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# iPhone and iPad Game Development For Dummies

*Neal Goldstein, Jon Manning, Paris Buttfield-Addison*

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**iPhone and iPad Game Development For Dummies** Neal Goldstein, Jon Manning, Paris Buttfield-Addison
**Here's the scoop on building and marketing great games for the iPhone and iPad!**

The iPhone and iPad are the hottest techno-gadgets on the market today, and games for it are even hotter. To help you cash in on the trend, this book shows what it takes to create a good iPhone and iPad game and how to get it into the App Store.

Neal Goldstein, leader of an iPhone app startup company, and his co-authors show you how to build a game that will sell, include quality graphics, market your game through the App Store, and more. Whether you're a programming novice or an experienced developer looking to enter the game market, here's how to get going.

- Games for the iPhone are among the hottest apps in Apple's App Store
- Learn to build two game applications – from beginning to end
- Written by successful mobile app developers, this guide begins with how to get started, including downloading the SDK and filling your toolbox
- Covers programming with Objective-C and Cocoa, what makes a good game, graphics, and creating good mobile apps
- Explains how to market your game through the App Store

*iPhone and iPad Game Development For Dummies* can start you on a fun hobby or a lucrative career.

**Note:** Apple's iOS SDK tools are only accessible on Intel-powered Mac and MacBook devices.

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