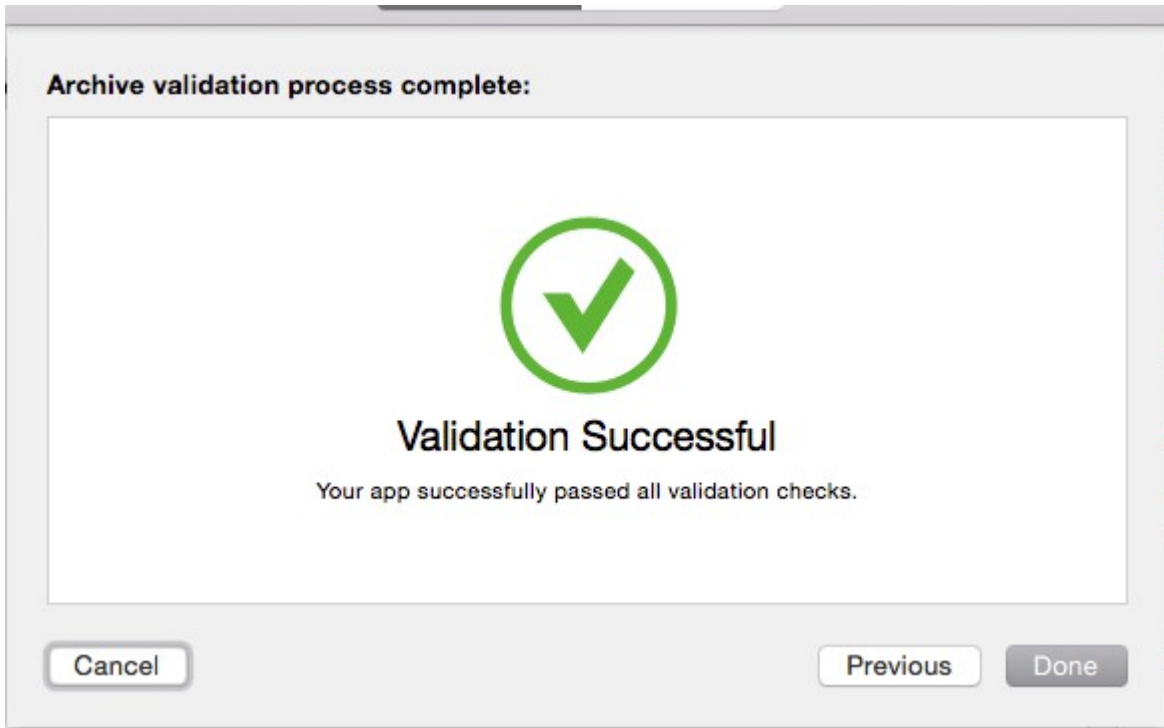
[Validate...](#) [Export...](#)

Details

Version 1.0 (1)
Identifier Thinking-Swiftly.Pierre-Pen...
Type iOS App Archive








Build 

Click + to add a build before you submit your app.

Submit your builds using [Xcode 5.1.1](#) or later, or [Application Loader 3.0](#) or later.

Click + to add a build before you submit your app.

Add Build

Build	Upload Date
<input checked="" type="radio"/>  1.0 (1)	May 31, 2015 10:50 PM



Cancel Done

Saved [Submit for Review](#)



Pierre Penguin Escapes the Antarctic iOS

● 1.0 Waiting For Review