



UDK IOS Game Development Beginners Guide

By John P. Doran

Packt Publishing Limited. Paperback. Condition: New. 280 pages. Dimensions: 9.2in. x 7.4in. x 0.8in. Create your own third-person shooter game using the Unreal Development Kit to create your own game on Apples iOS devices, such as the iPhone, iPad and iPod Touch Learn the fundamentals of the Unreal Editor to create gameplay environments and interactive elements Create a third person shooter intended for the iOS and optimize any game with special considerations for the target platform Take your completed game to Apples App Store with a detailed walkthrough on how to do it In Detail It has never been a more attractive time to be an app developer. With no signs of stopping, Apples iOS devices are dominating the mobile scene and with UDK, the free version of the most popular third-party game engine available, it has never been easier to get into the app business. UDK iOS Game Development Beginners Guide takes a clear, step-by-step approach to building a small third-person shooter game using the Unreal Development Kit with plenty of examples on how to create a game that is uniquely your own. You will begin learning the fundamentals of the Unreal Engine before creating a third-person shooter game in...



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