



# iPhone Game Development (Developer Reference)

*Chris Craft, Jamey McElveen*

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# iPhone Game Development (Developer Reference)

*Chris Craft, Jamey McElveen*

**iPhone Game Development (Developer Reference)** Chris Craft, Jamey McElveen  
New Apple Developer Series!

## A technical and business guide to creating and selling iPhone games

If you've always wanted to develop a cool iPhone game application and sell it for big bucks, this book is for you. *iPhone Game Development* covers all technical and commercial bases, from how to sign up for the Apple Development Program, master the development tools in the iPhone SDK, publish your game to the App Store, and convince people to buy it.

You'll find full coverage of Cocoa Touch and other great features of the iPhone SDK, plus pages of real-world examples with step-by-step explanations. The book also includes loads of royalty-free code you can use for commercial development.

- Apple's iPhone is not only a mobile phone, it's also a game platform rivaling big names like Nintendo and Sony; anyone can sign up for the Apple Developer Program and publish their works to the App Store
- This hip book written by two successful gamers with over a decade of game development experience will teach you both the technical and business aspects of developing and publishing a game to the App Store, plus how to convince end-users to buy it
- Includes examples with step-by-step explanations of actual games and apps currently on the App Store
- A Companion Web site provides royalty-free code from the samples in the book, which you can use to jumpstart your own game development

Save weeks of development time with the expert guidance you'll find in *iPhone Game Development*!

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