

```
    nil) //  
    action.tag = kActionAttack;  
    [sprite runAction:action];  
  
(void) gothit:(id)sender data:(void*)data  
  
// verify that we can still can be hit  
Character* attacker = (Character*)data;
```

Nat Weiss

iOS Game Creation for Beginners



IOS GAME CREATION FOR BEGINNERS

NAT WEISS



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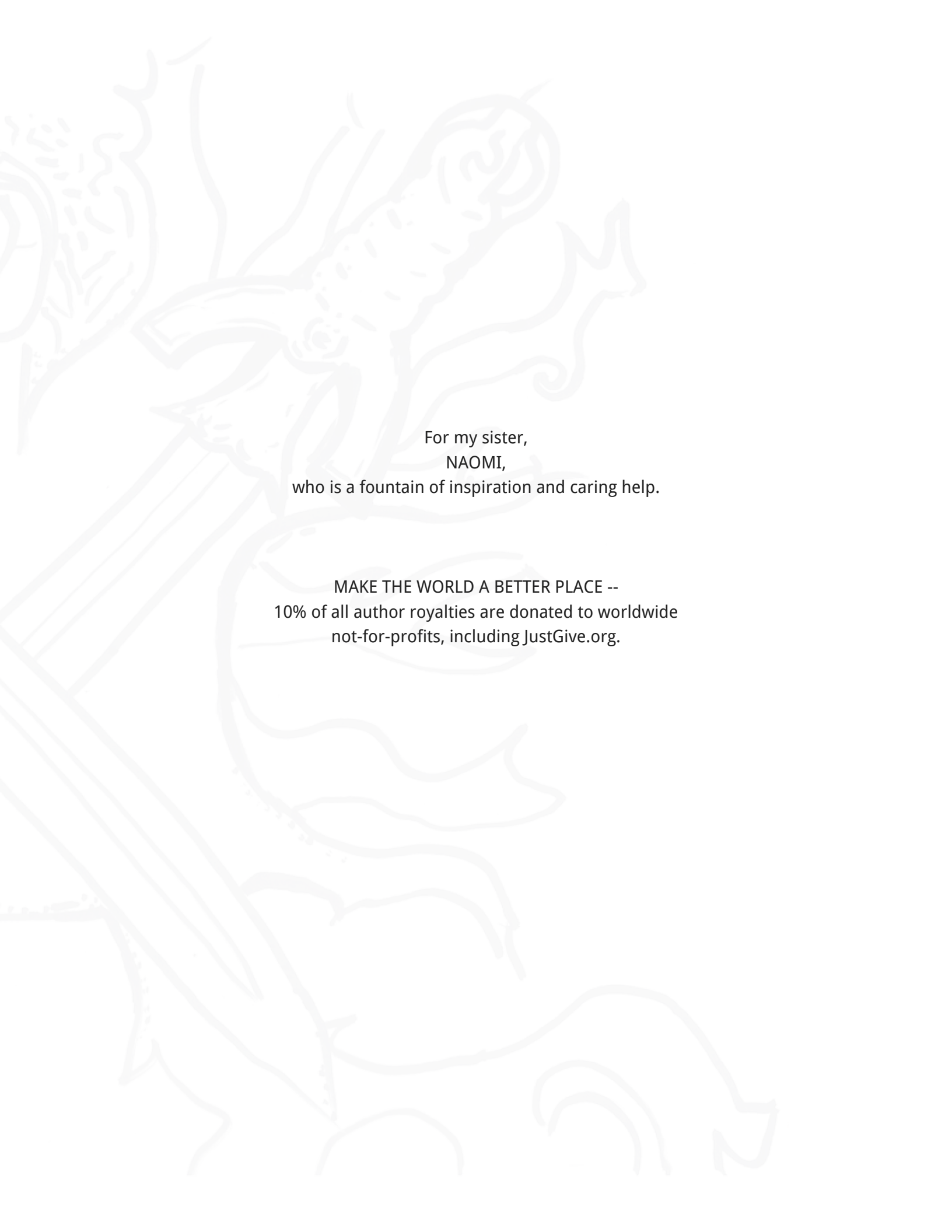
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Sixth edition.



For my sister,
NAOMI,
who is a fountain of inspiration and caring help.

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DESIGN YOUR OWN GAME

“A dreamer is one who can only find his way by moonlight, and his punishment is that he sees the dawn before the rest of the world.”

-- Oscar Wilde (1854-1900), Irish playwright, poet, and writer



LEARNING TO MAKE IPHONE GAMES

This book is about empowering you to create your own iPhone game as quickly as possible, even if it is the first game you have ever made. We will be walking through the basic steps of iPhone game development by taking a magnifying glass to a simple iOS board game called *Monster Checkers*.

A lot of game programming books make you type a bunch of code and they call it “exercise.” That is not how we roll. We are going to start with a completely working game and move through it piece by piece. You will be able to make slight changes to the game at each step. By the end of this book you will understand how games work.

With the understanding you gain from this book, a bit of elbow grease, and the game source code, you will be able to create and publish your own iPhone game in record time.

You can play
[*Monster Checkers*](#)
on your iOS device
by downloading it
from the App Store.

YOUR IOS GAME DEVELOPMENT GUIDE

Have we met yet? Please use the online forum to [introduce yourself](#) and share what kind of game you want to make.

You can call me “Nat.” I’ve been writing computer games since the dark ages before graphical operating systems.

Back in that day we had to use DOS interrupts (read: low-level, tricky stuff!) to keep track of a game's timing, movement, and rendering. Writing games in DOS was like walking to school uphill in eight feet of snow while carrying your sister, then remembering that you forgot your homework and having to walk it two more times.

My first game took fourteen blissful months to complete because the tools available at that time were rare and expensive.

Today we have widespread, free tools that are available instantly. The game we will dissect, *Monster Checkers*, was written in one week, using less than 24 hours of development time!

As you read, consider writing notes with a red pen or bright highlighter. It's more fun and studies show it helps increase your comprehension and retention.

BE A GO-GETTER

Since our goal is to get you creating games as quick as possible, I am going to assume -- nay, assert -- that you are a [go-getter](#). There is much that you will have to do and figure out on your own. Just go do it.

Game-making is a huge topic and we are going to blaze through concepts that may be foreign to you at first. Be courageous. Leap in and try it.

A time-honored programmer trick is to get yourself in a zen-like state of mind. Learn to recover this state of mind when you've lost it by relaxing and taking short breaks.

This book can be copied onto your iPhone/iPad for reading. Just open iTunes, drag the PDF onto your device, and open it in iBooks.

POWER OF YOUR SUBCONSCIOUS MIND

When you find yourself stuck on a particular topic, take a step back, shut down your computer, and do something completely refreshing. It's during these times of refreshment that the gears of your huge subconscious powerhouse are bringing you closer to epiphany.

Before you go to sleep, envision the little successes of tomorrow coming true just a bit better than you thought. Tackle your most difficult challenges first thing in the morning.

Learn to use the immense power of your subconscious! [Entire books](#) have been written on this topic. Your subconscious mind is one of your greatest assets in learning to make your own games.

Believe that you can do anything. You are just as much of a genius as Einstein. He was just an imaginative kid that was obsessed with mathematics and sucked at spelling.

GAME DESIGN BASICS

Time to start getting creative.

Grab a blank piece of paper and go get yourself a feel for your **favorite** kind of game. Play it for one minute or watch a video of it online.

As you are absorbing the gameplay, begin to think about what you would do differently. Take moments to pause and scribble your designs on the paper.

What kind of main character do you want?

What kind of enemies?

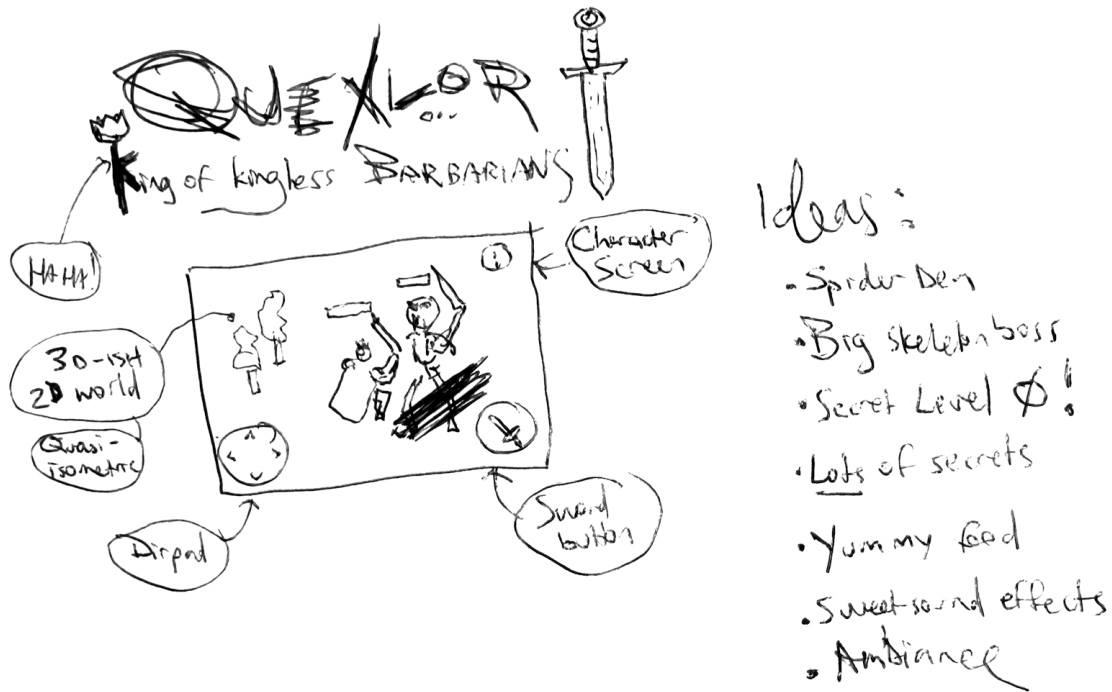
What do you want the levels to look like?

What power-ups do you want in the levels?

Do you want to make a completely different game?

Write everything down and draw, draw, draw. Even if you suck at drawing, do it anyway. Isn't it fun? Keep writing and drawing until you feel you have got a handle on your own game design.

Even if your paper is a scribbly mess, you have still designed your own game! There is a certain power in writing things down, and now you have that power.



Picture of a design for a game called Quexlor, with a list of brainstormed ideas

Most game designers would have you create a fifty-page technical document with perfectly shaded storyboards before you ever started making a game. Not us! We are going to launch this boat immediately.

Let us begin.

Chapter Idea:

Keep track of how many hours you are investing in your game. Can you make your own game in under 24 working hours? This is the challenge. If you are feeling bold, make a [shout out in the forum](#) when you starting your game and another when you have completed it!



GET IT ALL

Thanks for checking out this sample! :)

Grab the rest of the book, the source code, and everything else at iphonegamekit.com/game-source-code/cocos2d-iphone-checkers-game/

Enjoy making games!

-- Nat Weiss