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Evaluation of Sprite Kit for iOS game development

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2014 (English) Independent thesis Advanced level (degree of Master (Two Years)), 20 credits / 30 HE credits Student thesis

## Abstract [en]

The purpose with this thesis is to investigate whether Sprite Kit is a good tool to simplify the development process for game developers when making 2D games for mobile devices. To answer this question a simple turn based strategy game has been developed with Sprite Kit. Sprite Kit is a game engine for making 2D games released by Apple.

Based on the experience I got during the development I will go through and discuss some of the most important tools provided by the game engine and how they helped us to complete our game.

The conclusions I reached after making a game with Sprite Kit is that the framework provides all the tools necessary for creating a simple 2D mobile game for iOS. Sprite Kit hides much of the lower level details and gives the game developer comprehensive development support. This helps the game developer to save a lot of time and focus more on the gameplay when creating a game.

**Place, publisher, year, edition, pages**

2014. , p. 50

## Keywords [en]

game development, evaluation, iOS, Sprite Kit, mobile, 2D

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