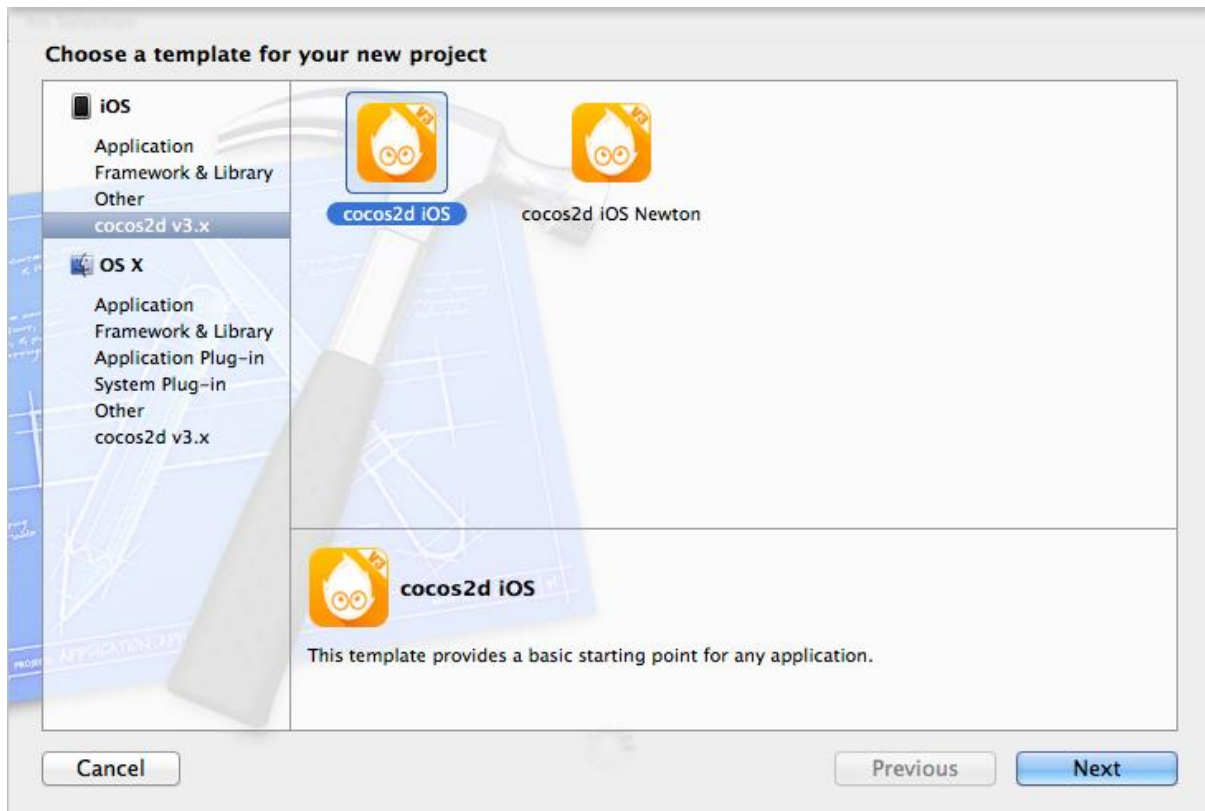
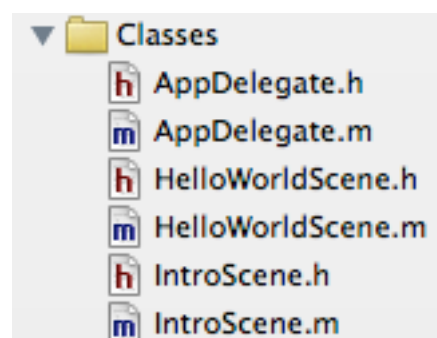
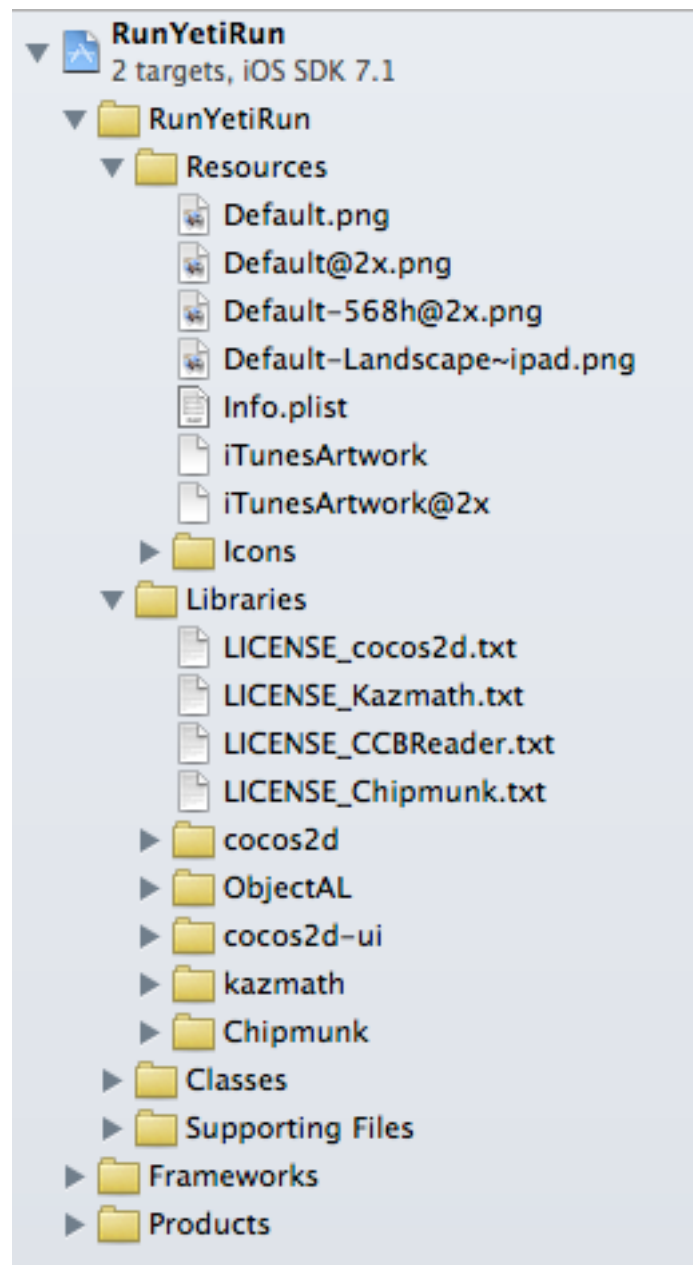


## Chapter 1: Sprites, Sounds, and Collisions





RunYetiRun

RunYetiRun ▾ **General** Capabilities Info Build Settings Build Phases Build Rules

▼ Identity

Bundle Identifier

Version

Build

Team

---

▼ Deployment Info

Deployment Target

Devices

---

Main Interface

Device Orientation  Portrait  
 Upside Down  
 Landscape Left  
 Landscape Right

Status Bar Style

Hide during application launch

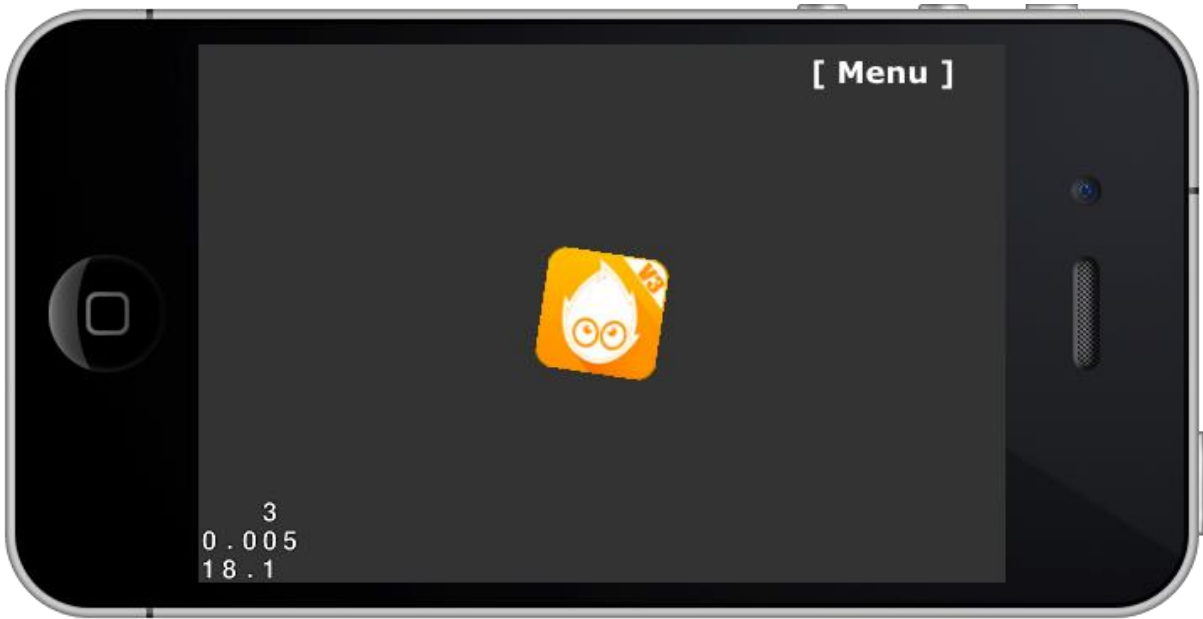
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▼ App Icons

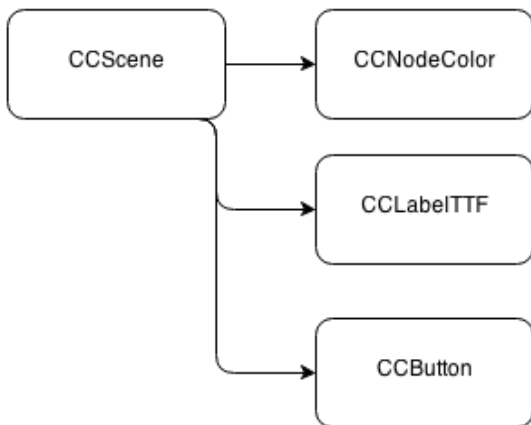
Source

App	Kind	Dimensions	Resource	
	iPhone Non-Retina (iOS 6.1 and Prior)	57x57	Icon	
	iPhone Retina (iOS 6.1 and Prior)	114x114	Icon@2x	
	iPhone Retina	120x120	Icon-120	
	iPad Non-Retina (iOS 6.1 and Prior)	72x72	Icon-72	
	iPad Retina (iOS 6.1 and Prior)	144x144	Icon-72@2x	
	iPad Non-Retina	76x76	Icon-76	
	iPad Retina	152x152	Icon-76@2x	

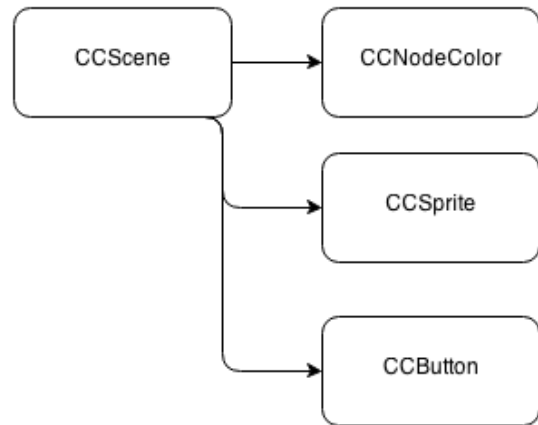


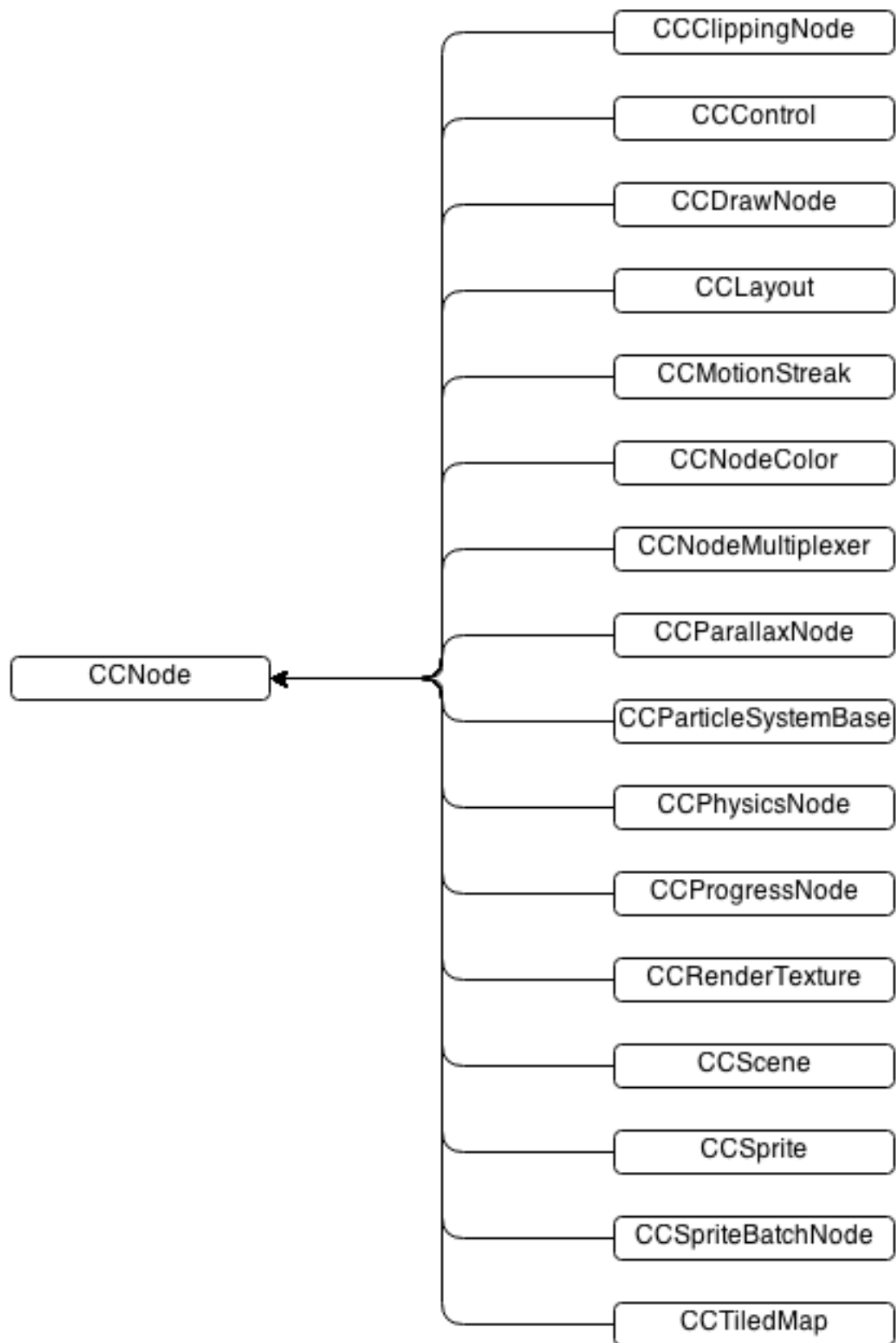


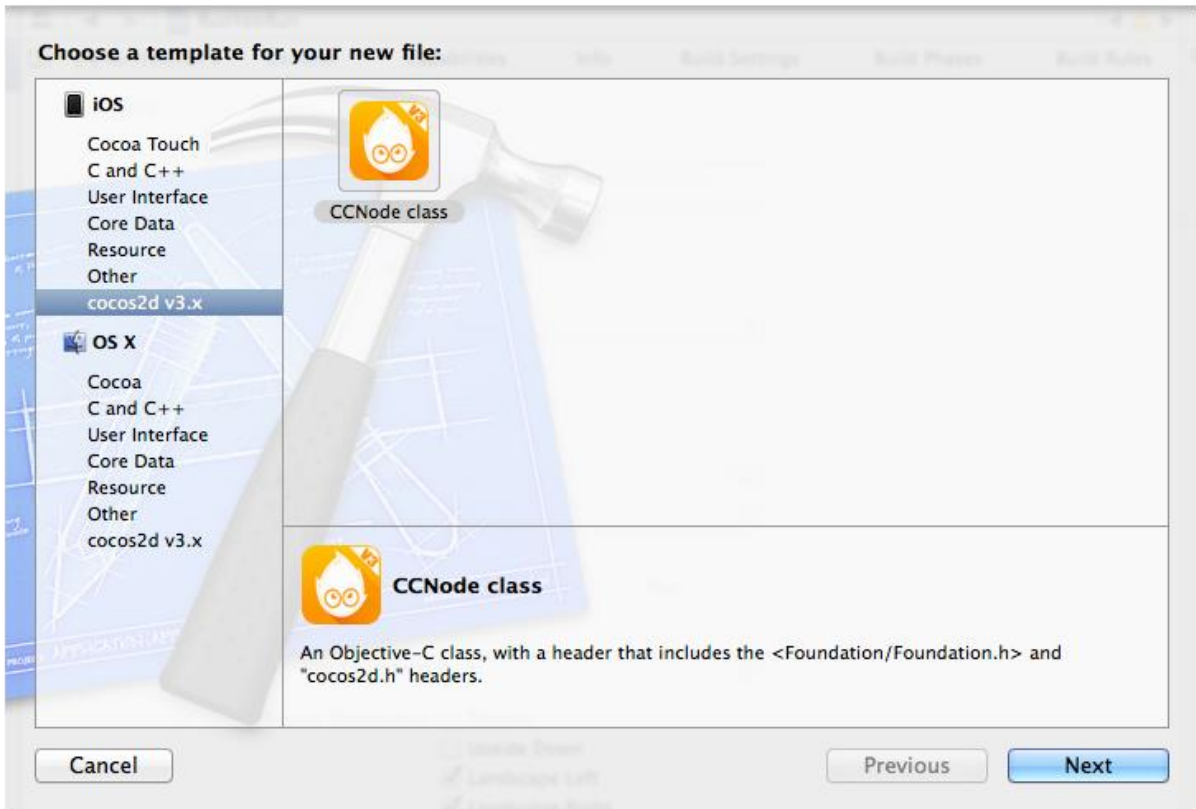
### IntroScene



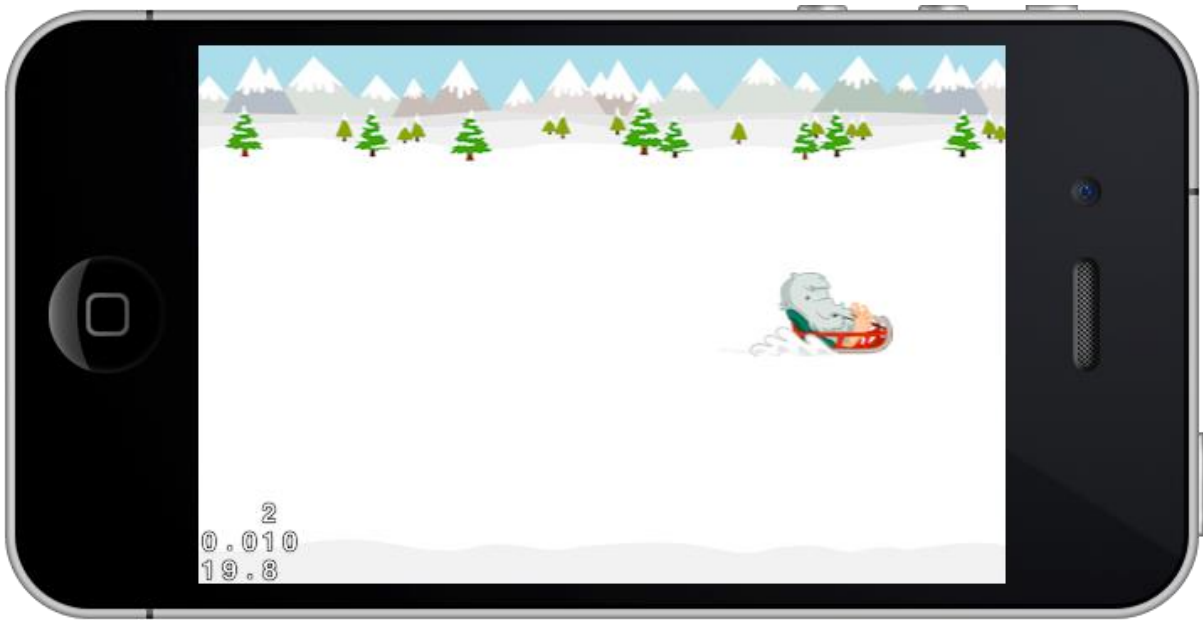
### HelloWorldScene





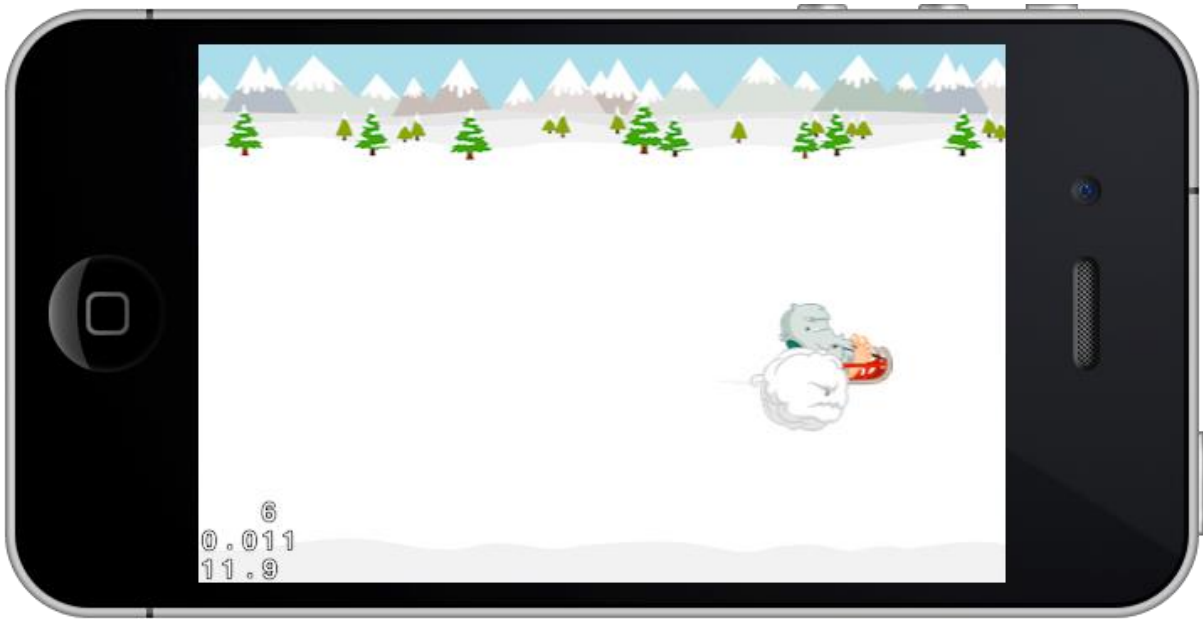


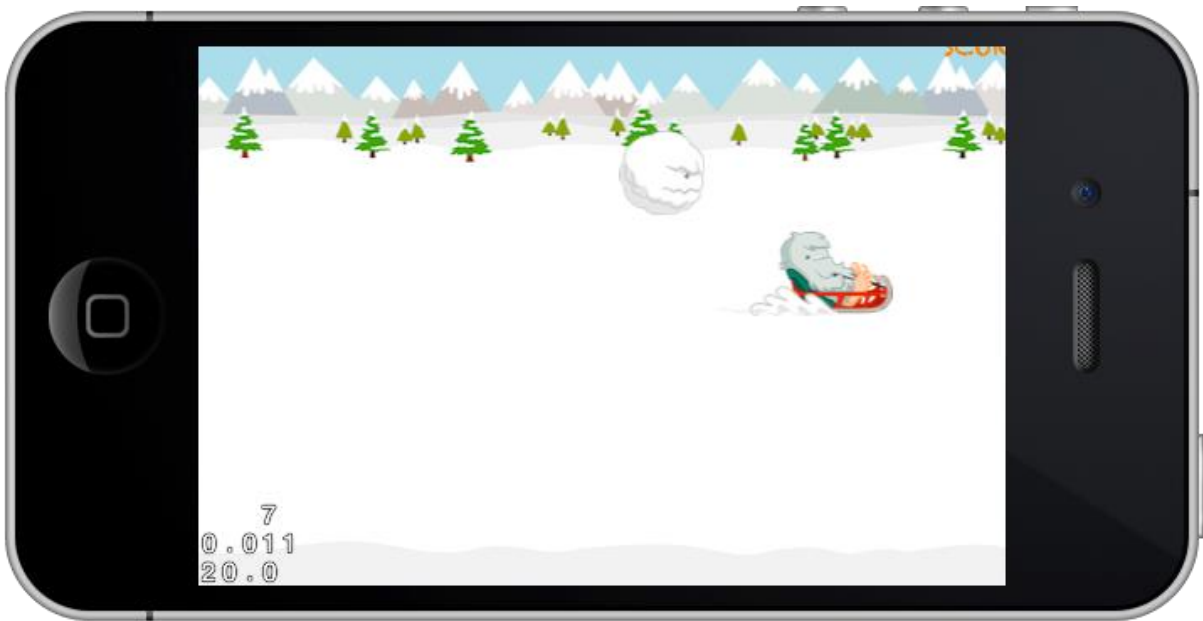


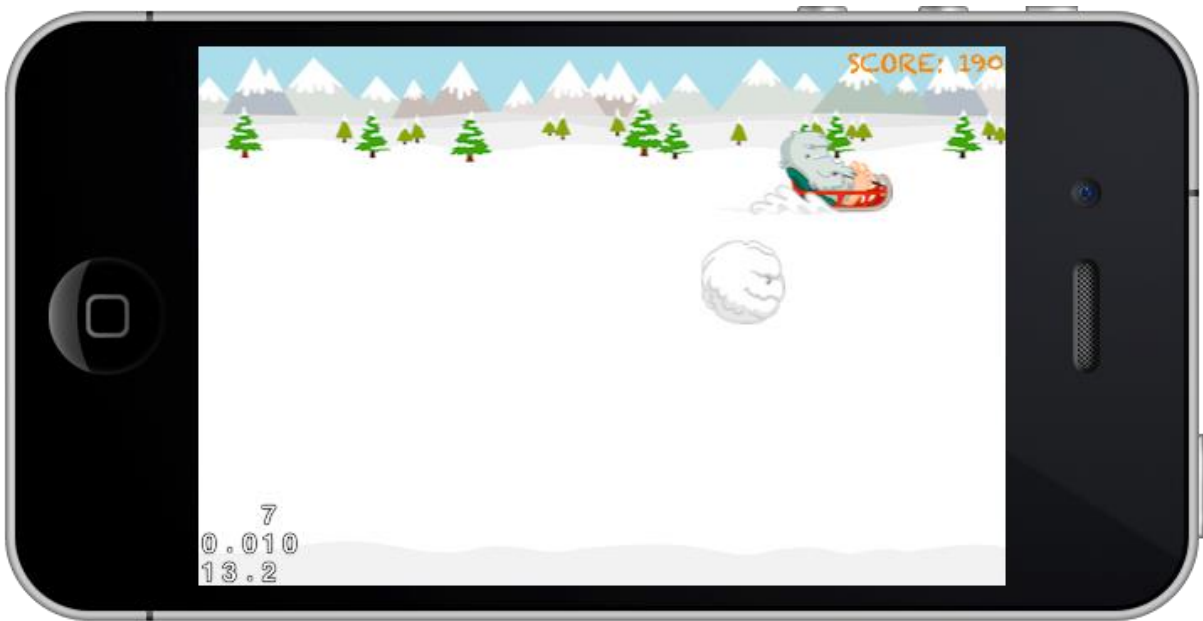
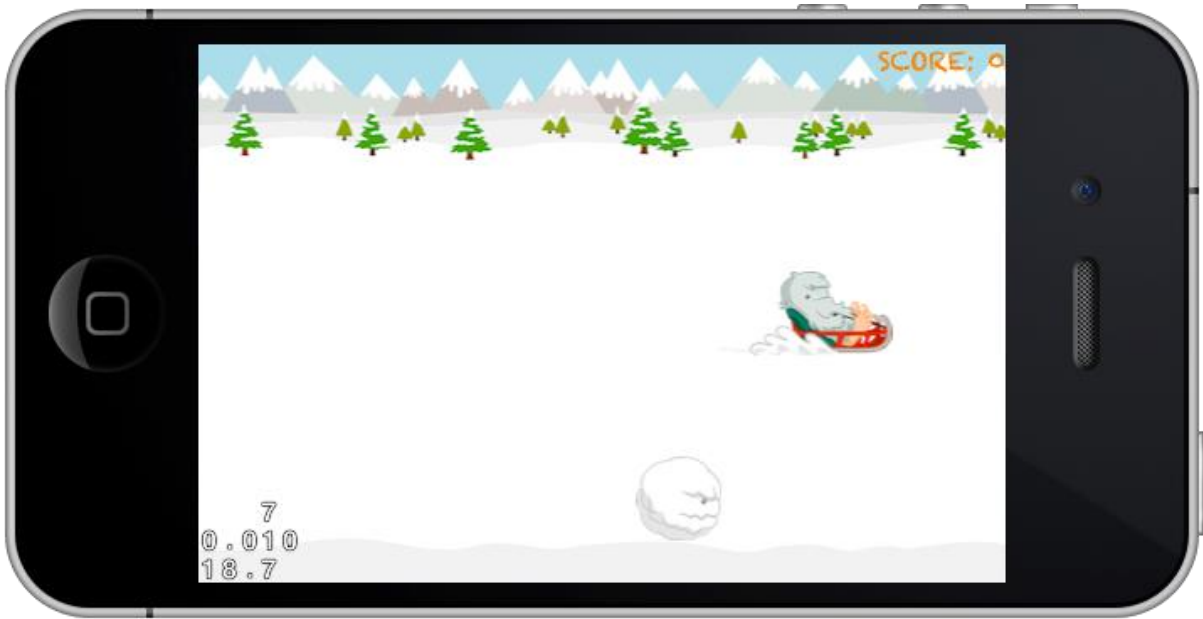












Avalanche-SoundBible.com-1774366762

Internal microphone

Core Audio: Built-in Output

Project Rate (Hz): 44100 Selection Start: 00 h 00 m 00 s End Length Audio Position: 00 h 00 m 01 s 00 h 00 m 00 s

Click and drag to select audio Actual Rate 44100

GarageBand - RunYetiRun\_background

Pistas Mezclador

Banjo

wind-background

Volumen pista

0.0 dB

Arrastre aquí los bucles Apple Loops.

COMPASES 6.3 1.079

Pasaje Avanzado

Nombre:

Tono:

Mejorar afinación:

Mejorar tiempos:

Semicorchea




















## Chapter 2: Explosions and UFOs

### ▼ Linked Frameworks and Libraries

Name	Status
 libObjectiveChipmunk.a	Required ⇅
 OpenAL.framework	Required ⇅
 UIKit.framework	Required ⇅
 QuartzCore.framework	Required ⇅
 AVFoundation.framework	Required ⇅
 CoreGraphics.framework	Required ⇅
 CoreText.framework	Required ⇅
 OpenGL.framework	Required ⇅
 Foundation.framework	Required ⇅
 AudioToolbox.framework	Required ⇅
+ -	

Choose frameworks and libraries to add:



-  AVFoundation.framework
-  bundle1.o
-  CarrierBundleUtilities.dylib
-  CFNetwork.framework
-  CoreAudio.framework
-  CoreBluetooth.framework
-  CoreData.framework
-  CoreFoundation.framework
-  CoreGraphics.framework
-  CoreImage.framework
-  CoreLocation.framework
-  CoreMedia.framework
-  CoreMIDI.framework
-  CoreMotion.framework
-  CoreTelephony.framework
-  CoreText.framework
-  CoreVideo.framework

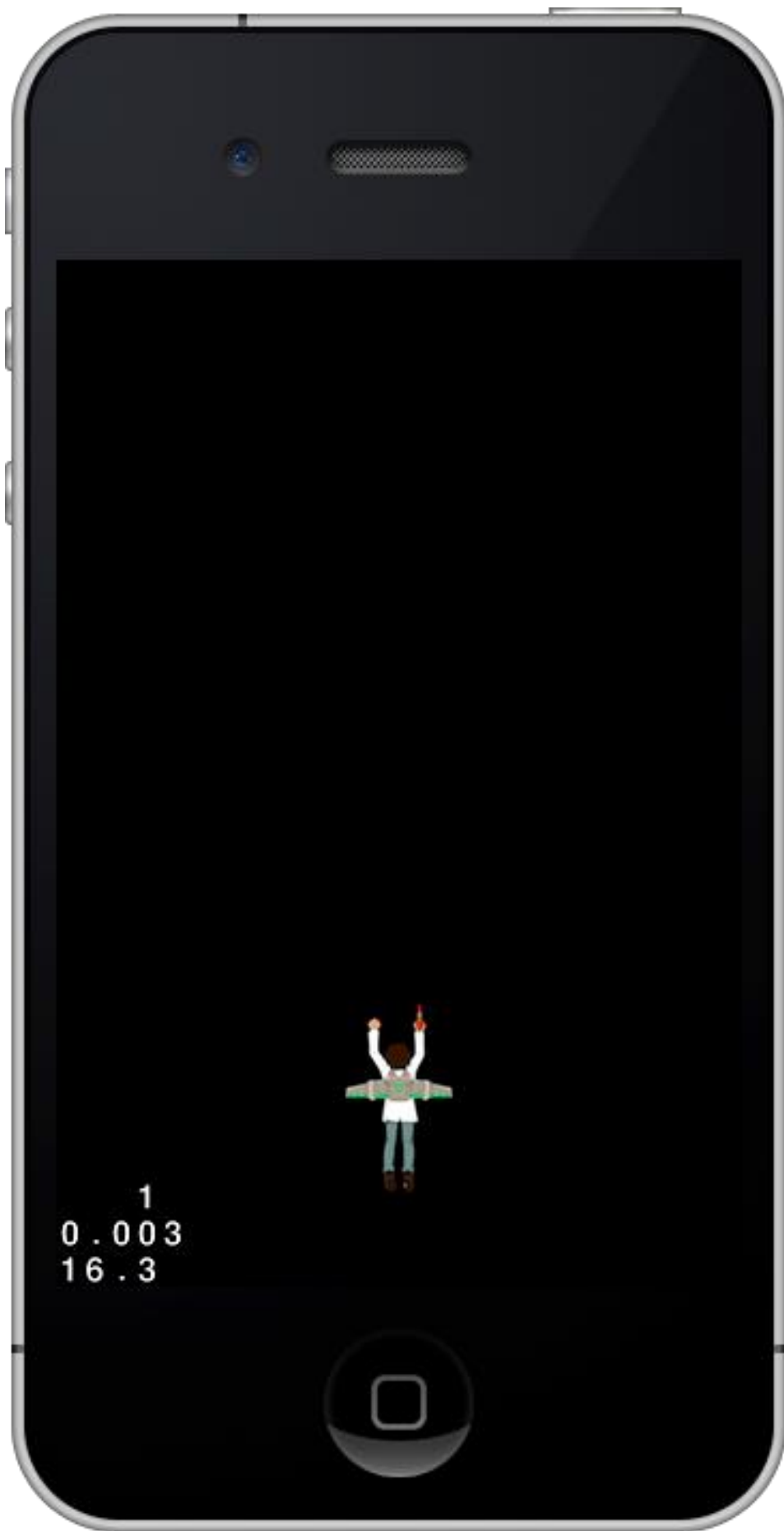
Add Other...

Cancel

Add



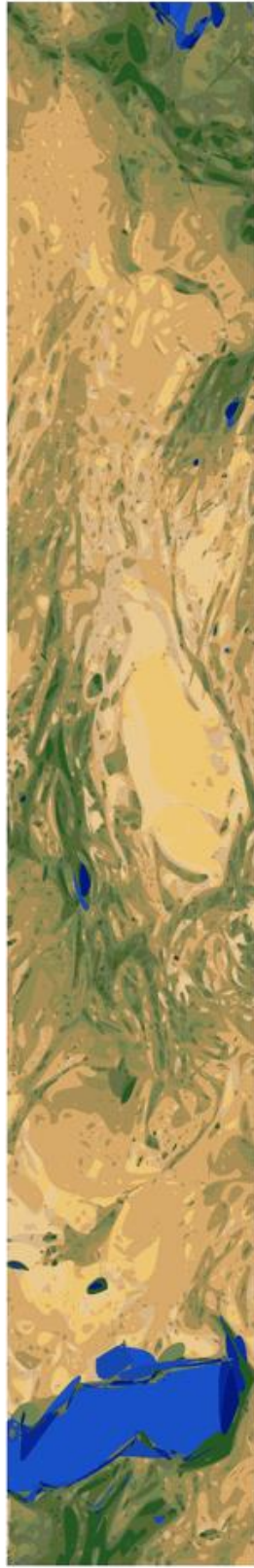




1  
0.003  
16.3



1



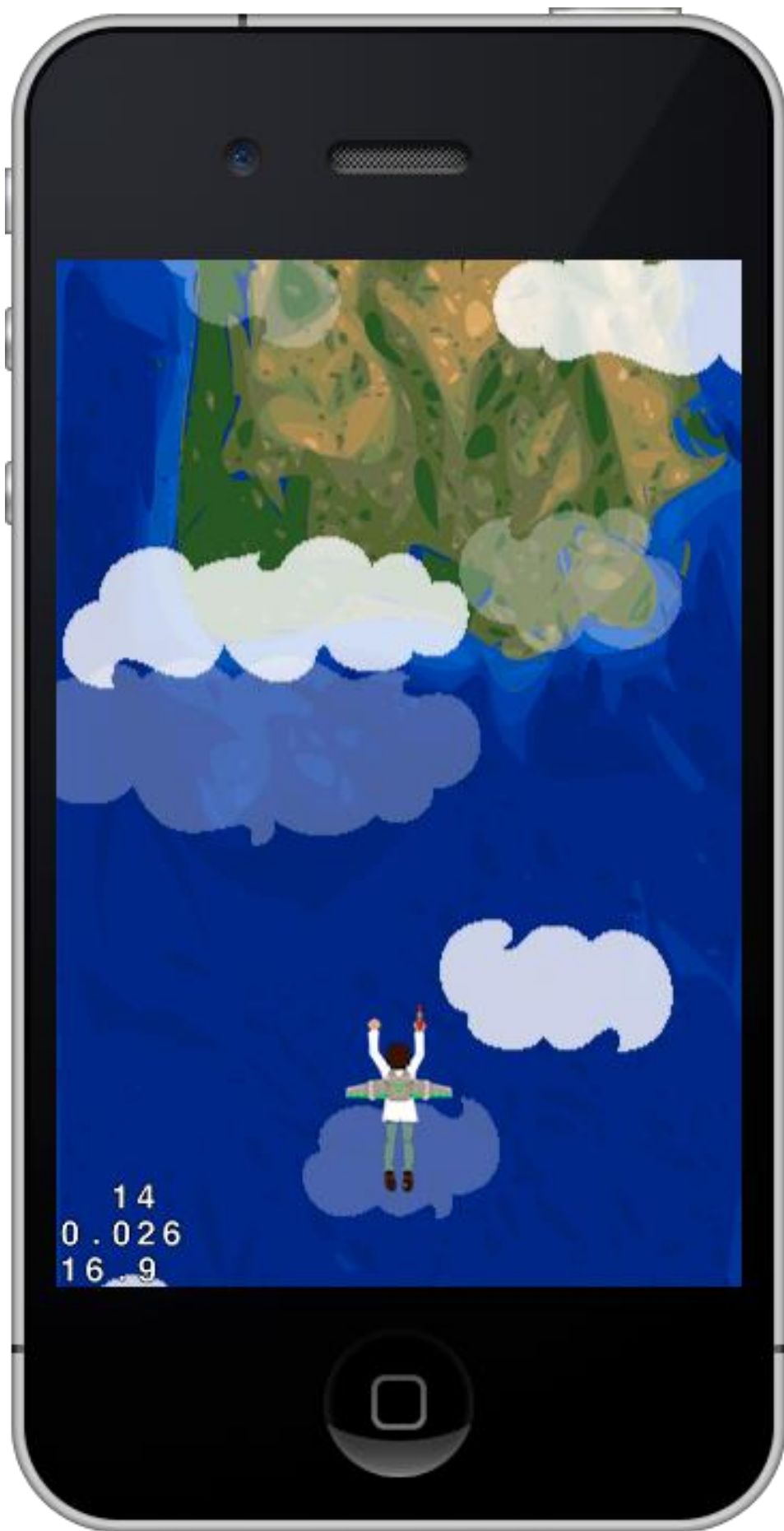
2

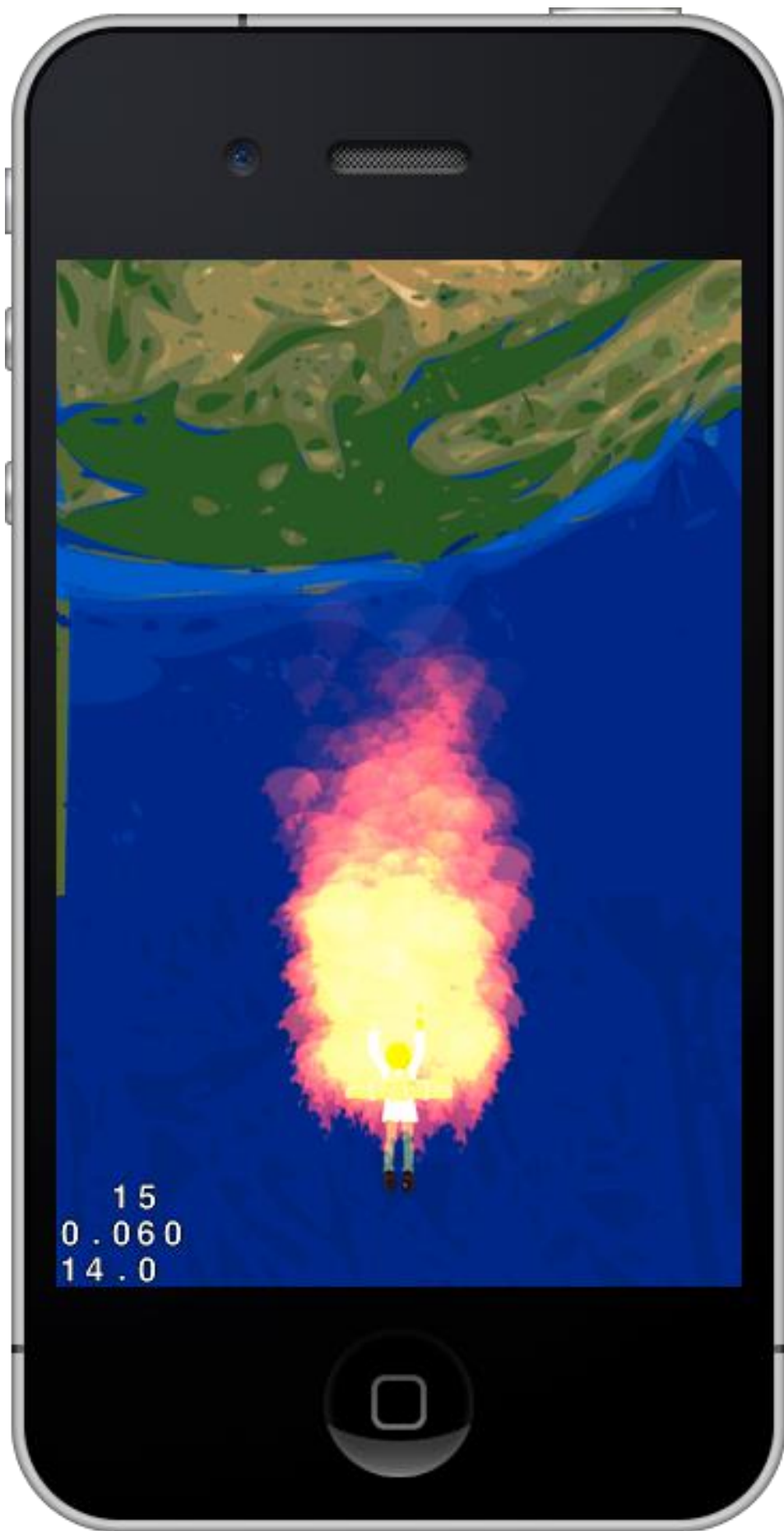


3

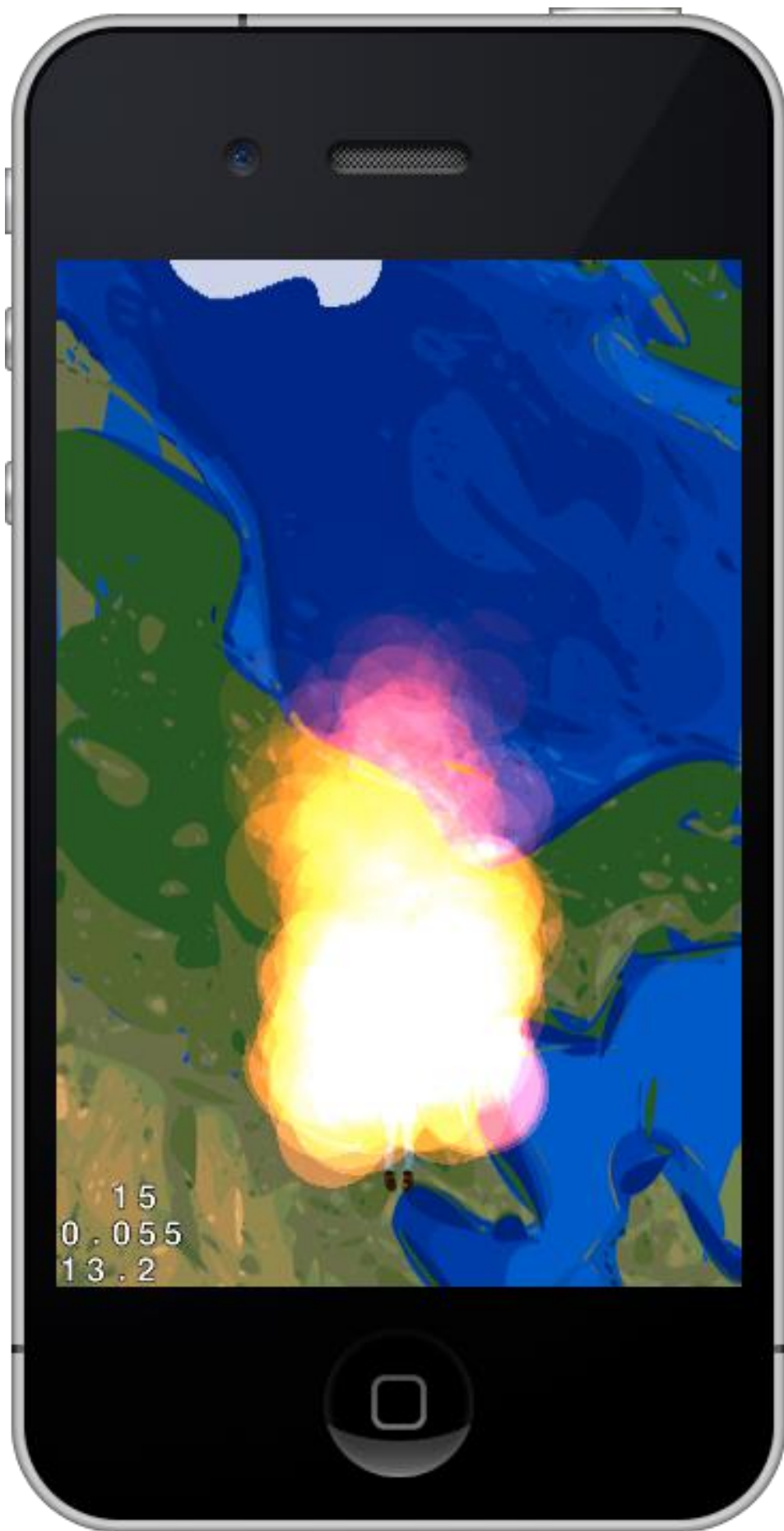


4

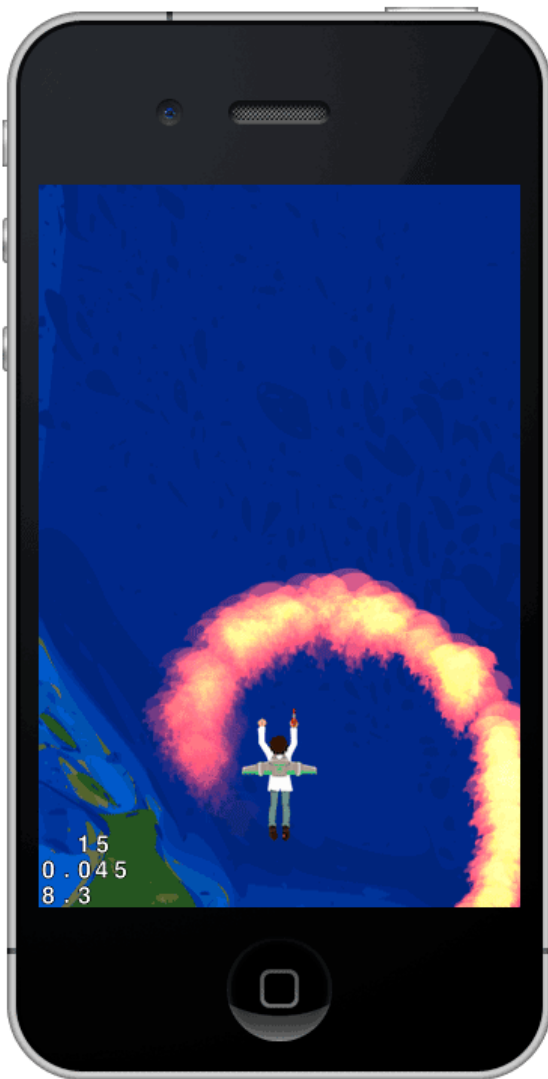


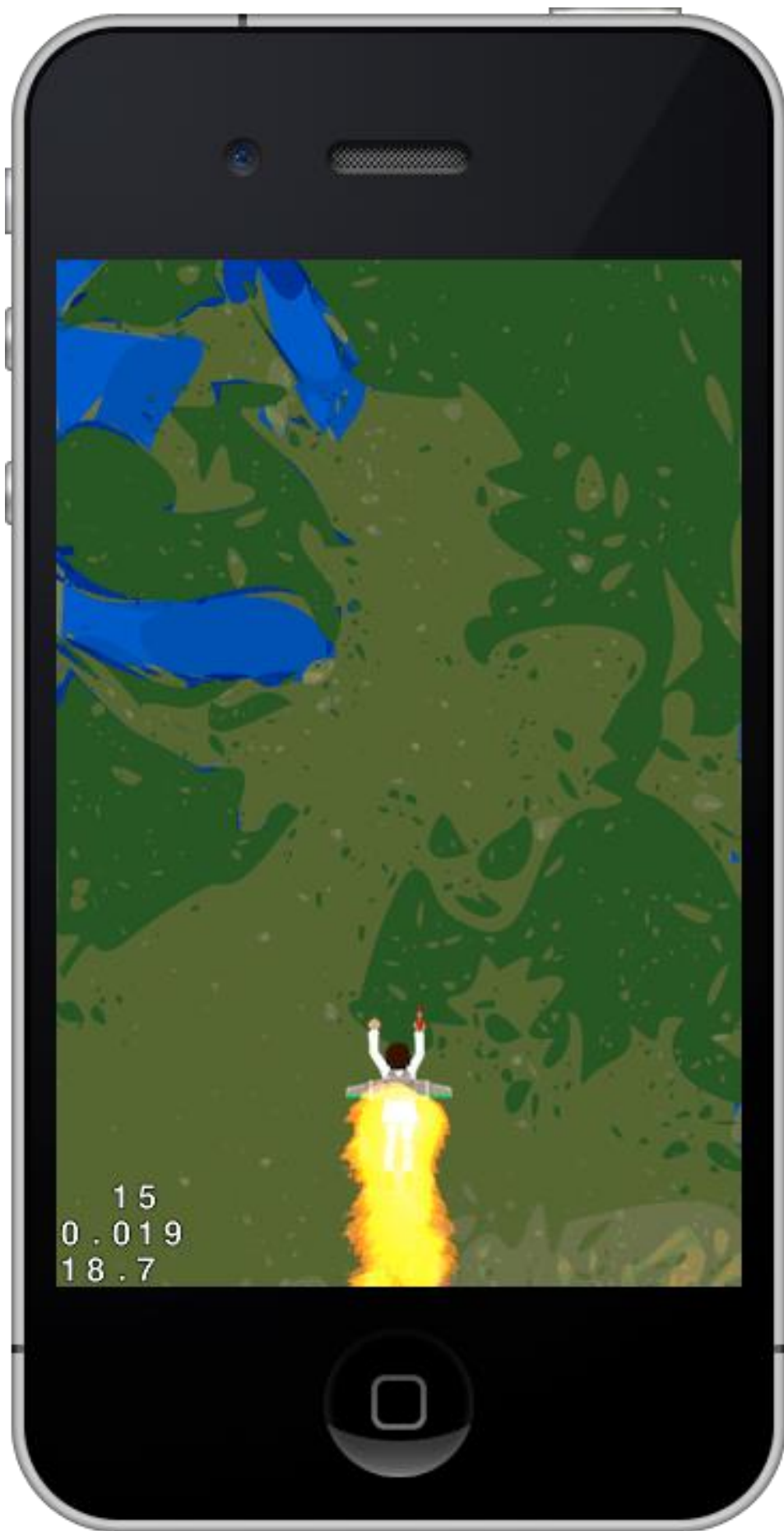


15  
0.060  
14.0



15  
0.055  
13.2





15  
0.019  
18.7



Particle Systems

Untitled 1  
Emitter 1

Untitled 3

Preview

Zoom: 1.0x  
x: 0 y: 0

455  
420  
385  
350  
315  
280  
245  
210  
175  
140  
105  
70  
35

35 70 105 140 175 210 245 280 315

Stage Color

iPhone SD Portrait

Settings

Emit Angle Variance  
59,19

Type  
Gravity

Speed  
396,40

Speed Variance  
30,00

X Gravity  
1358,21

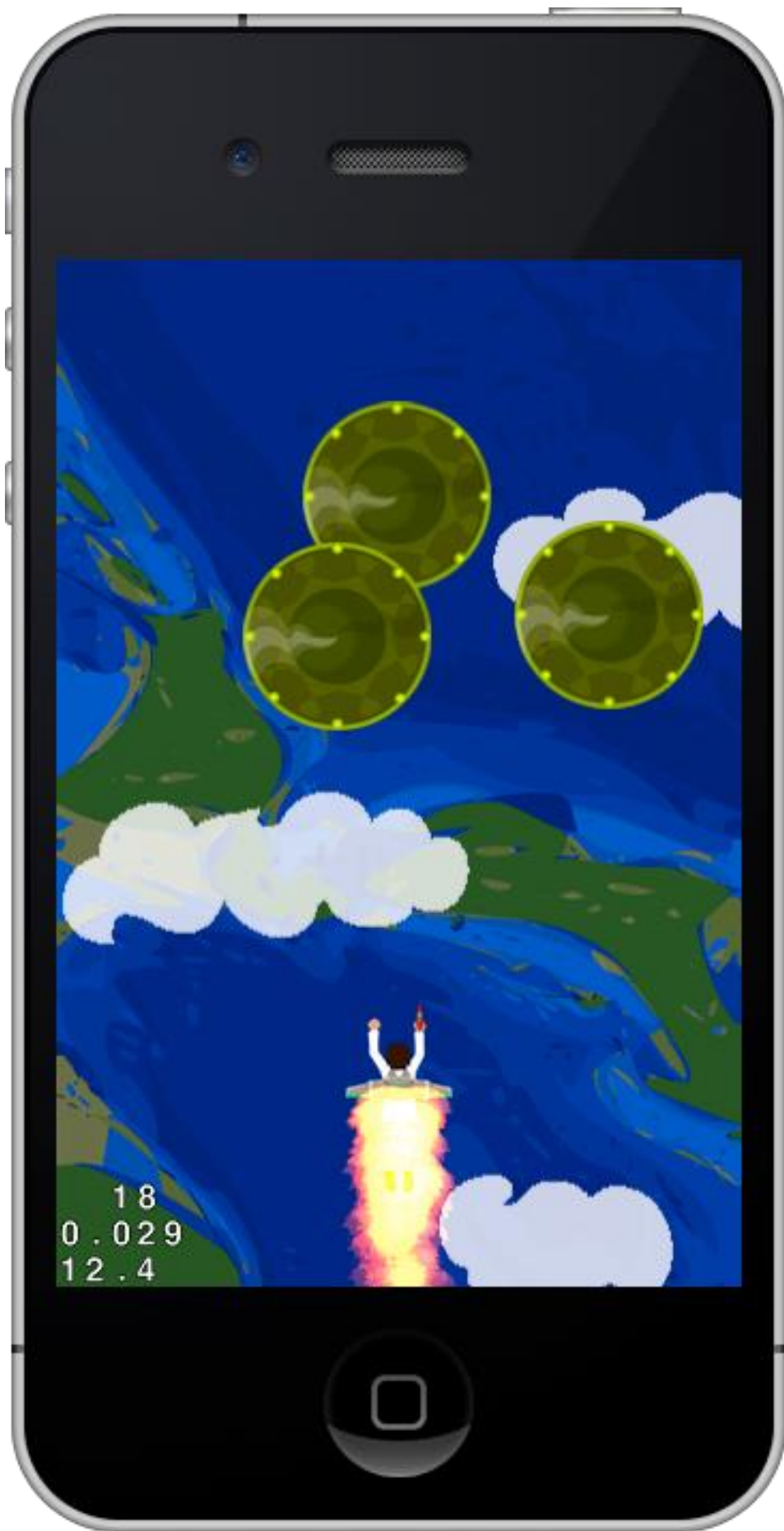
Y Gravity  
-685,66

Radial Acceleration  
472,24

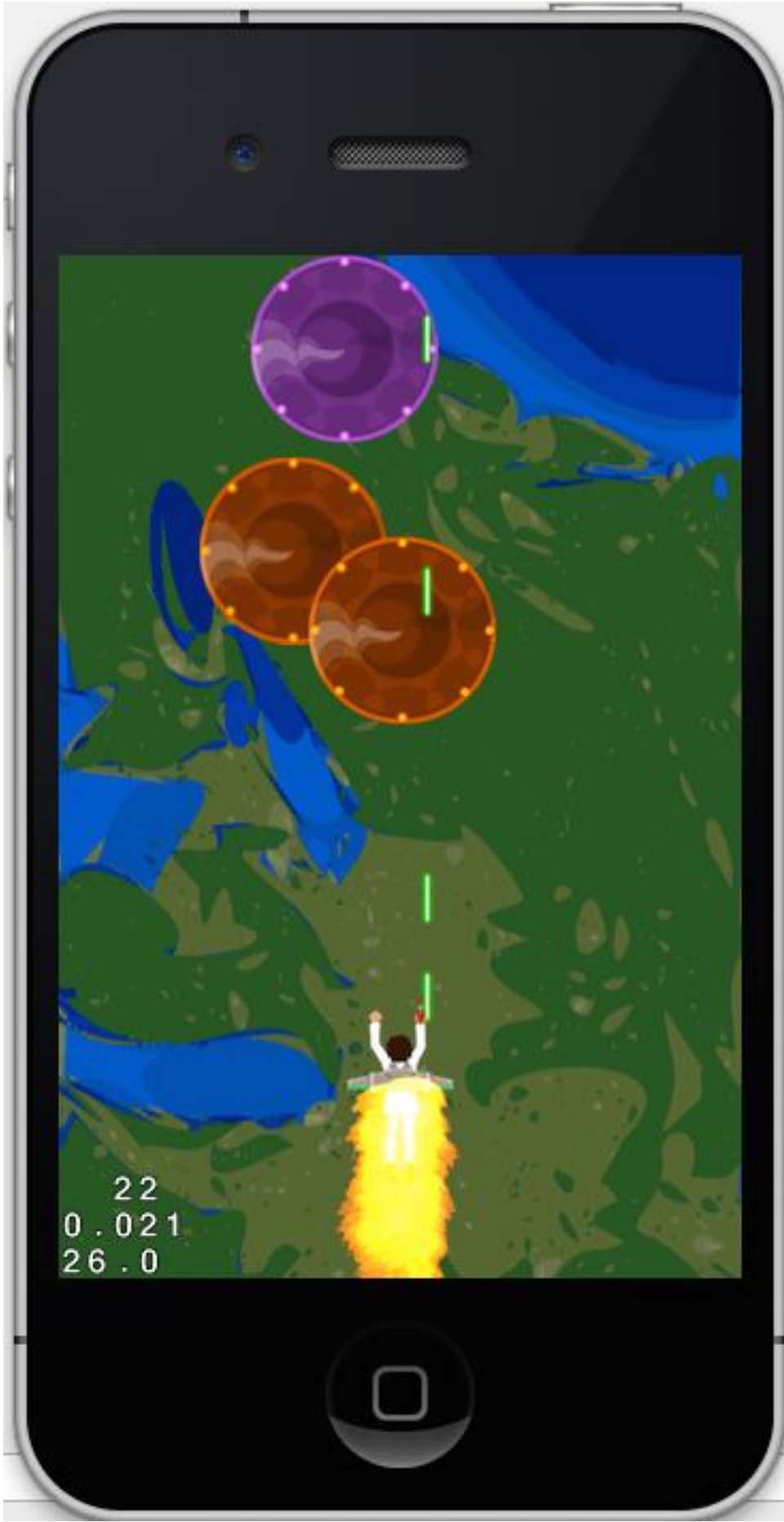
Radial Acceleration Variance  
0,00

Tangential Acceleration

Add System Add Emitter Export



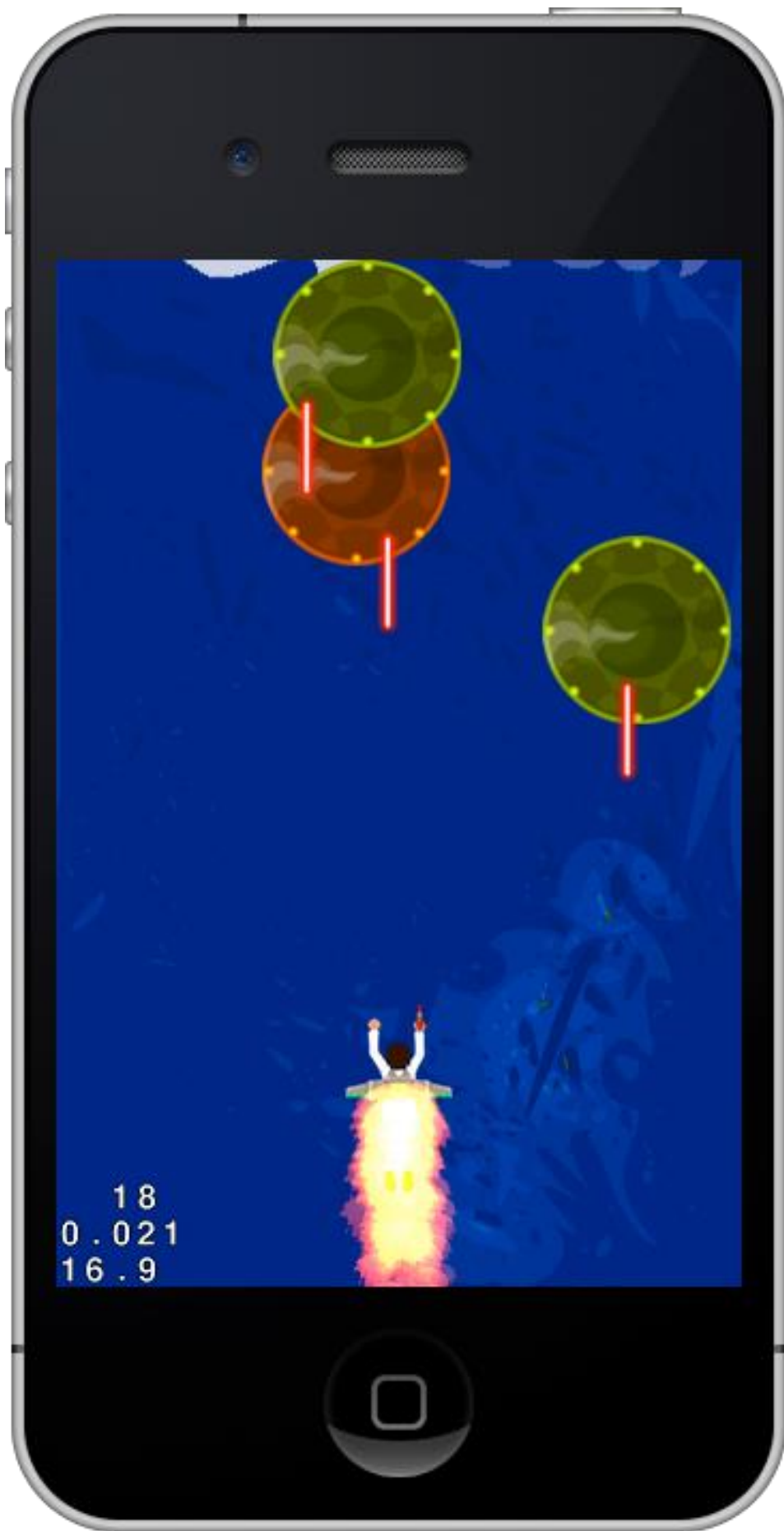
18  
0.029  
12.4

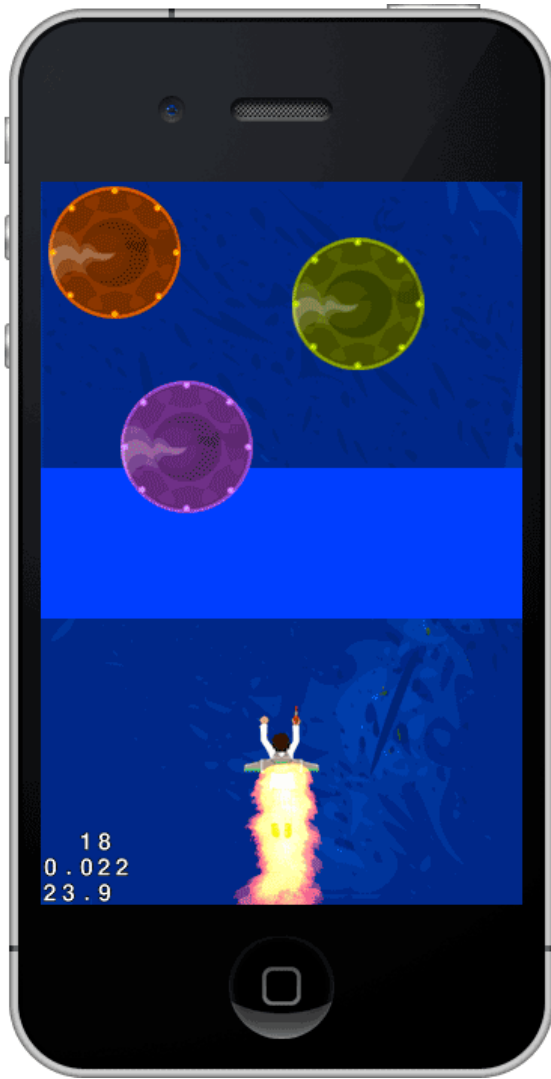


22  
0.021  
26.0



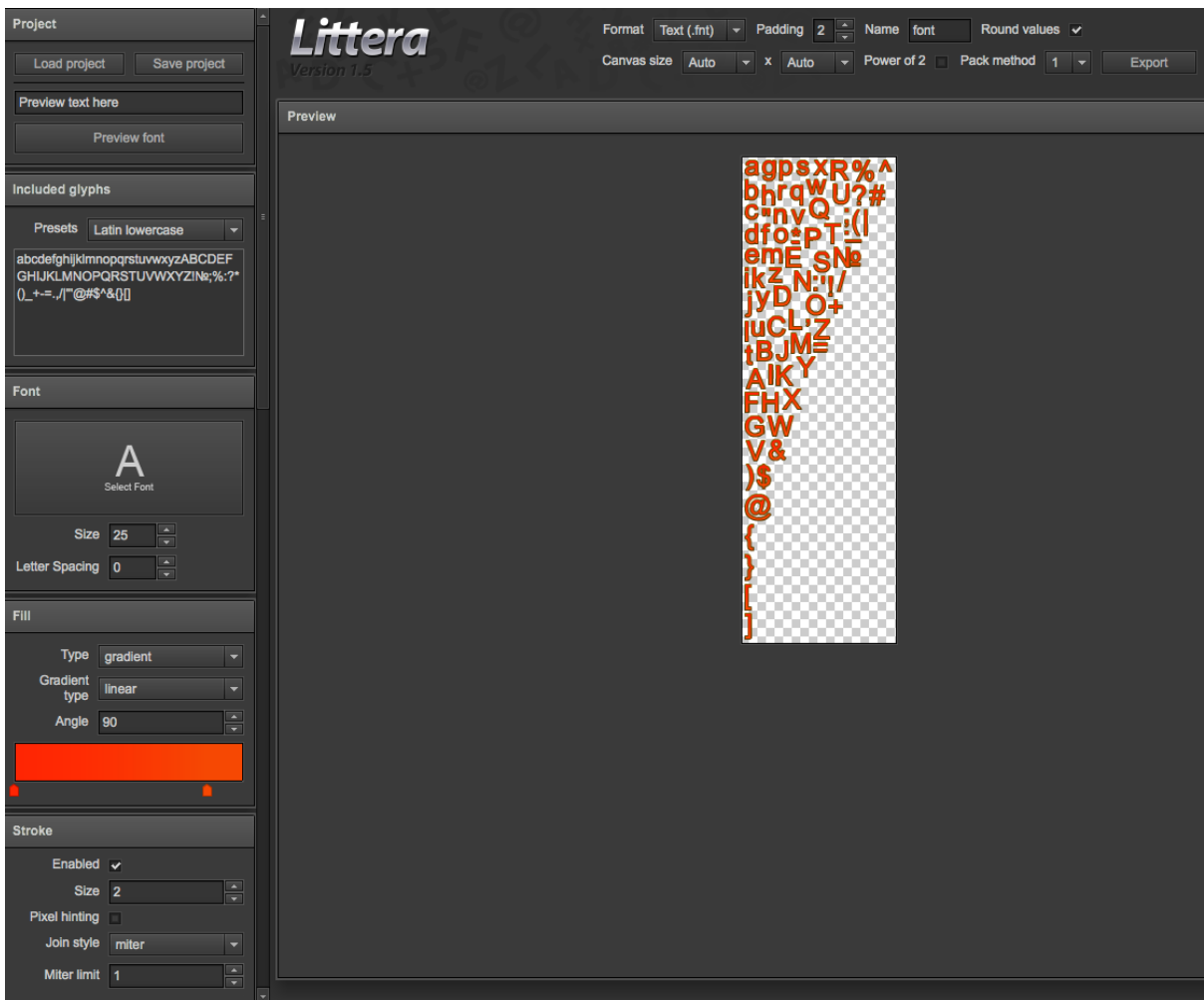
30  
0.030  
16.8







## Chapter 3: Your First Online Game









Bundle Identifier

Version

Build

▶ Icon files	▲▼	Array	(13 items)
Bundle identifier	▲▼ + -	String	com.jjordanarenas.ElementalWizards
InfoDictionary version	▲▼	String	6.0
Bundle name	▲▼	String	\$(PRODUCT_NAME)

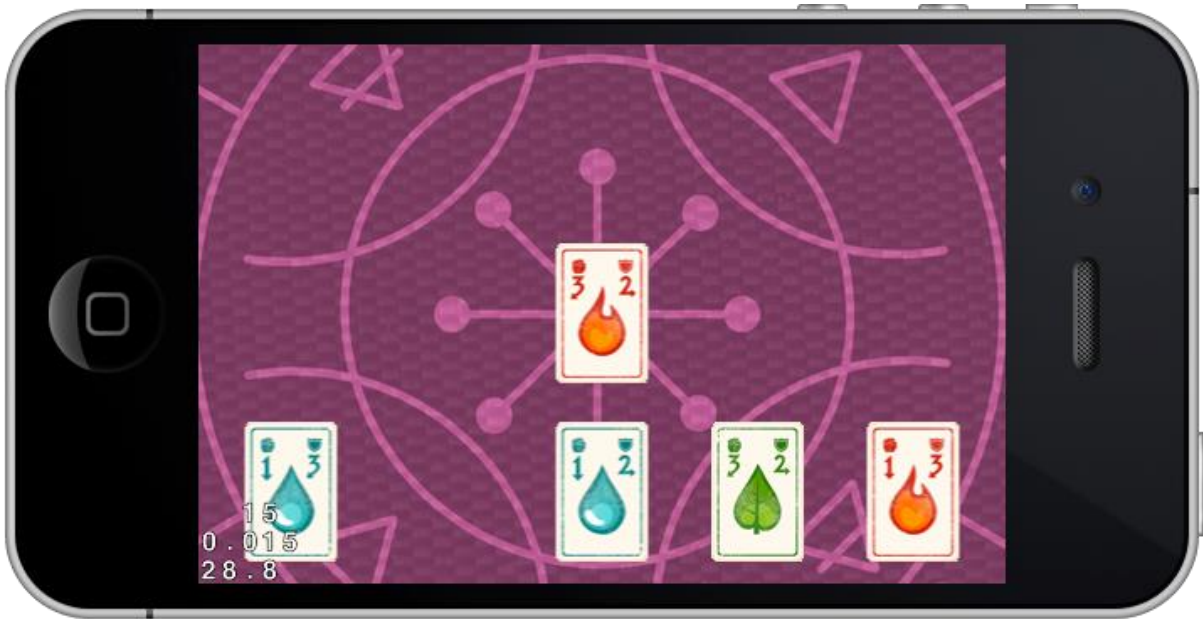
El...rds ▾ General Capabilities Info Build Settings Build Phases Build Rul

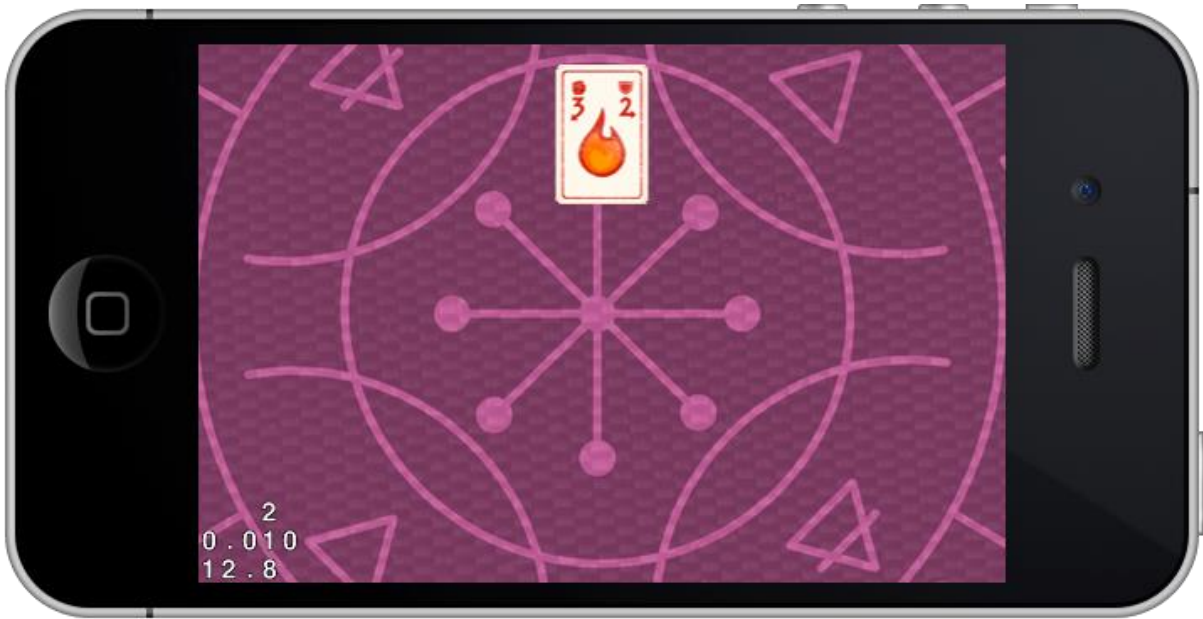
▶ iCloud  OFF

▶ Game Center  ON

▶ Passbook  OFF





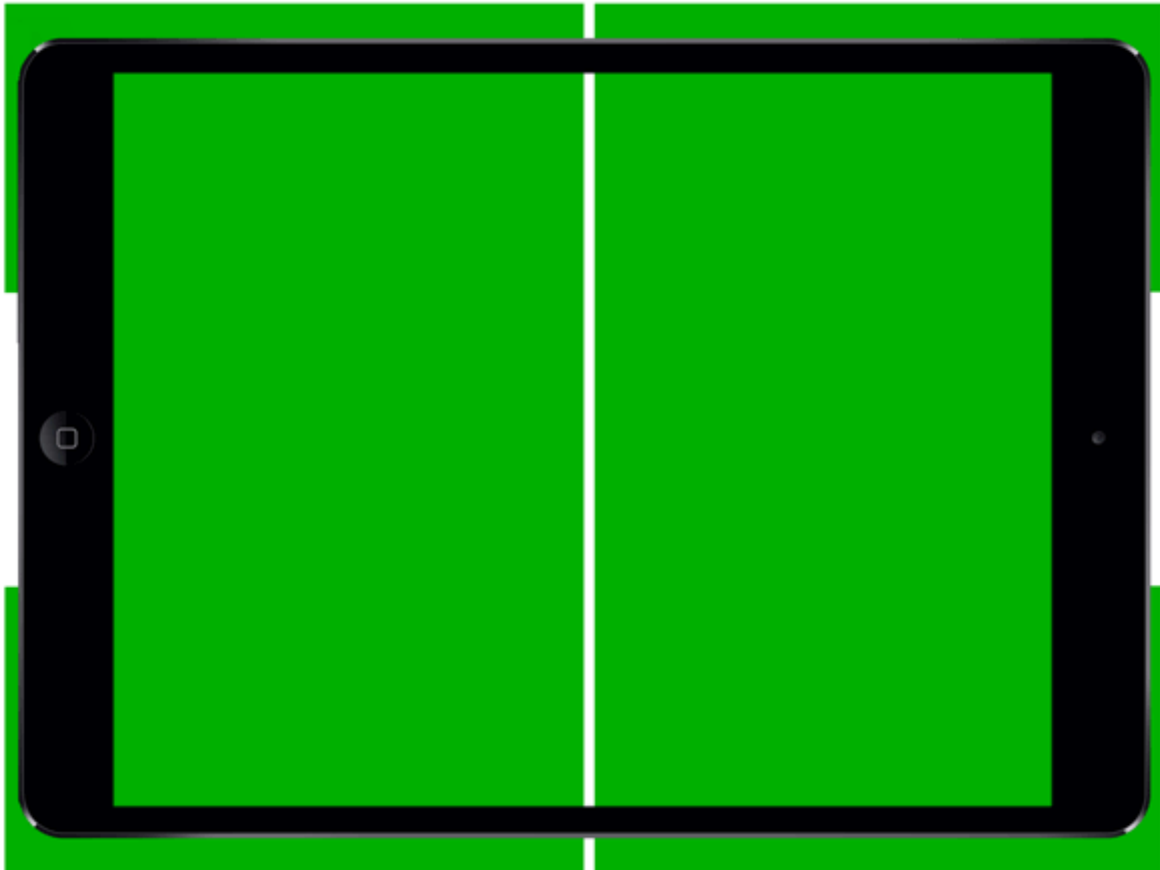




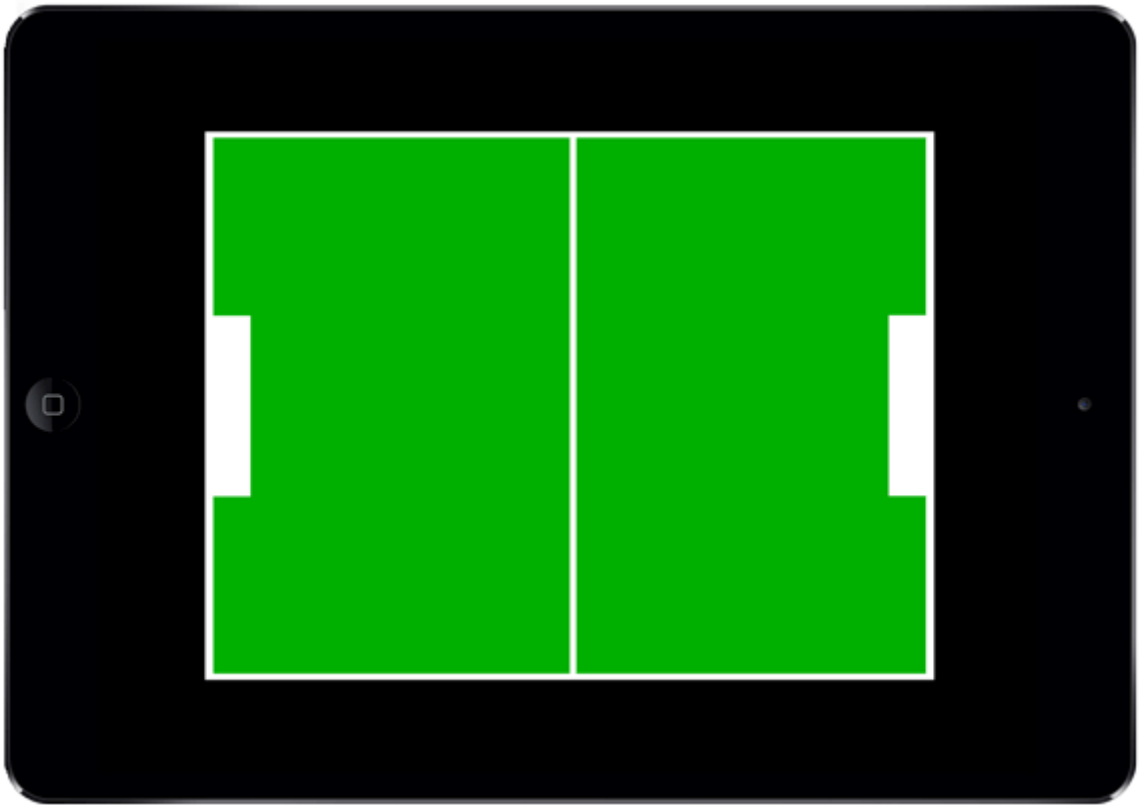


## Chapter 4: Beat All Your Enemies Up

Product Name	<input type="text" value="HumanApocalypse"/>
Organization Name	<input type="text" value="Your Company"/>
Company Identifier	<input type="text" value="com.yourcompany"/>
Bundle Identifier	<input type="text" value="com.yourcompany.HumanApocalypse"/>
Device Family	<input type="text" value="iPad"/>



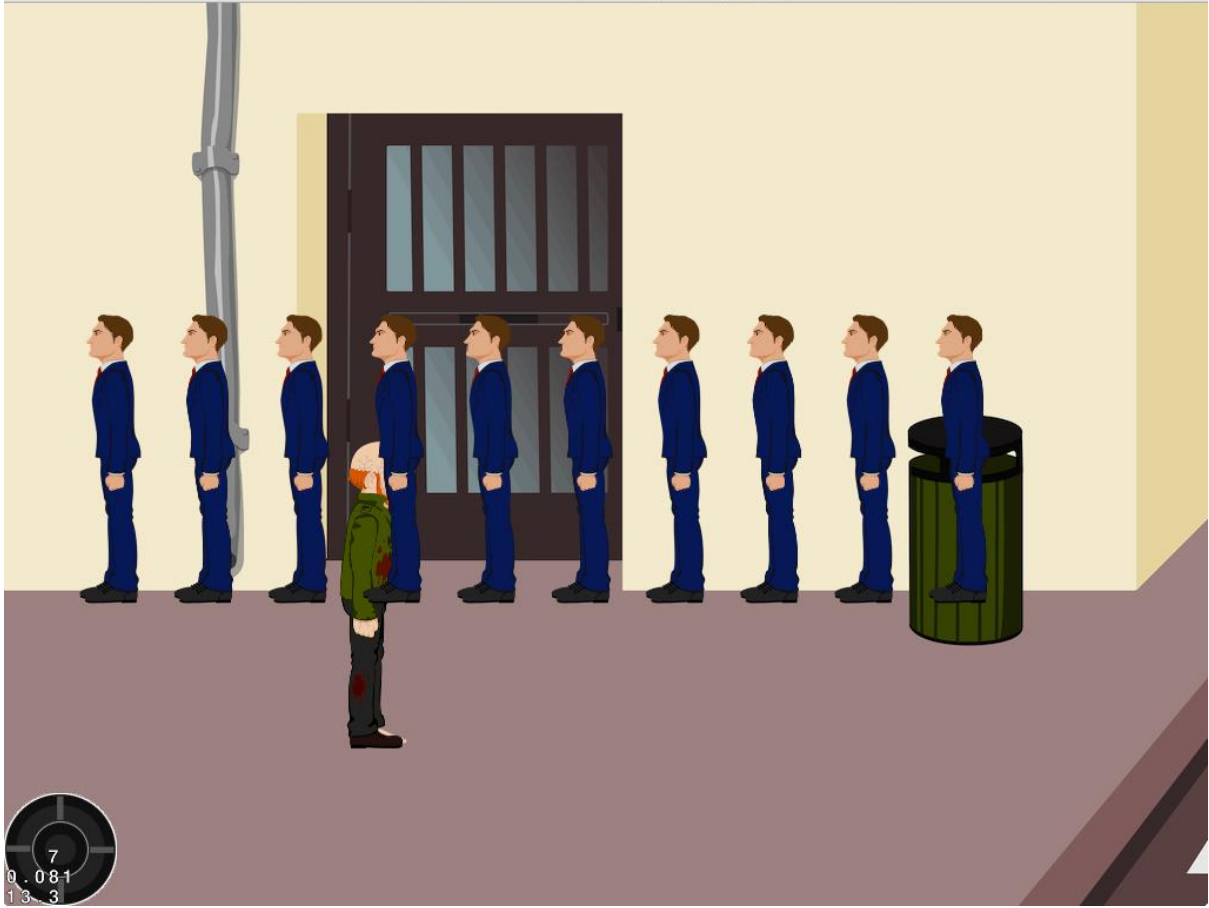


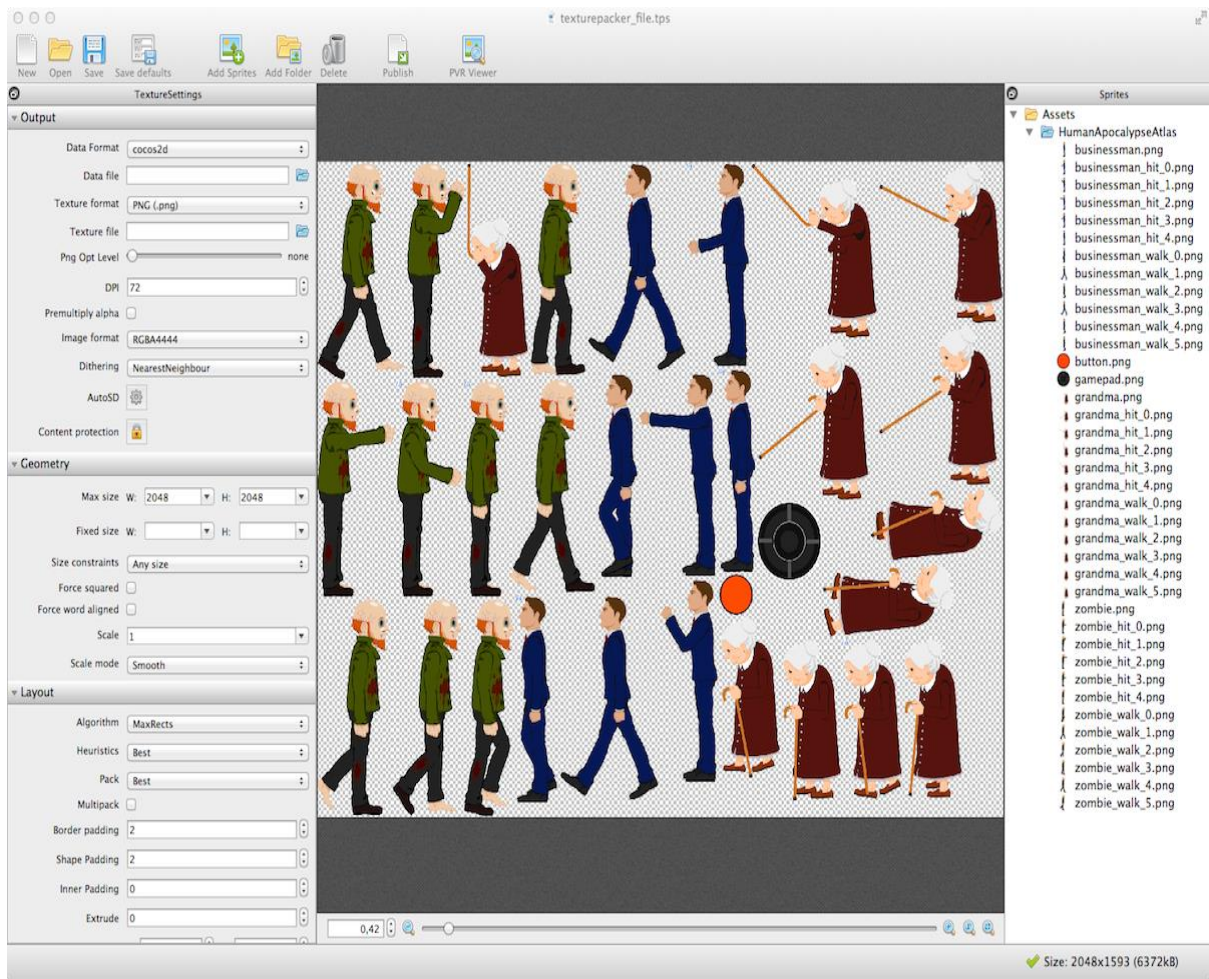




5  
0.047  
20.1







The resultant atlas of our HumanApocalypse project in TexturePacker







8  
0.054  
1.5









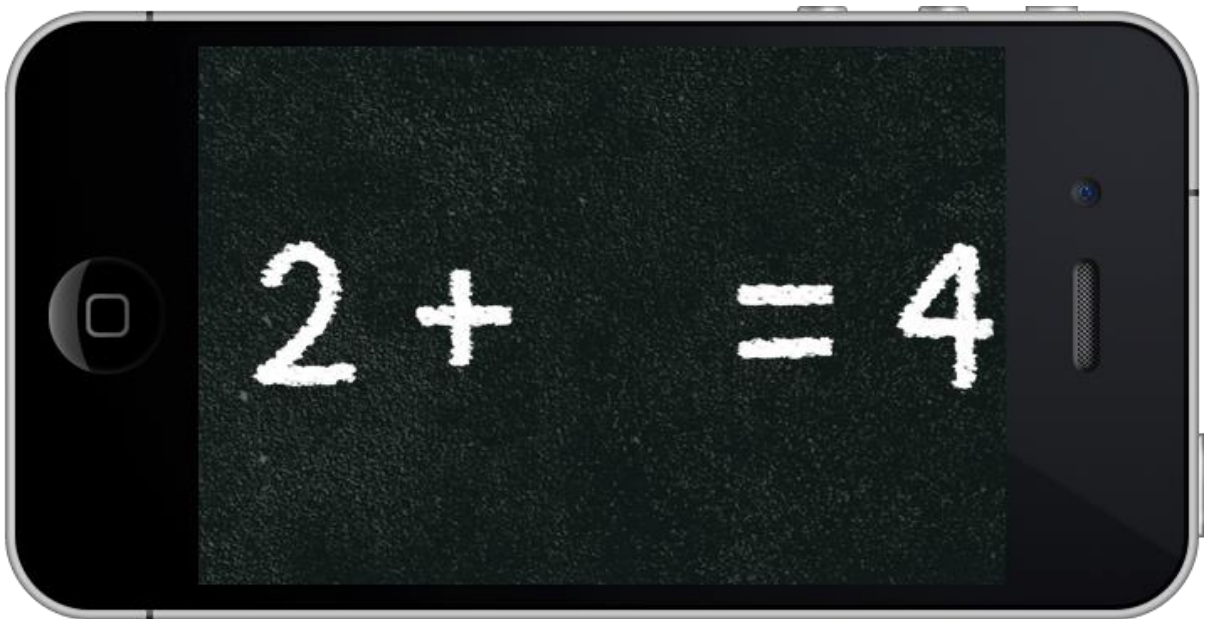


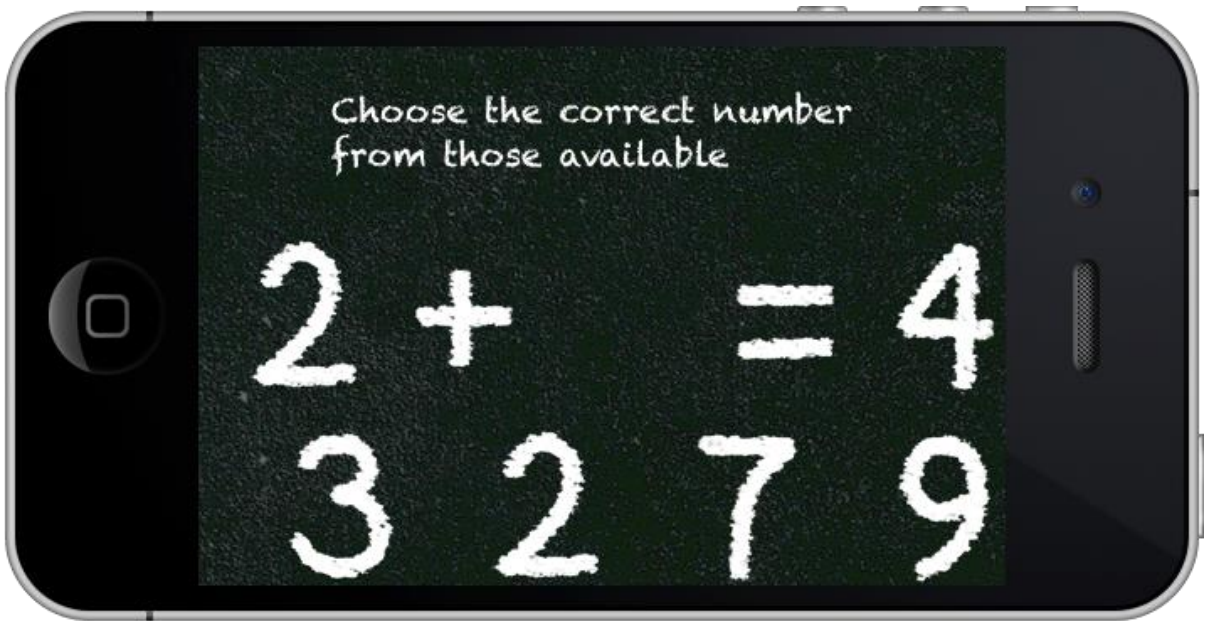
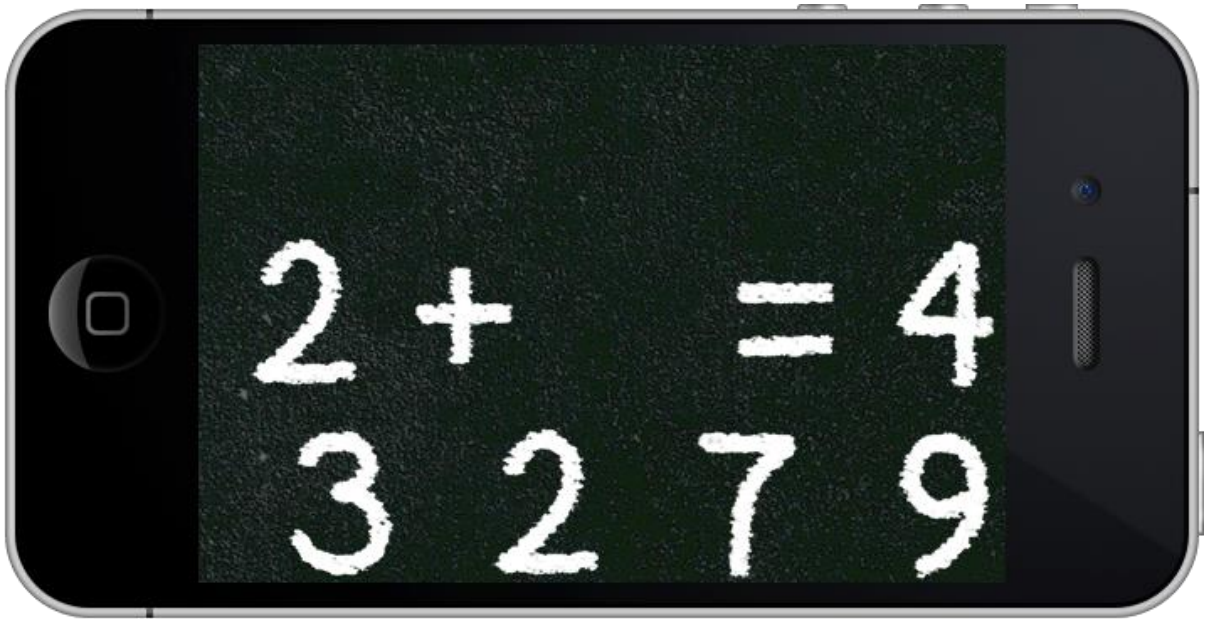




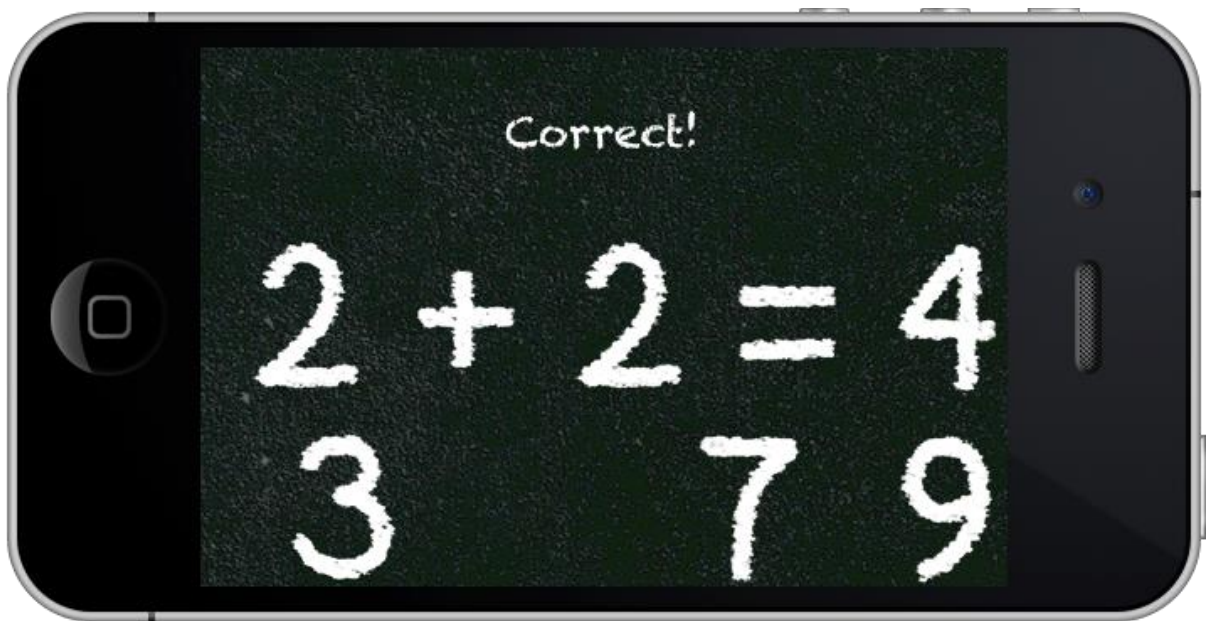
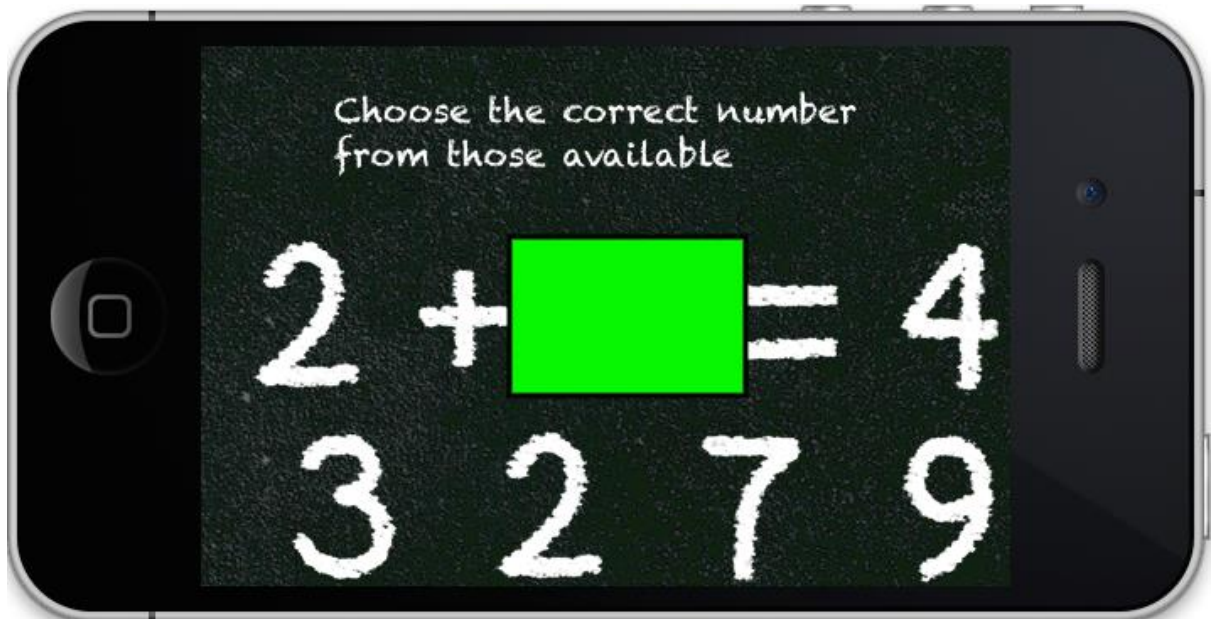


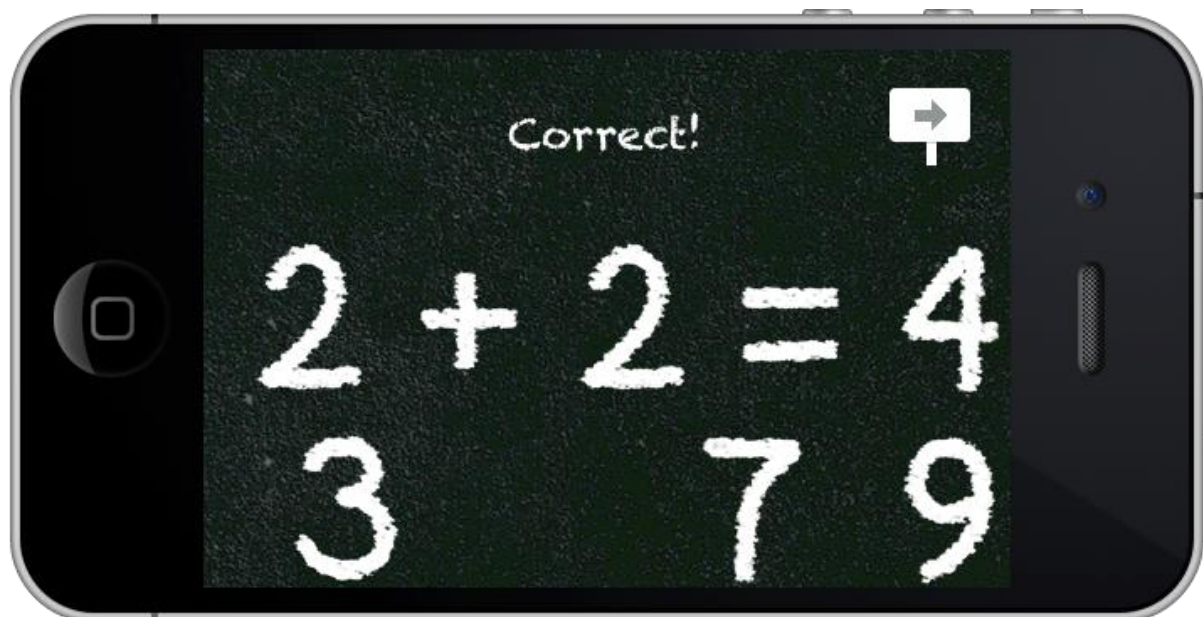
## Chapter 5: Scenes at the Highest Level



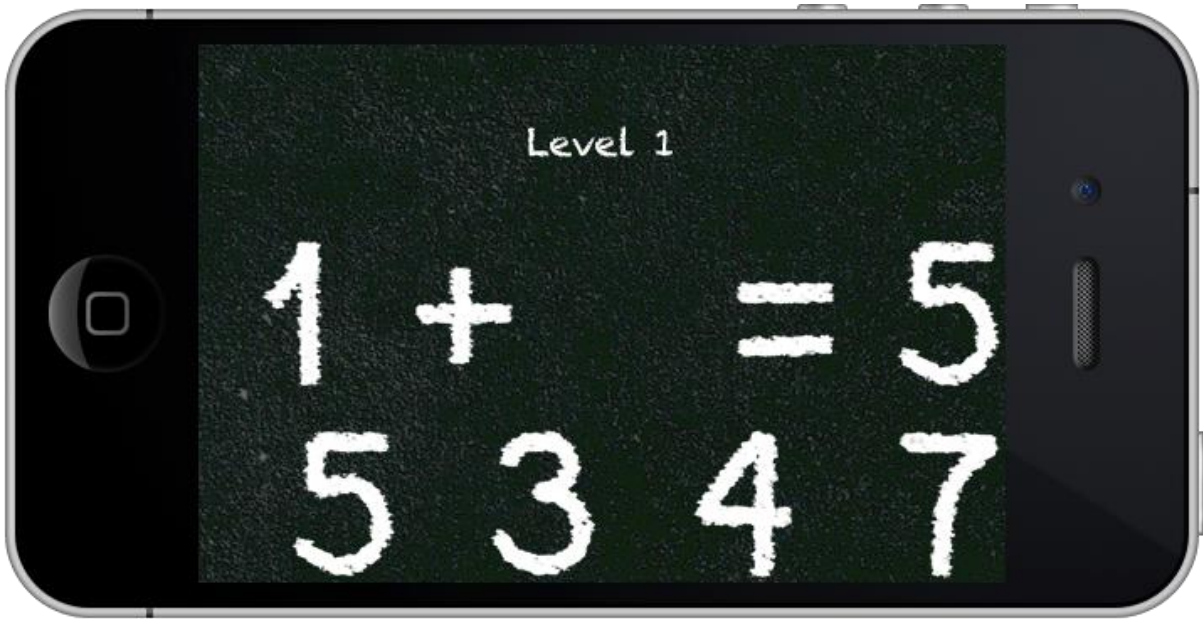




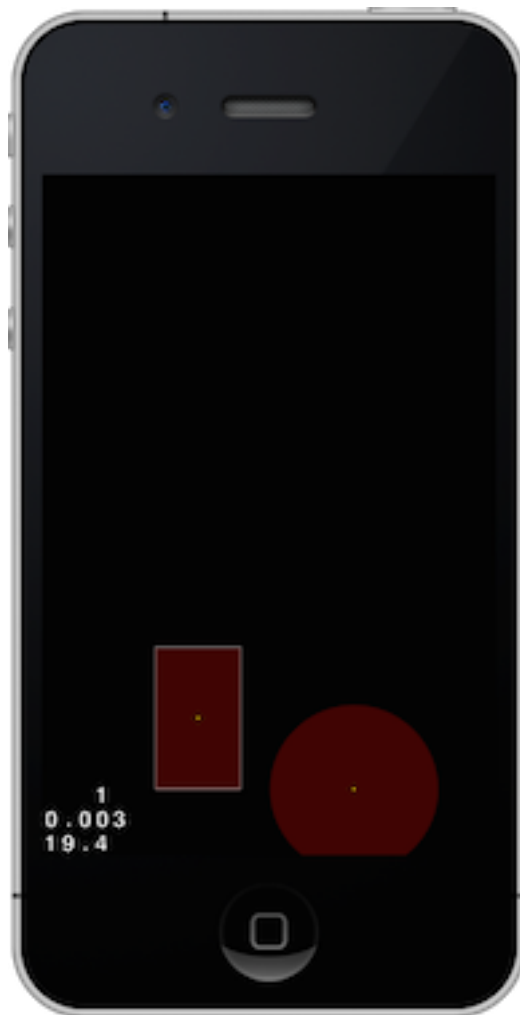


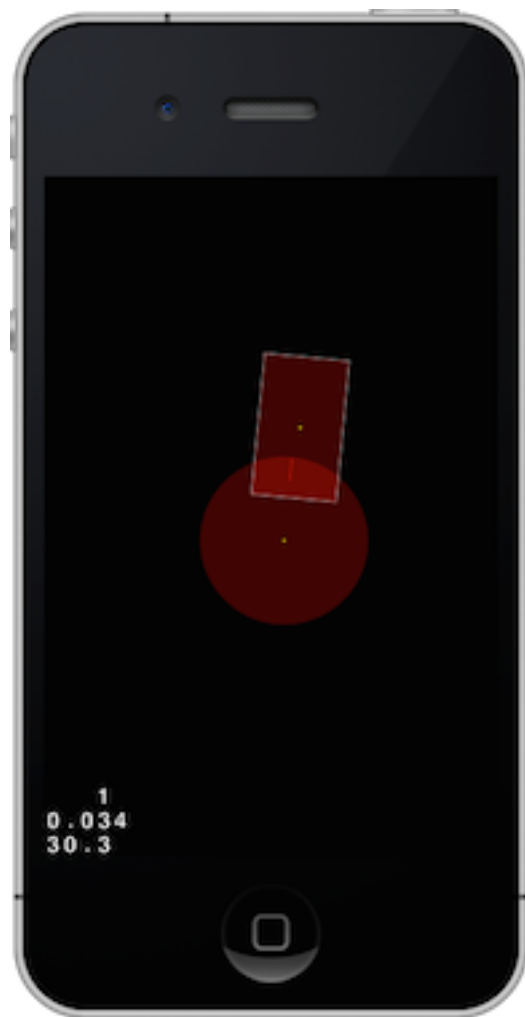


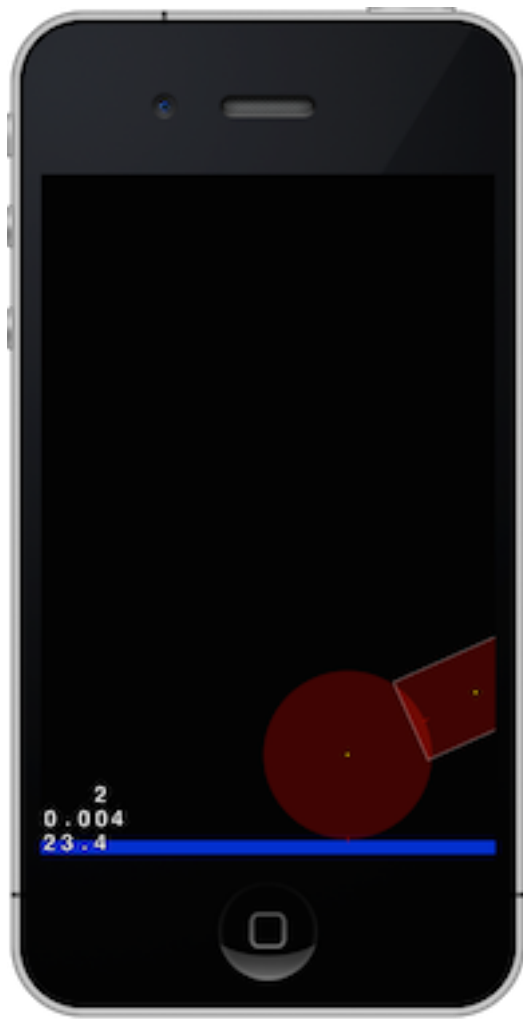
Key	Type	Value
▼ Information Property List	Dictionary	(4 items)
▼ Level1	Dictionary	(5 items)
left number	String	1
operation	String	sum
result	String	5
solution	String	4
▼ options	Dictionary	(4 items)
option1	String	7
option2	String	3
option3	String	4
option4	String	5
▶ Level2	Dictionary	(5 items)
▶ Level3	Dictionary	(5 items)
▶ Level4	Dictionary	(5 items)

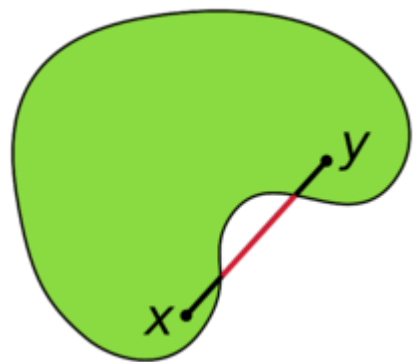
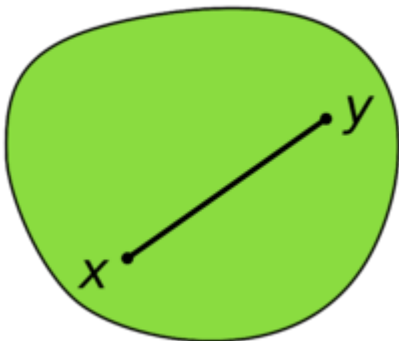
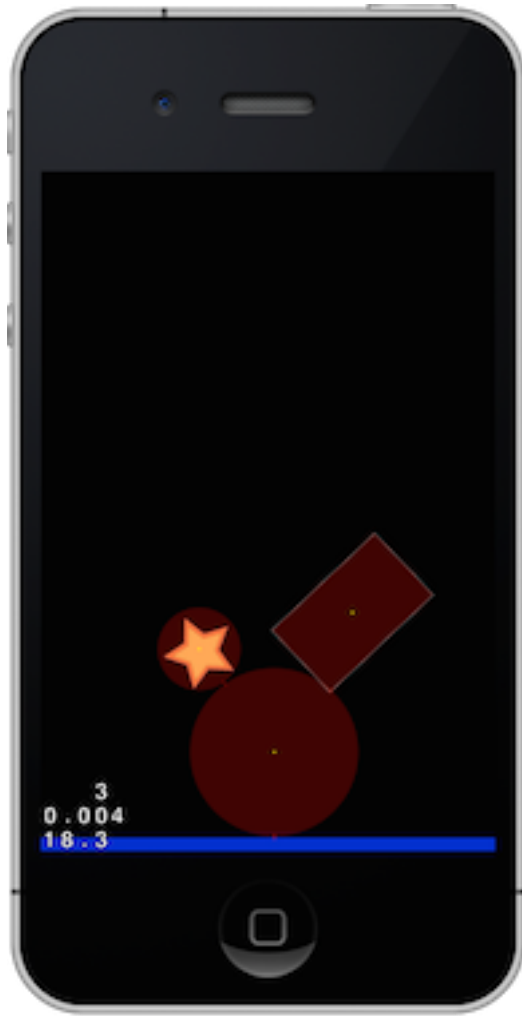


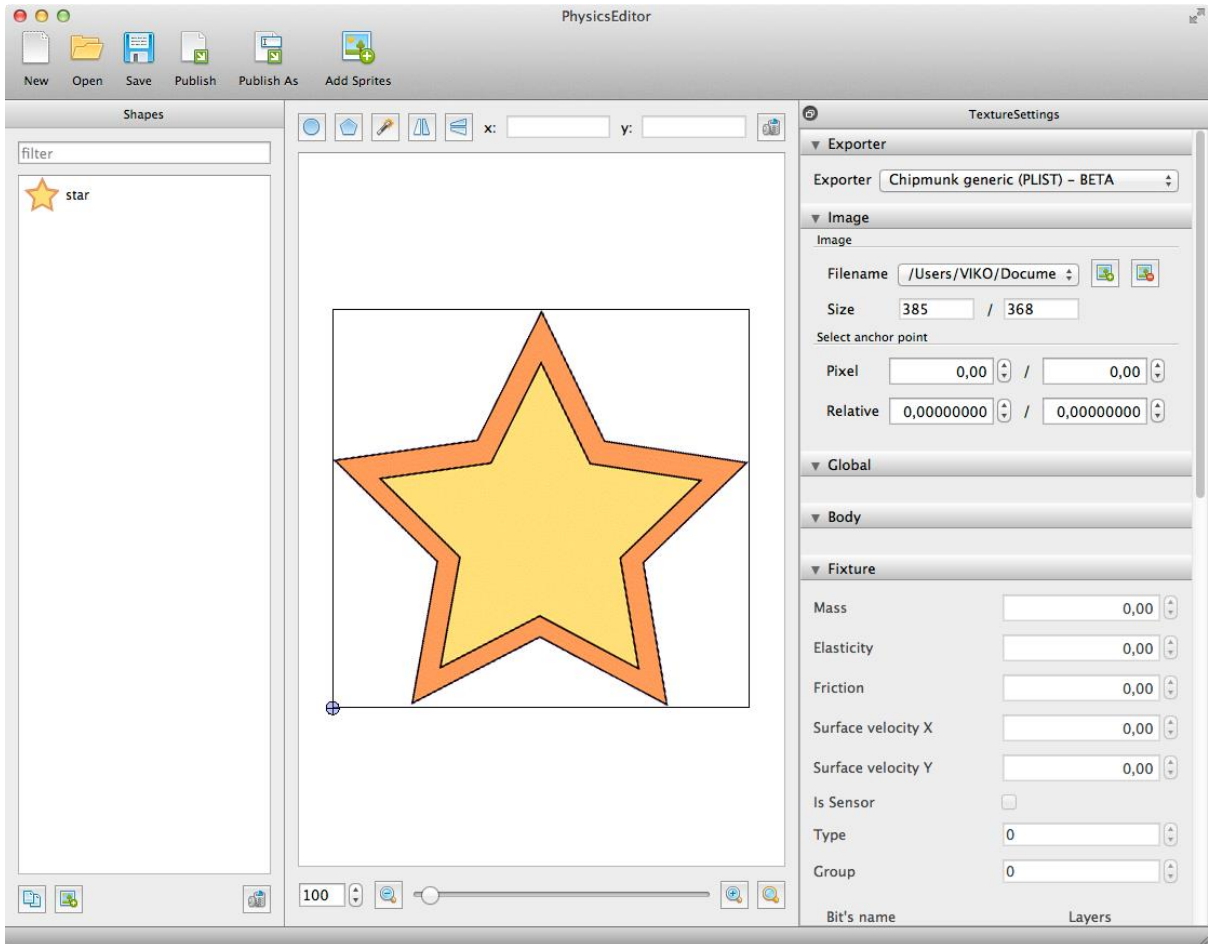
## Chapter 6: Physics Behavior



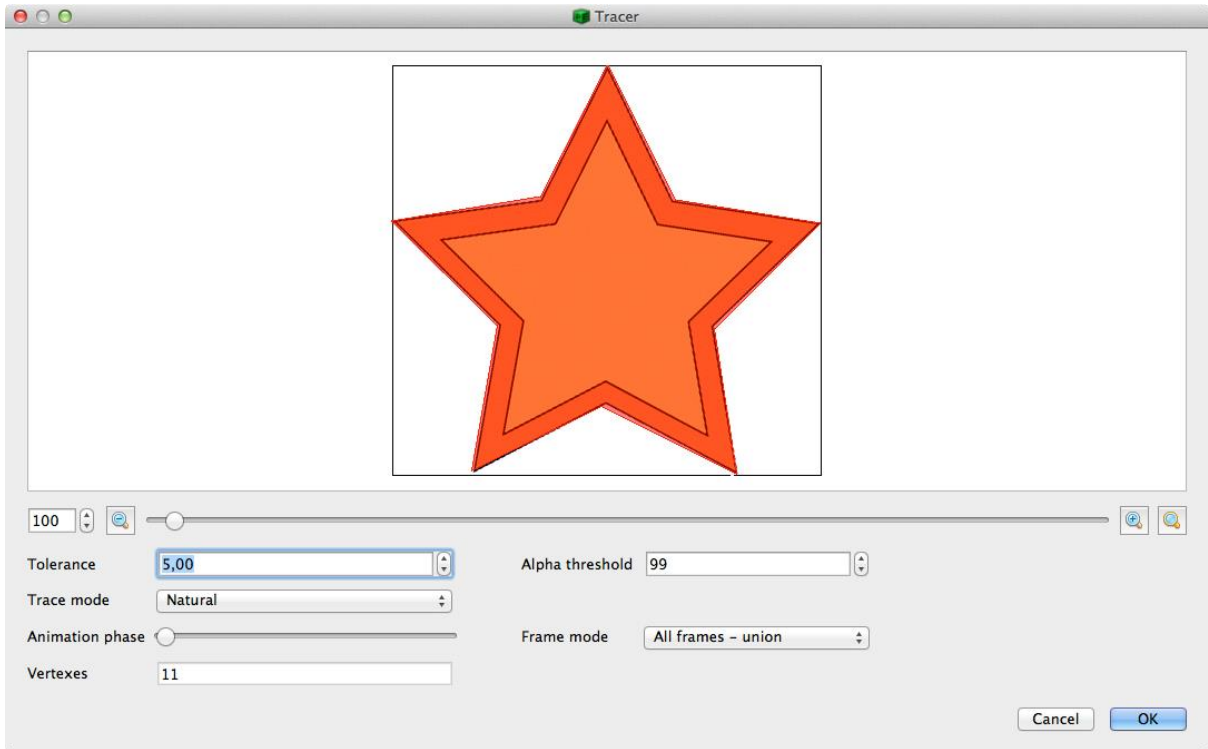


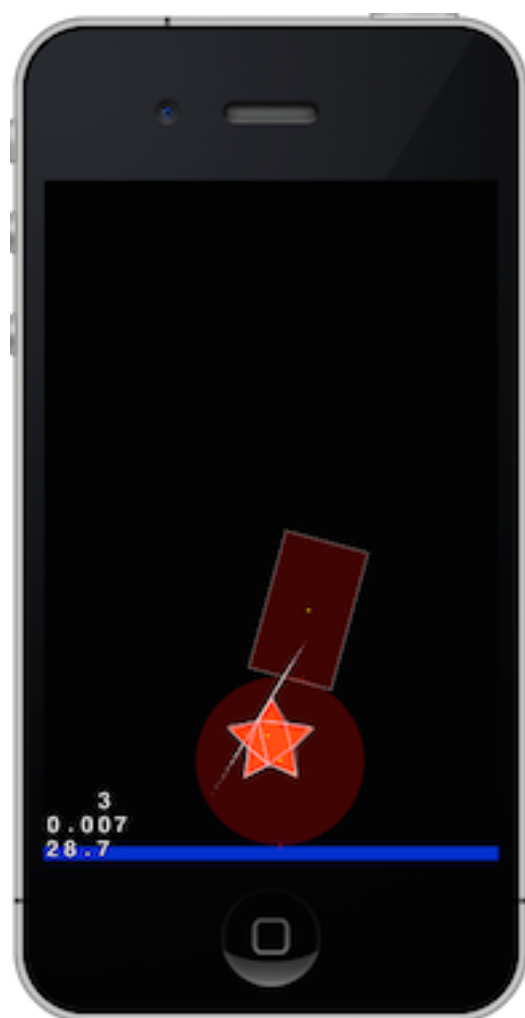


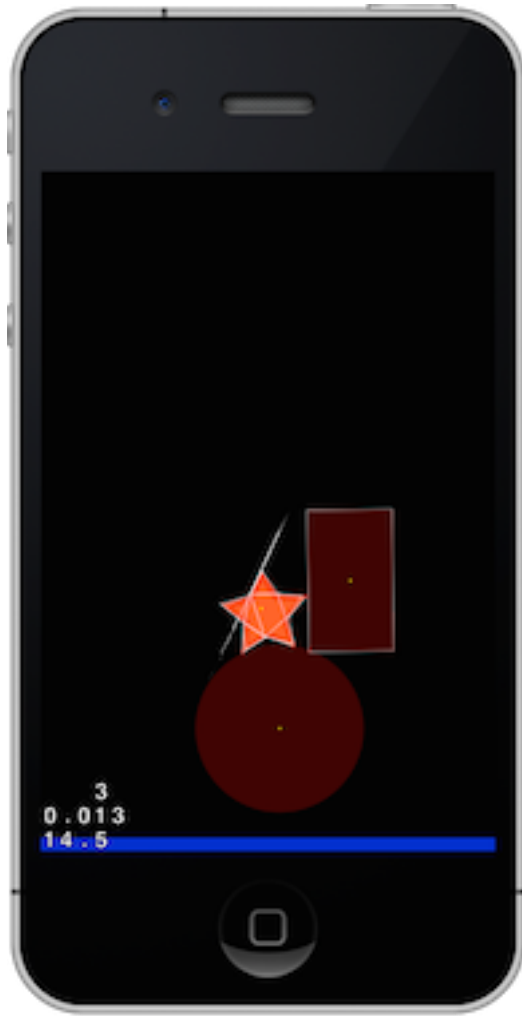


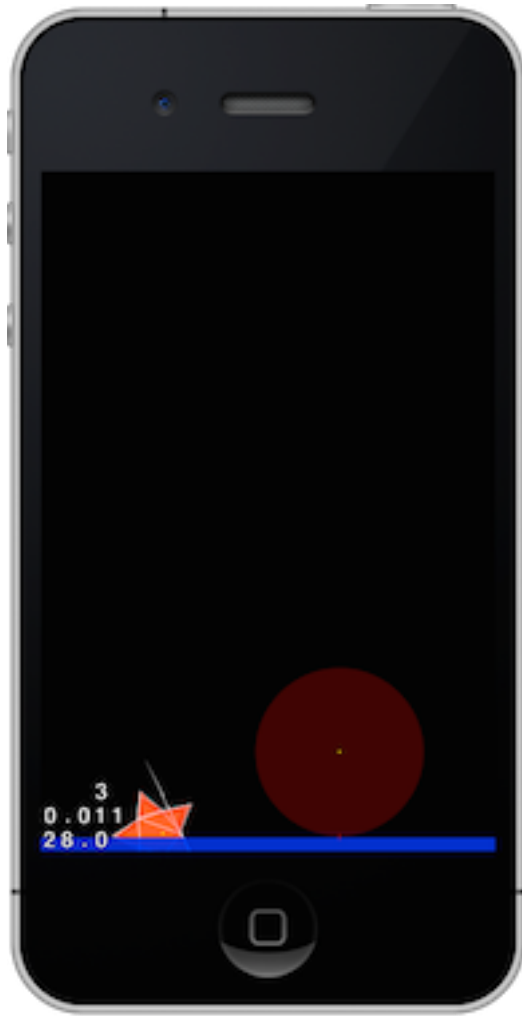










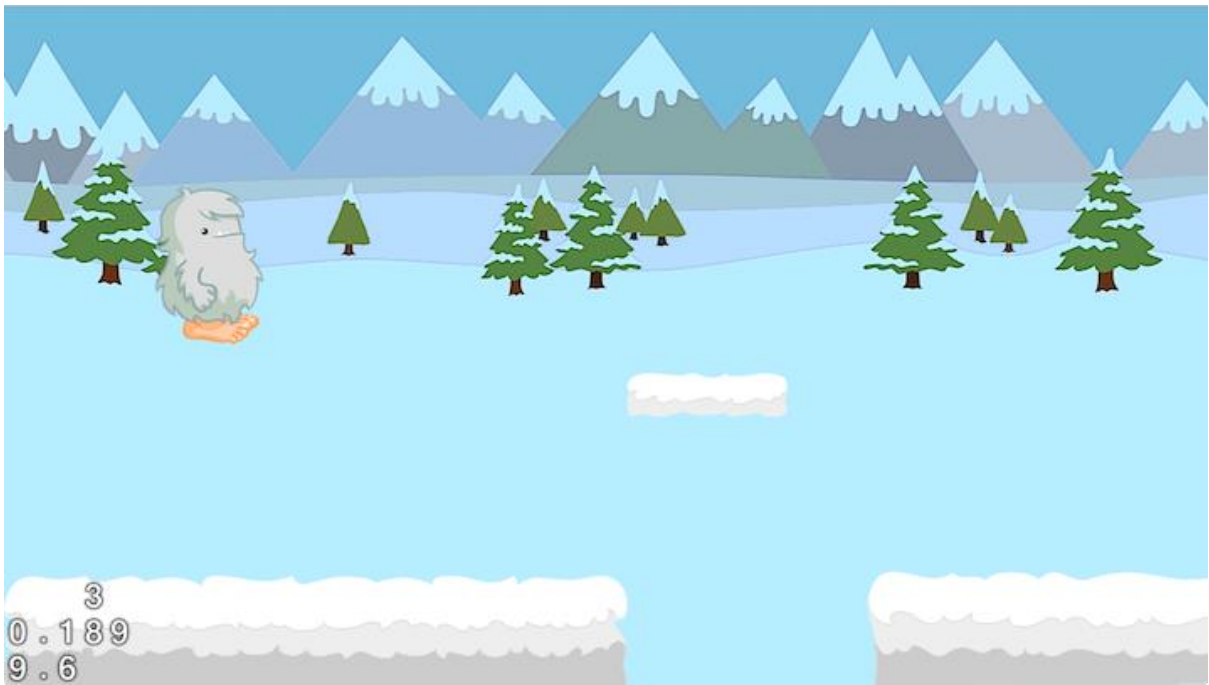
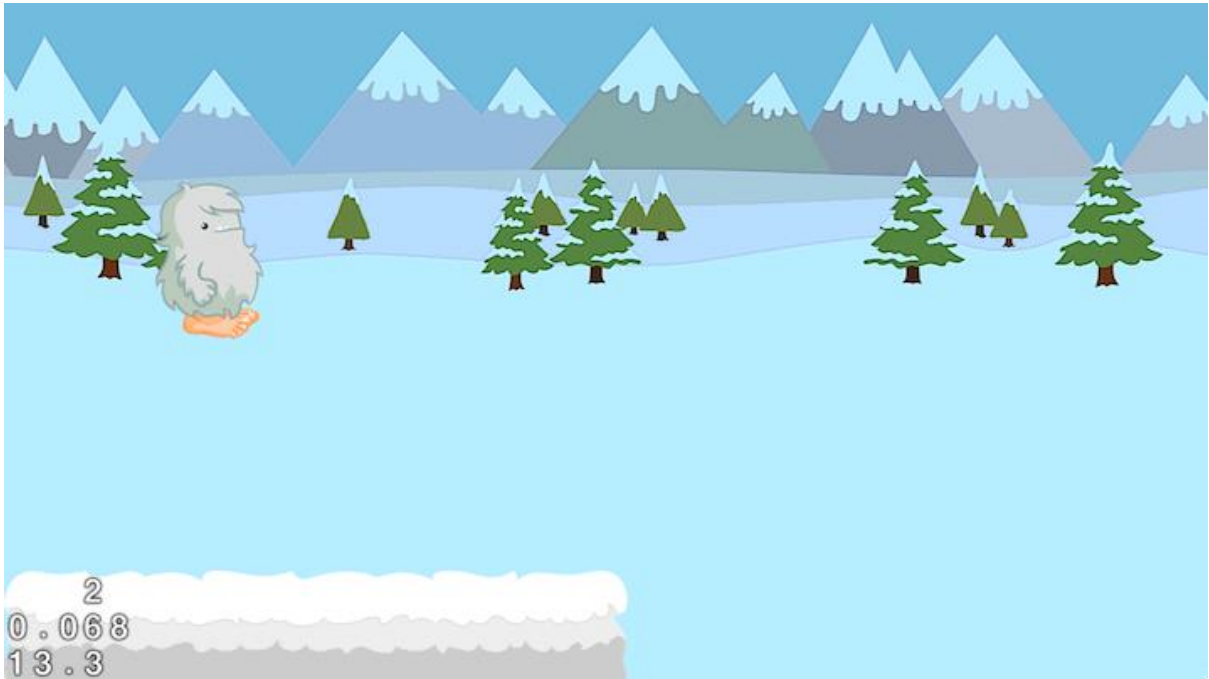




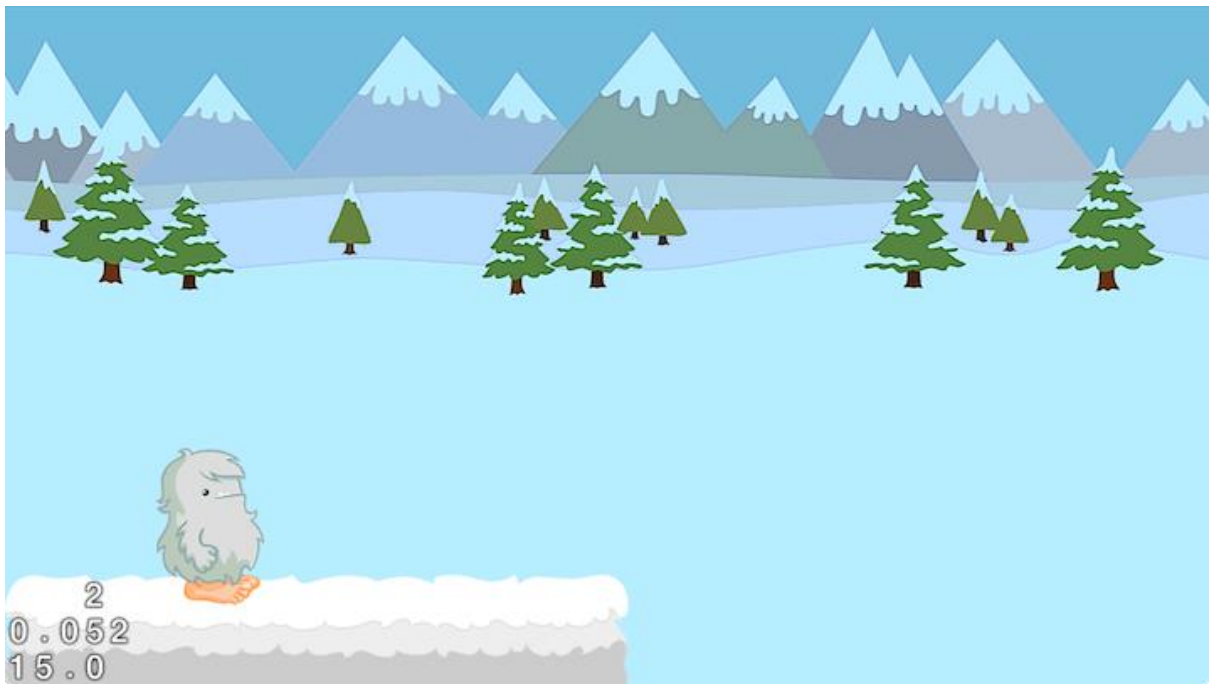




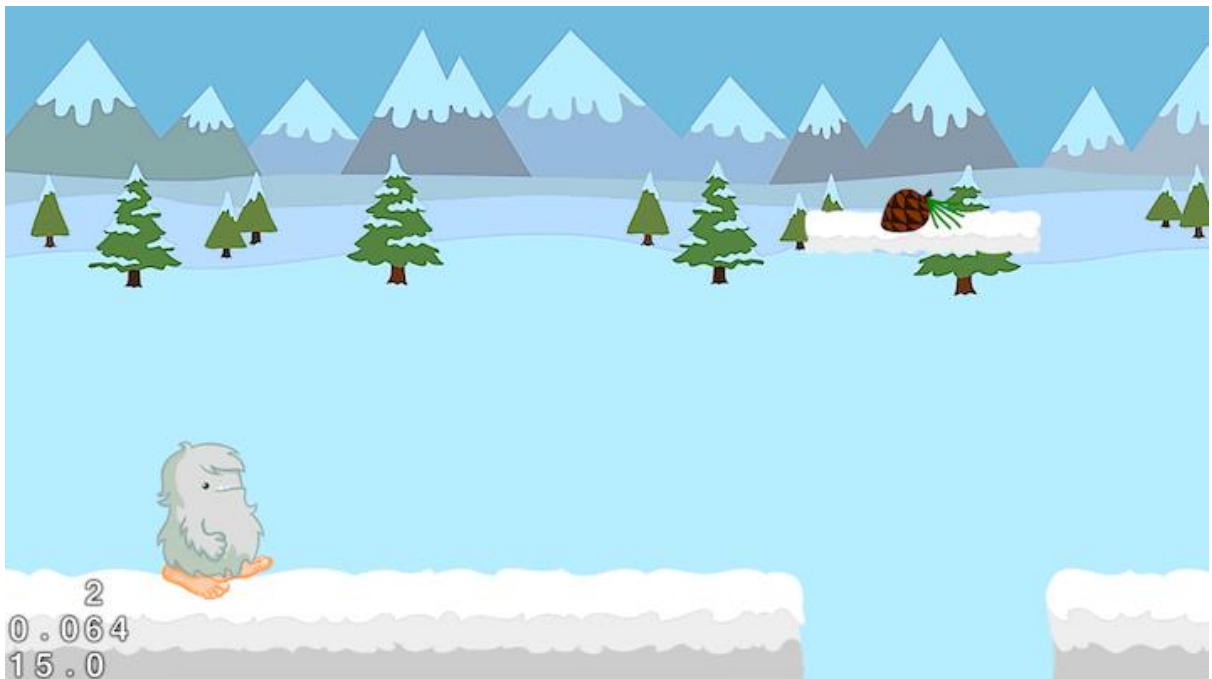
## Chapter 7: Jump and Run













## Chapter 8: Defend the Tower

