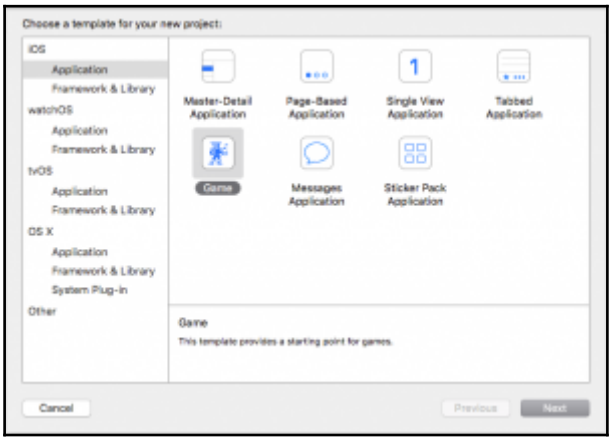
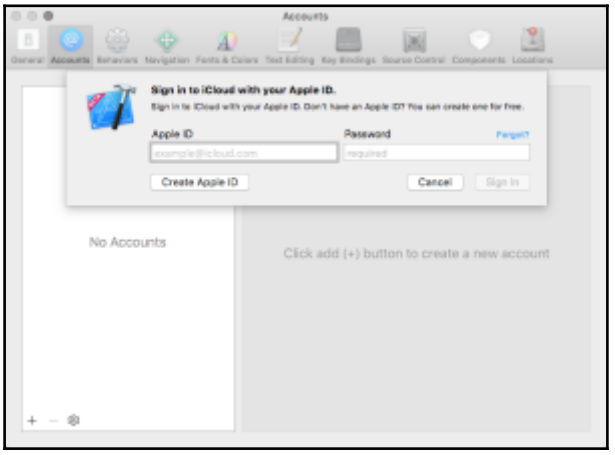
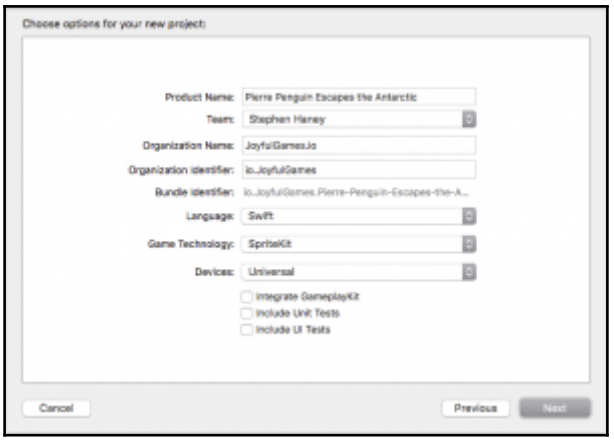
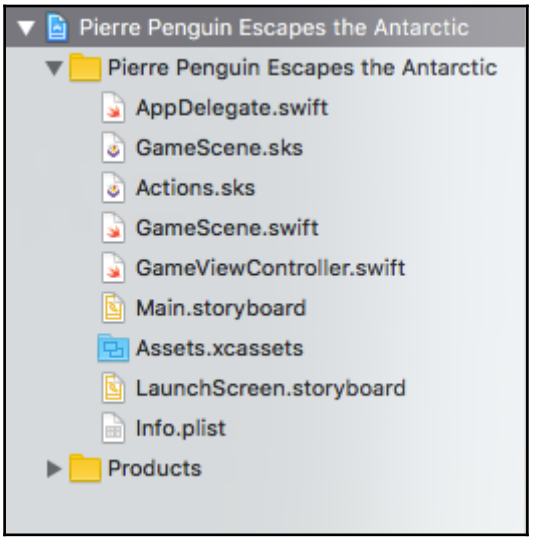
Graphics bundle

Chapter 1: Designing Games with Swift

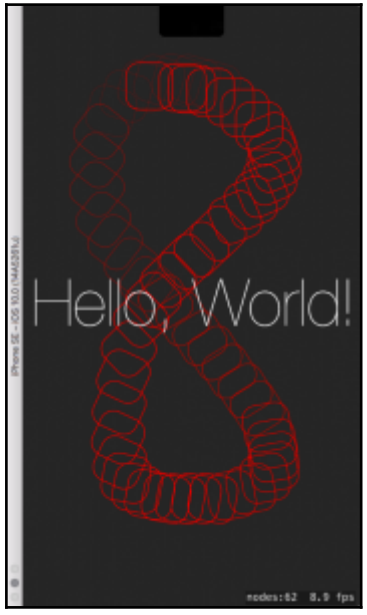




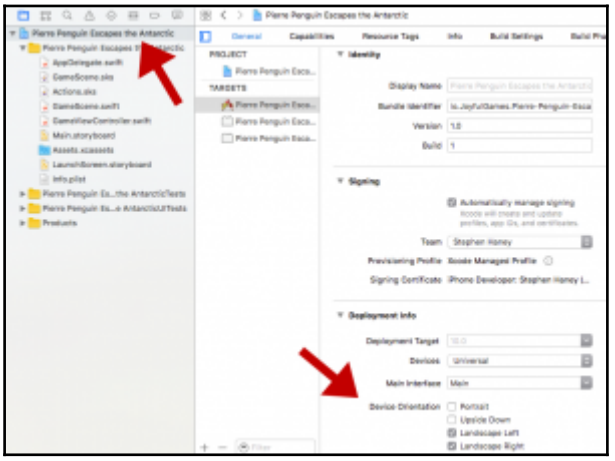

Choose options for your new project:
Product Name: Pierre Penguin Escapes the Antarctic
Team: Stephen Haney
Organization Name: JoyfulGames.io
Organization Identifier: io.JoyfulGames
Bundle Identifier: io.JoyfulGames.Pierre-Penguin-Escapes-the-A...
Language: Swift
Game Technology: SpriteKit
Devices: Universal
Integrate GameplayKit
Include Unit Tests
Include UI Tests
Cancel
Previous
Next

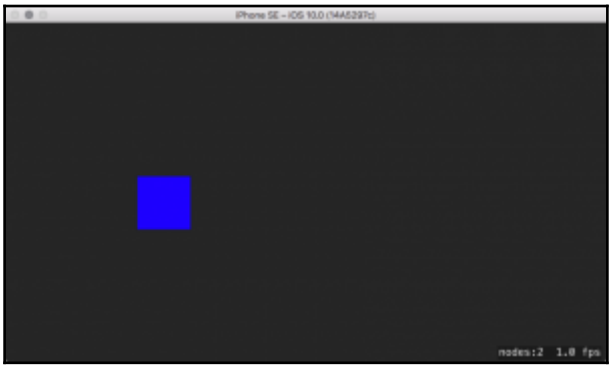

Pierre Penguin Escapes the Antarctic
Pierre Penguin Escapes the Antarctic
AppDelegate.swift
GameScene.sks
Actions.sks
GameScene.swift
GameViewController.swift
Main.storyboard
Assets.xcassets
LaunchScreen.storyboard
Info.plist
Products

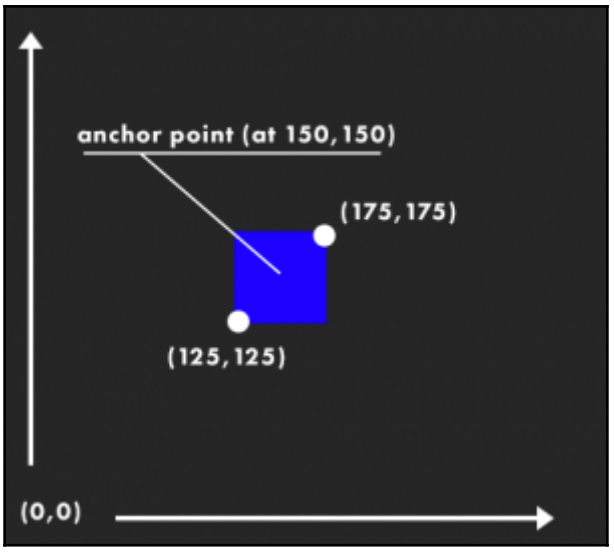
Pierre Penguin Escapes the Antarctic
iPhone SE

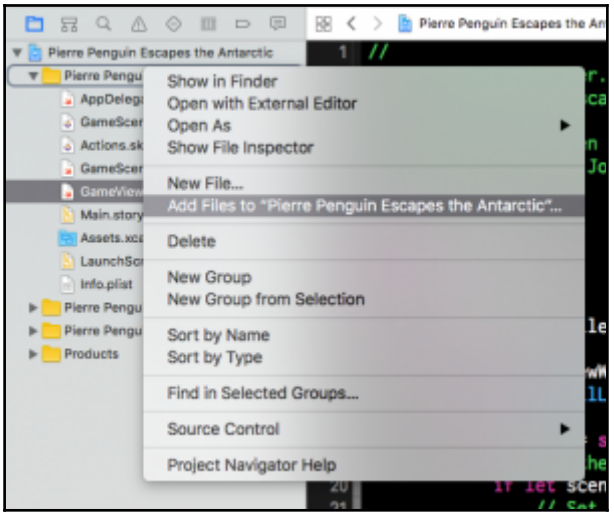

Hello, World!
nodes:62 8.9 fps

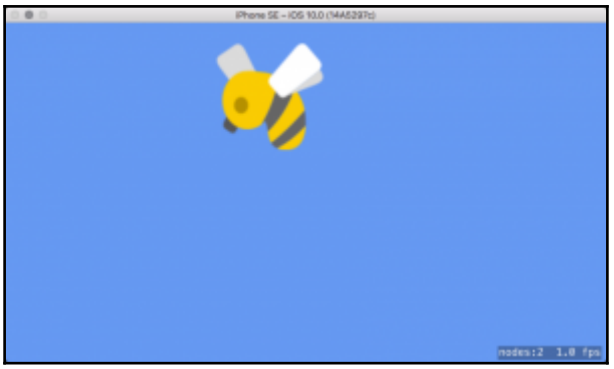
Chapter 2: Sprites, Camera, Action!

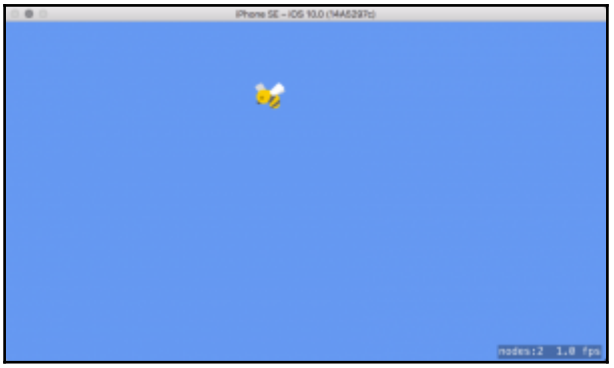




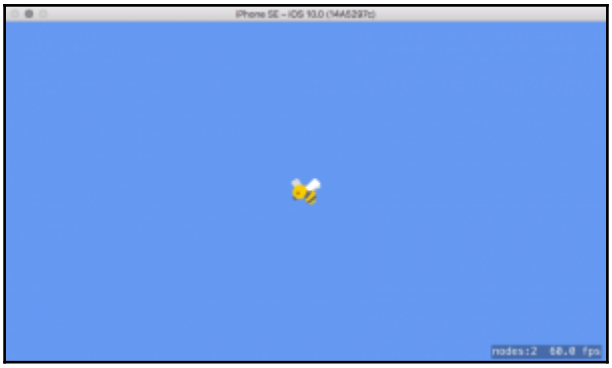

anchor point (at 150, 150)
(175, 175)
(125, 125)
(0,0)


Pierre Penguin Escapes the Antarctic
Show in Finder
Open with External Editor
Open As
Show File Inspector
New File...
Add Files to "Pierre Penguin Escapes the Antarctic"...
Delete
New Group
New Group from Selection
Sort by Name
Sort by Type
Find in Selected Groups...
Source Control
Project Navigator Help
Products


iPhone SE – iOS 10.0 (14A5297c)
nodes:2 1.0 fps


iPhone SE – iOS 10.0 (14A5297c)
nodes:2 1.0 fps

Assets.xcassets
Pierre Penguin Escapes the Antarctic
Pierre Penguin Escapes the Antarctic
Assets.xcassets
Application
Enemies
bee
bee
1x
2x
3x
Universal
Search
Enemies
bee@2x.png
bee@1x.png


iPhone SE – iOS 10.0 (14A5297c)
nodes:2 60.0 fps

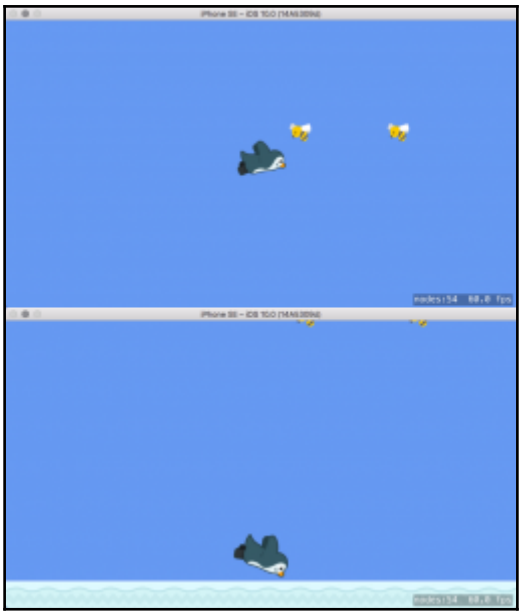
Chapter 3: Mix in the Physics

iPhone SE – iOS 10.0 (14A5297c)
nodes:54 58.0 fps

iPhone SE – iOS 10.0 (14A5297c)
nodes:54 60.0 fps

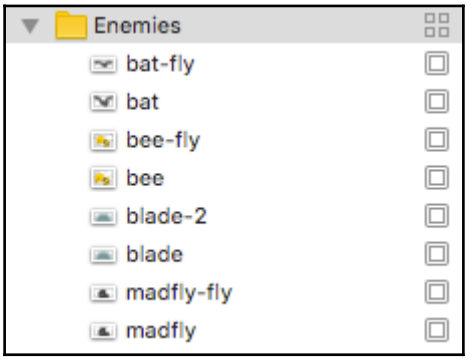
iPhone SE – iOS 10.0 (14A5297c)
nodes:54 59.0 fps

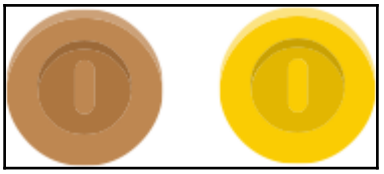
Chapter 4: Adding Controls

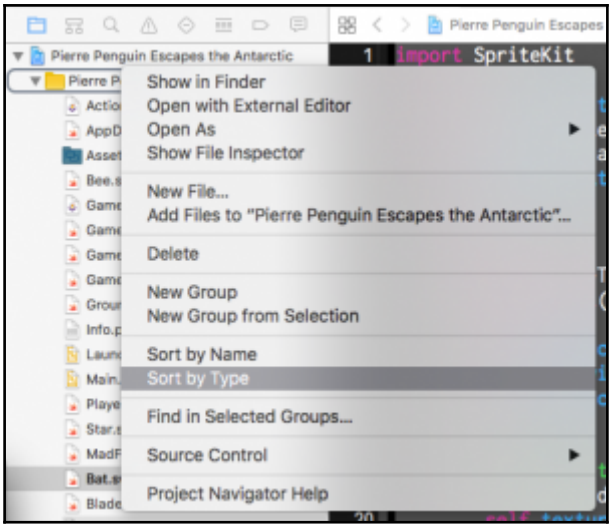

nodes:54 60.0 fps

nodes:54 57.0 fps

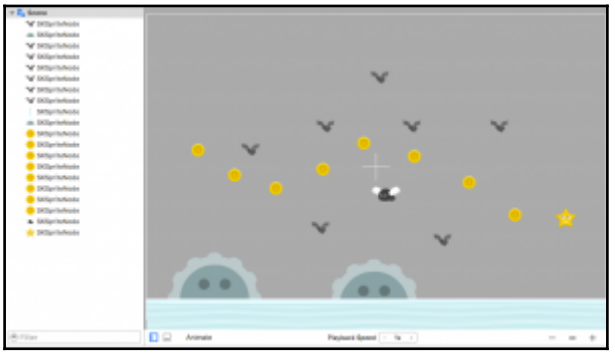
Chapter 5: Spawning Enemies, Coins, and Power-Ups

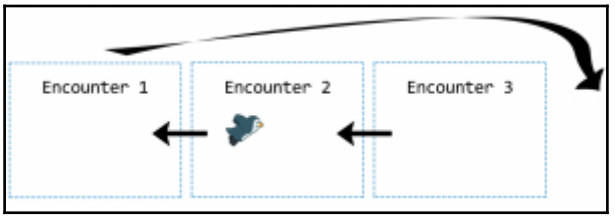


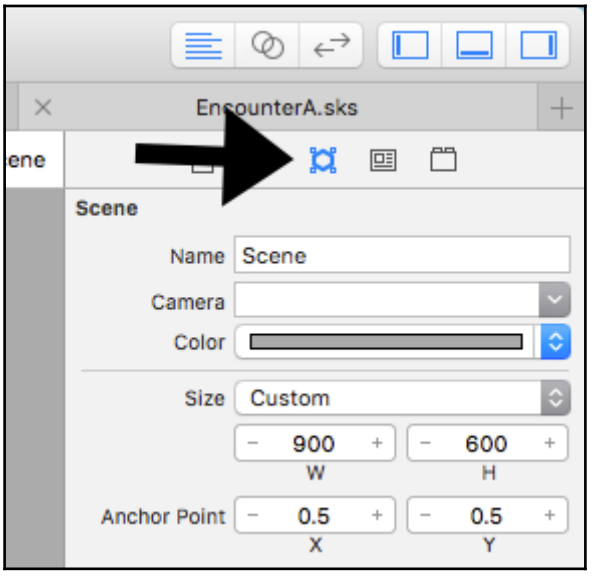


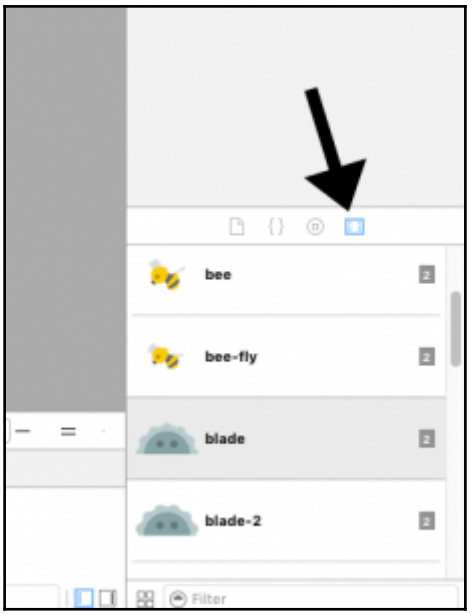

Pierre Penguin Escapes
Pierre Penguin Escapes the Antarctic
1 import SpriteKit
Show in Finder
Open with External Editor
Open As
Show File Inspector
New File...
Add Files to "Pierre Penguin Escapes the Antarctic"...
Delete
New Group
New Group from Selection
Sort by Name
Sort by Type
Find in Selected Groups...
Source Control
Project Navigator Help

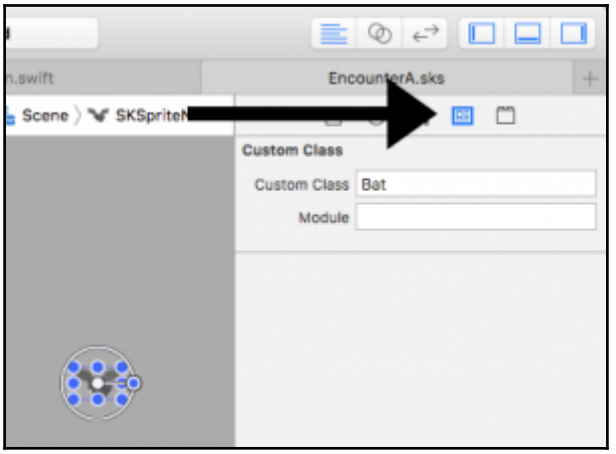
Chapter 6: Generating a Never-Ending World

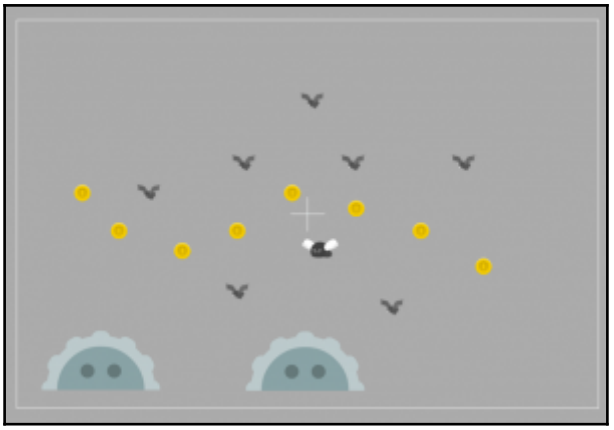


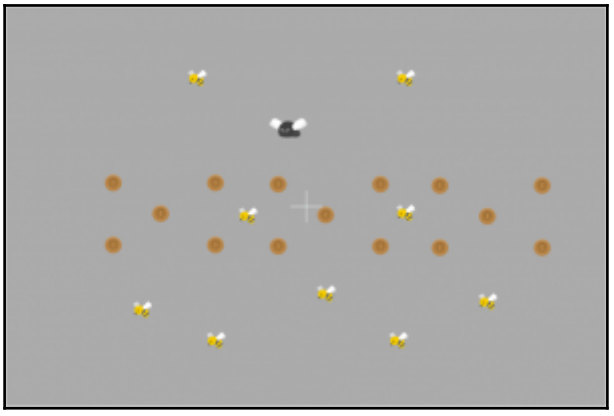


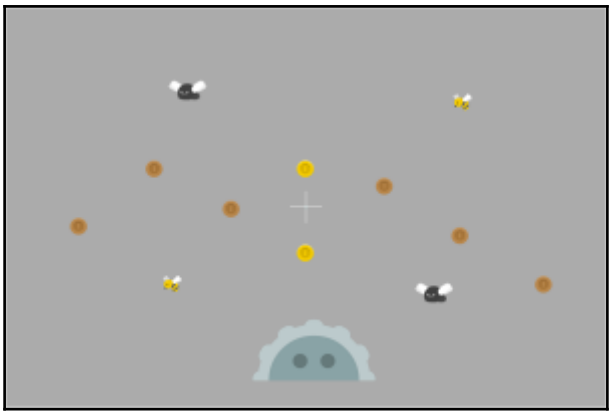


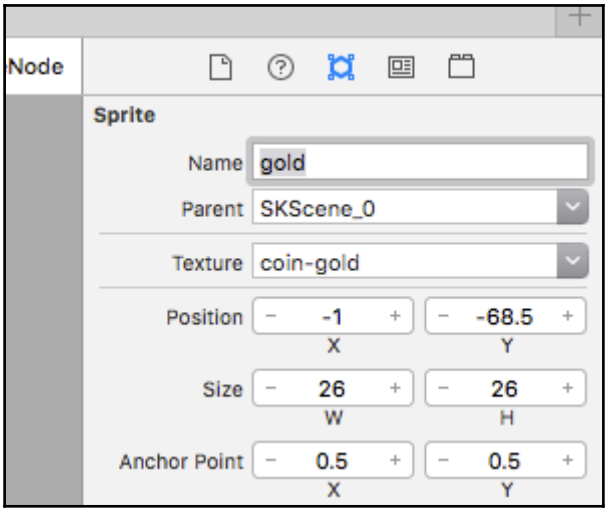

bee
bee-fly
blade
blade-2
Filter


EncounterA.sks
Scene
Custom Class
Custom Class
Bat
Module

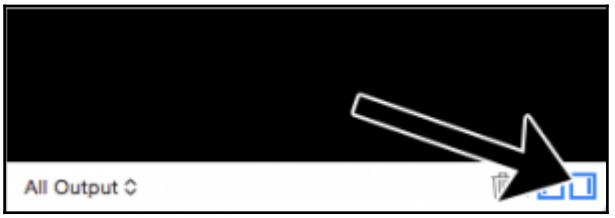






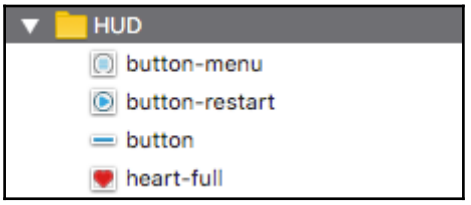

Node
Sprite
Name
gold
Parent
SKScene_0
Texture
coin-gold
Position
-1
X
-68.5
Y
Size
26
W
26
H
Anchor Point
0.5
X
0.5
Y

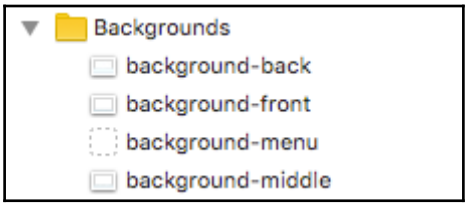
Chapter 7: Implementing Collision Events



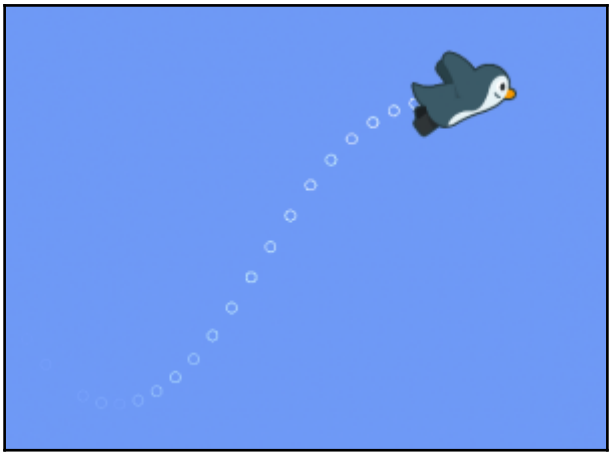
iPhone SE – iOS 10.0 (14A5339a)
nodes:112 60.0 fps

Chapter 8: Polishing to a Shine – HUD, Parallax Backgrounds, Particles, and More

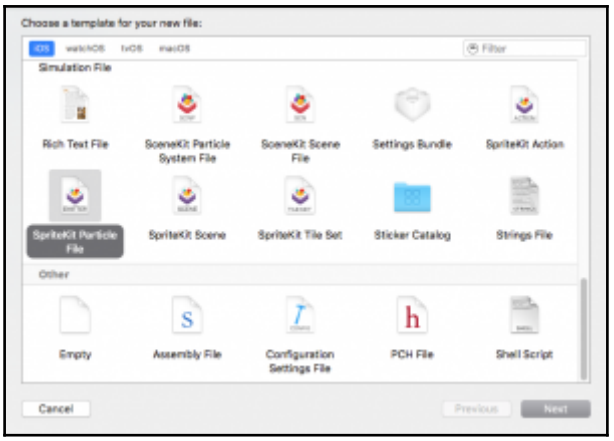


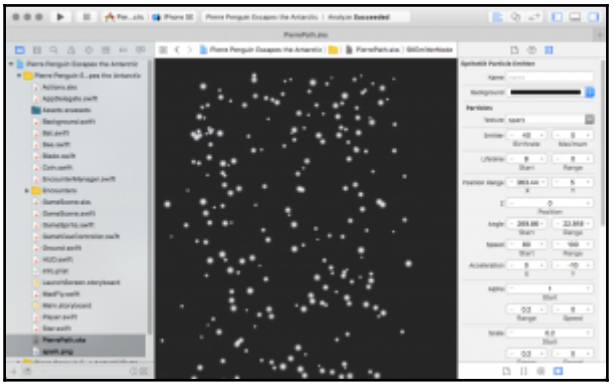


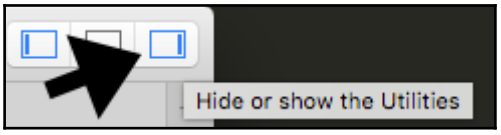
000078

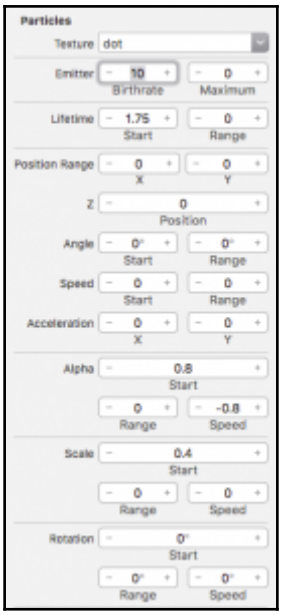


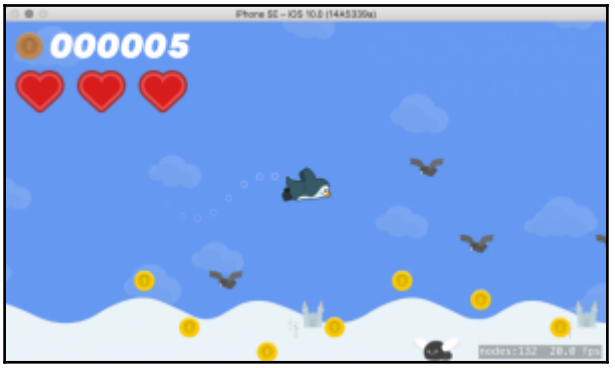
AppIcon
Backgrounds
dot
Enemies
Environment
HUD
Pierre
dot
Image Set
1x
2x
3x
Universal


Choose a template for your new file:
Filter
Simulation File
Rich Text File
SceneKit Particle System File
SceneKit Scene File
Settings Bundle
SpriteKit Action
SpriteKit Particle File
SpriteKit Scene
SpriteKit Tile Set
Sticker Catalog
Strings File
Other
Empty
Assembly File
Configuration Settings File
PCH File
Shell Script
Cancel
Previous
Next




Hide or show the Utilities


Particles
Texture
dot
Emitter
10
Birthrate
0
Maximum
Lifetime
1.75
Start
0
Range
Position Range
0
X
0
Y
Z
0
Position
Angle
0°
Start
0°
Range
Speed
0
Start
0
Range
Acceleration
0
X
0
Y
Alpha
0.8
Start
0
Range
-0.8
Speed
Scale
0.4
Start
0
Range
0
Speed
Rotation
0°
Start
0°
Range
0°
Speed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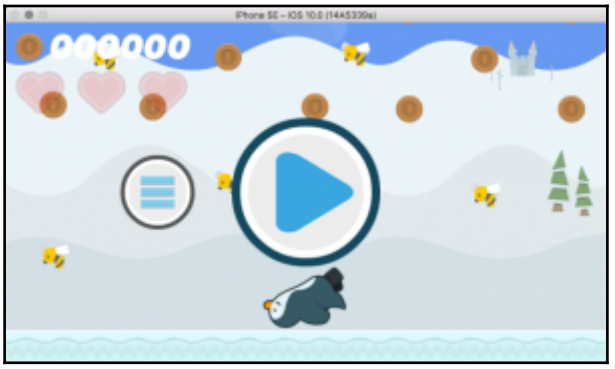
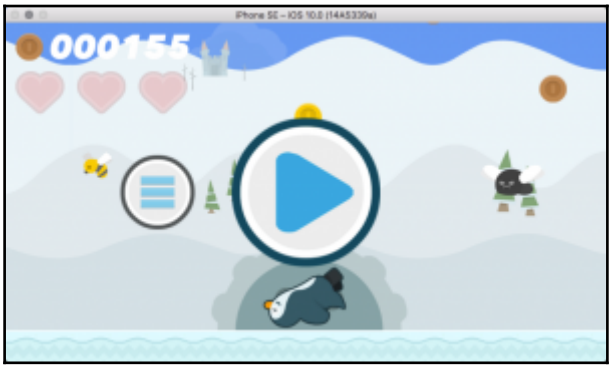
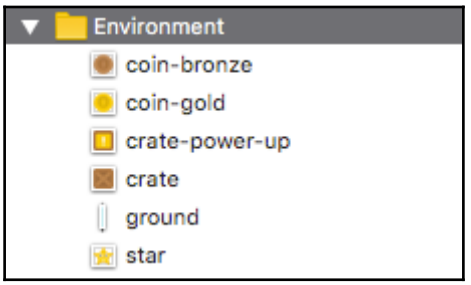
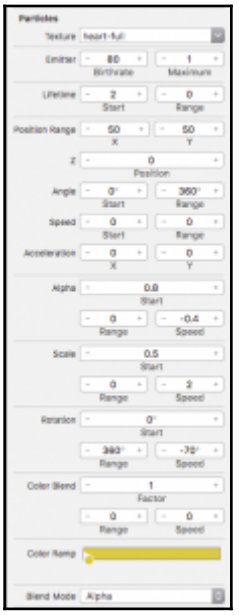
Chapter 9: Adding Menus and Sounds

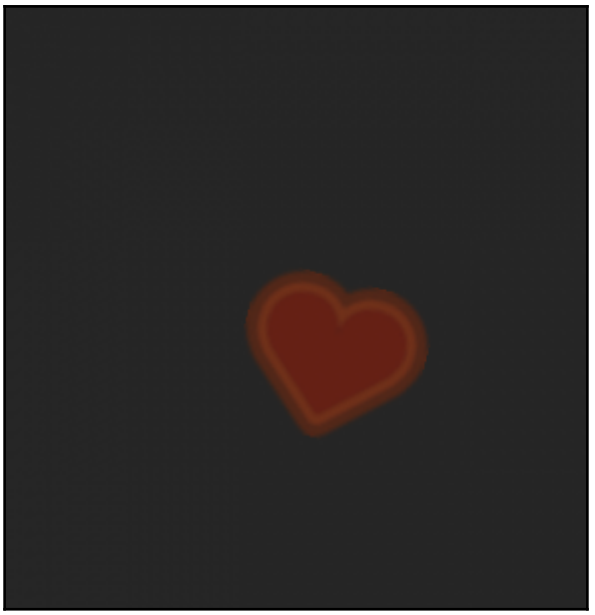




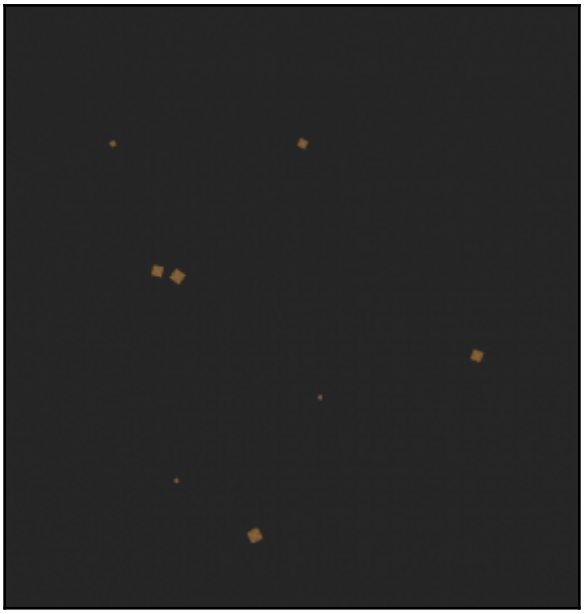
Chapter 10: Standing Out in the Crowd with Advanced Features



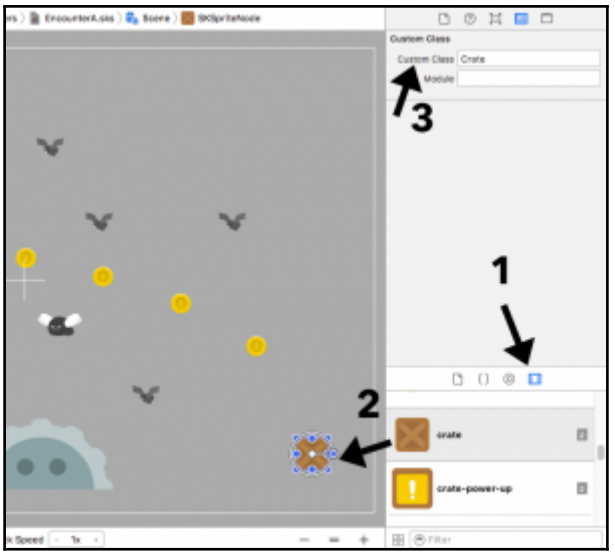


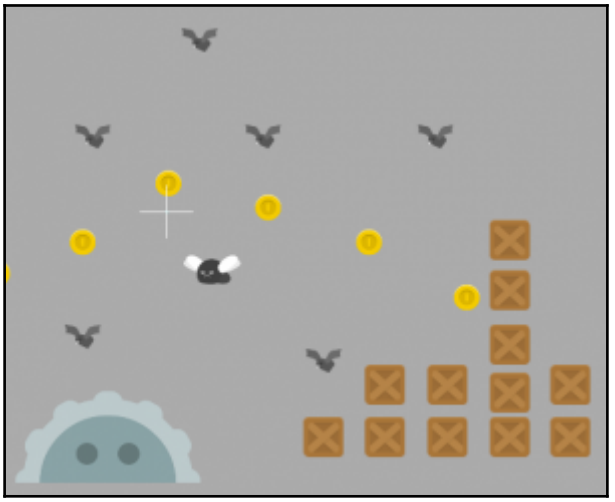


Particles
Texture
crate
Emitter
50
Birthrate
8
Maximum
Lifetime
2
Start
0
Range
Position Range
40
X
40
Y
Z
0
Position
Angle
90°
Start
360°
Range
Speed
250
Start
200
Range
Acceleration
0
X
-200
Y
Alpha
1
Start
0
Range
-0.5
Speed
Scale
0.3
Start
0.2
Range
-0.2
Speed
Rotation
0°
Start
360°
Range
0°
Speed
Color Blend
0
Factor
0
Range
0
Speed
Color Ramp
Blend Mode
Alpha



000096
000096

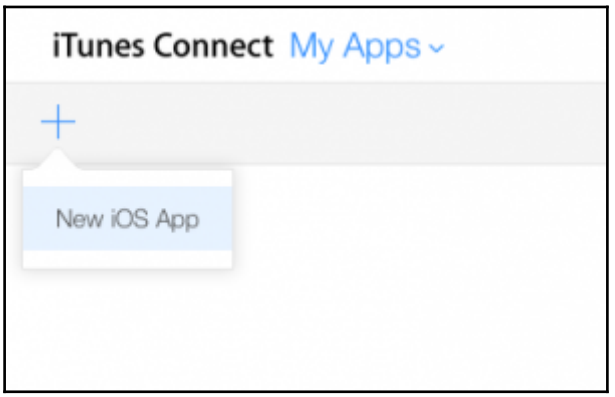

Custom Class
Custom Class
Crate
Module
3
1
2
crate
crate-power-up

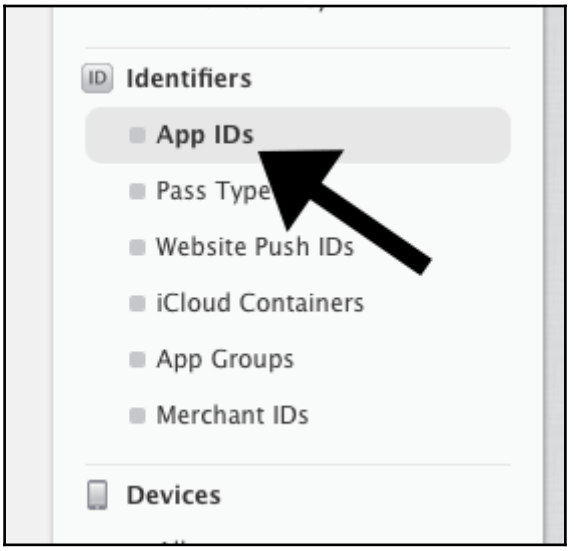


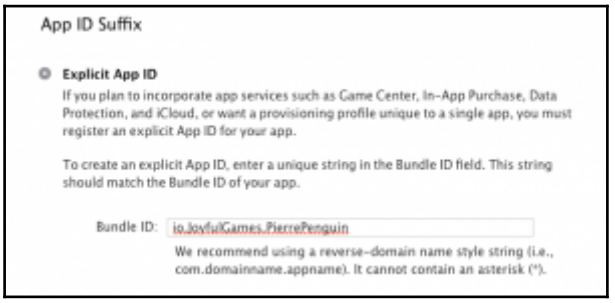
iPhone SE – iOS 13.0 (14A345)
000045

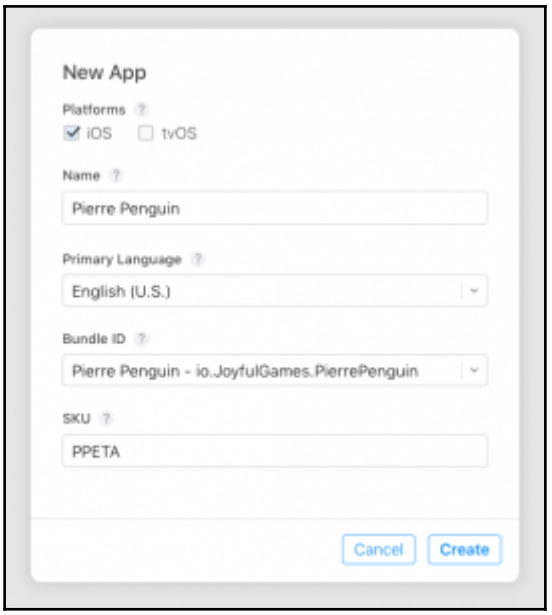
Chapter 11: Choosing a Monetization Strategy

Chapter 12: Integrating with Game Center







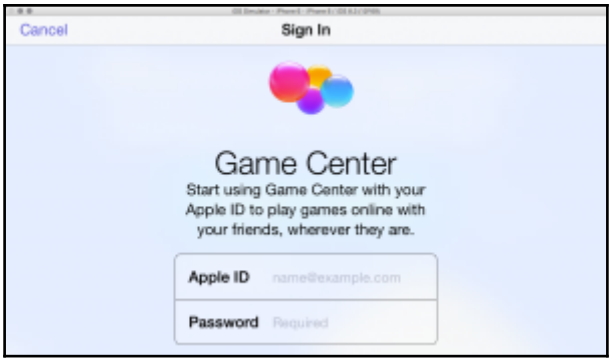

New App
Platforms
iOS
tvOS
Name
Pierre Penguin
Primary Language
English (U.S.)
Bundle ID
Pierre Penguin - io.JoyfulGames.PierrePenguin
SKU
PPETA
Cancel
Create

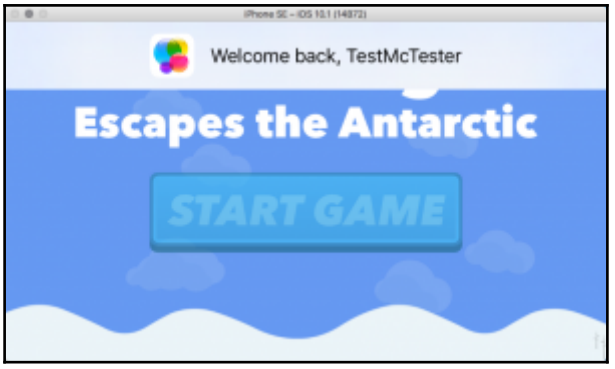
App Information

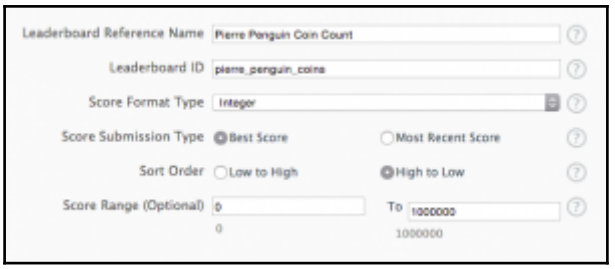
iTunes Connect
My Apps
App Analytics
Sales and Trends
Payments and Financial Reports
Users and Roles
Agreements, Tax, and Banking
Resources and Help

Tester Information
First Name
Test
Last Name
McTest
Email
test@mctest.com
Password
Confirm Password
Secret Question
Are flying penguins amazing?
Secret Answer
yes!
Date of Birth
March
6
App Store Territory
United States

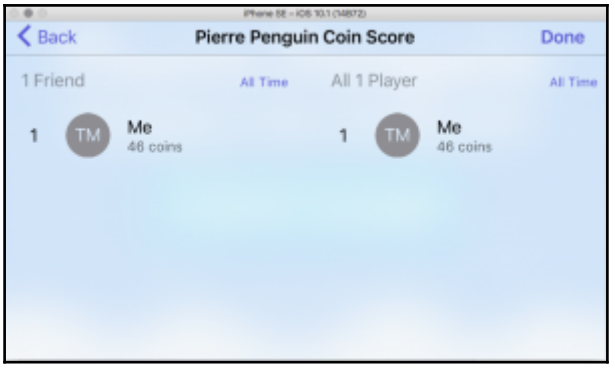
1
2
3
iCloud
OFF
Push Notifications
OFF
Game Center
ON


Cancel
Sign In
Game Center
Start using Game Center with your Apple ID to play games online with your friends, wherever they are.
Apple ID
name@example.com
Password
Required


Welcome back, TestMcTester
Escapes the Antarctic
START GAME

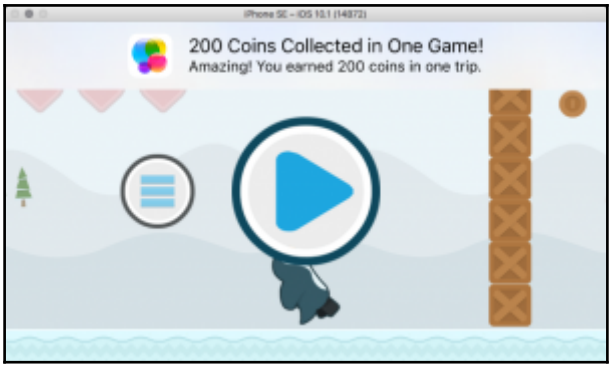

Leaderboard Reference Name
Pierre Penguin Coin Count
Leaderboard ID
pierre_penguin_coins
Score Format Type
Integer
Score Submission Type
Best Score
Most Recent Score
Sort Order
Low to High
High to Low
Score Range (Optional)
0
To
1000000

Add Language
Language
English
Name
Pierre Penguin Coin Score
Score Format
Score Format Suffix
coin
Score Format Suffix (Plural)
coins
Image (optional)
Choose File
Cancel
Save

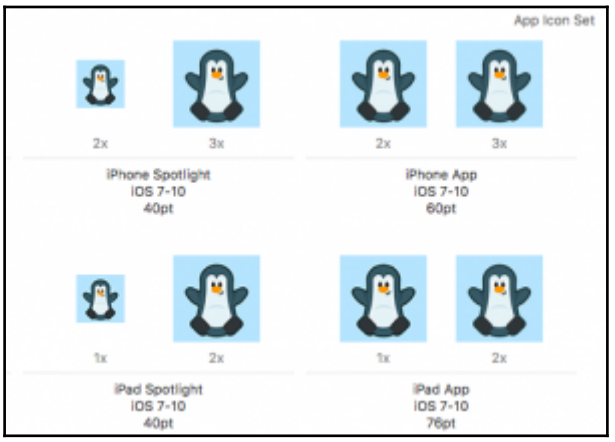

Back
Pierre Penguin Coin Score
Done
1 Friend
All Time
All 1 Player
All Time
1
TM
Me
46 coins
1
TM
Me
46 coins

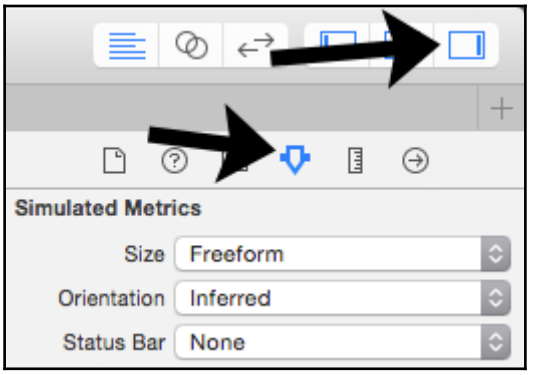
Achievement Reference Name
200 Coins Collected
Achievement ID
200_coins
Point Value
10
990 of 1000 Points Remaining
Hidden
Yes
No
Achievable More Than Once
Yes
No

Edit Language
Language
English
Title
200 Coins Collected in One Game!
Pre-earned Description
Can you navigate through the antarctic traffic for long enough to collect 200 coins?
Earned Description
Amazing! You earned 200 coins in one trip.
Image
Choose File
Cancel
Save

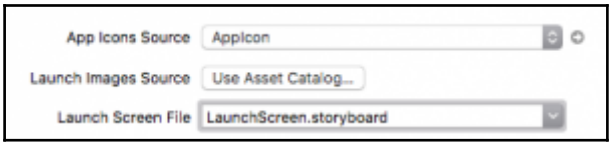

200 Coins Collected in One Game!
Amazing! You earned 200 coins in one trip.

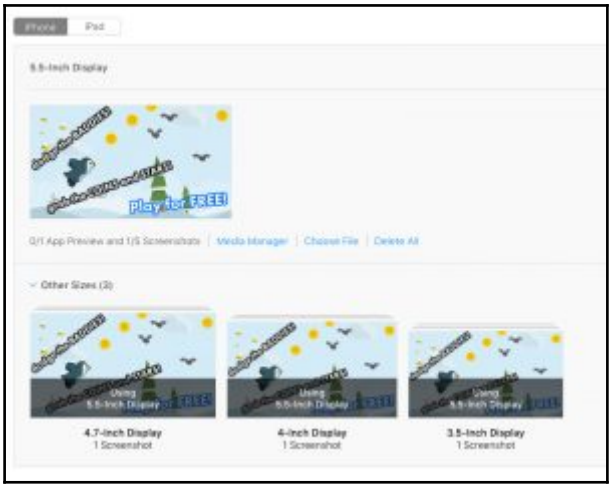
Chapter 13: Ship It! Preparing for the App Store and Publication



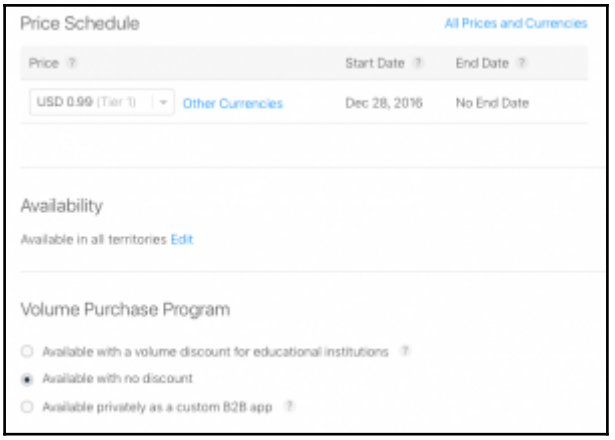


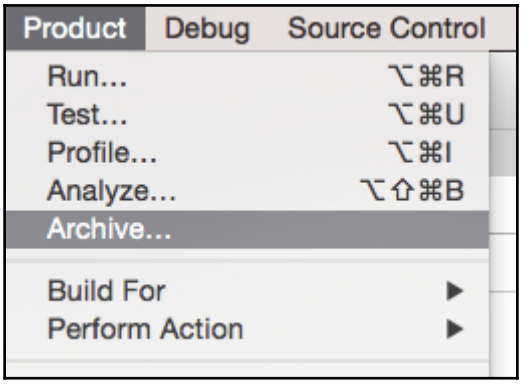
Colors
RGB Sliders
Red
102
Green
153
Blue
242
Hex Color #
6699F2
Opacity
100%

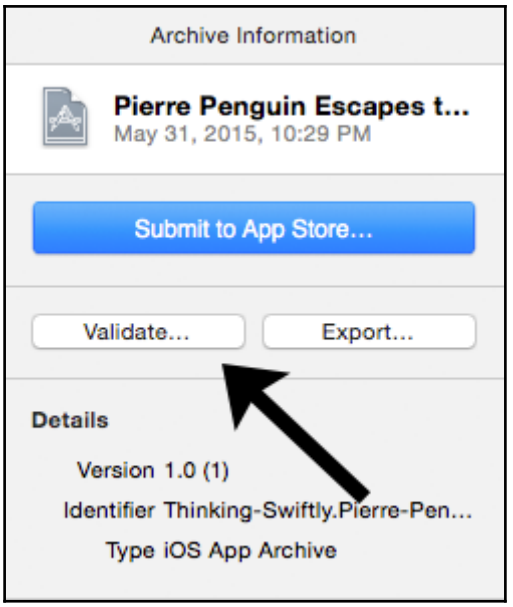

App Icons Source
AppIcon
Launch Images Source
Use Asset Catalog...
Launch Screen File
LaunchScreen.storyboard

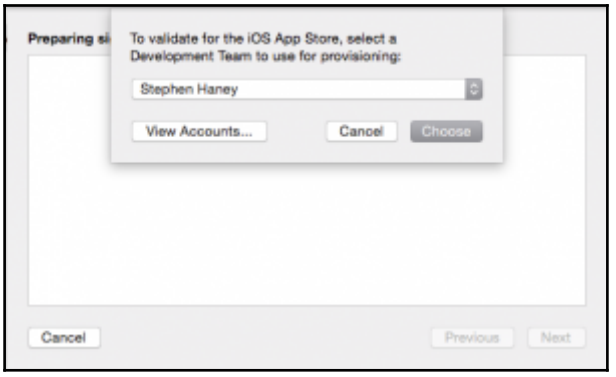

iPhone
iPad
5.5-Inch Display
Play for FREE!
Other Sizes (3)
4.7-Inch Display
1 Screenshot
4-Inch Display
1 Screenshot
3.5-Inch Display
1 Screenshot

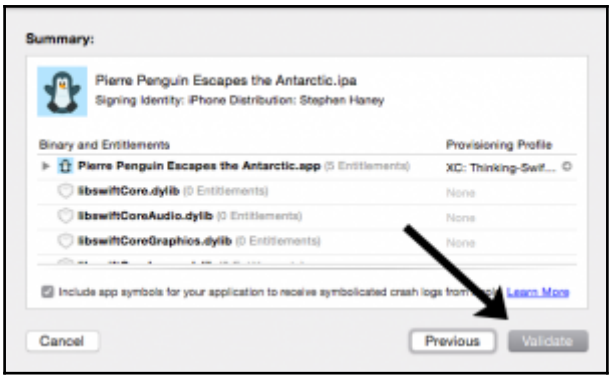
Game Center
Leaderboards
Reference Name
Leaderboard ID
Type
Plano Penguin Coin Count
plano_penguin_coins
Single
Achievements
Reference Name
Achievement ID
Points
500 Coins Collected
6987072
10

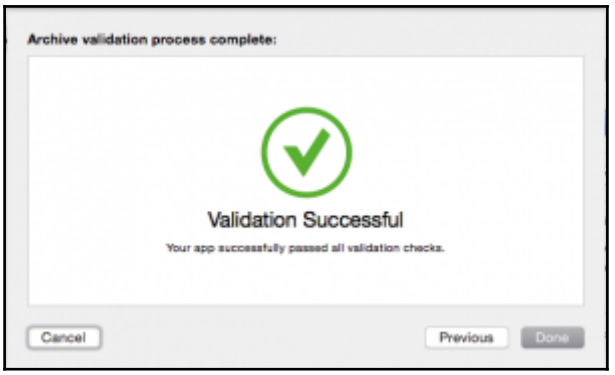

Price Schedule
All Prices and Currencies
Price
Start Date
End Date
USD 0.99 (Tier 1)
Other Currencies
Dec 28, 2016
No End Date
Availability
Available in all territories Edit
Volume Purchase Program
Available with a volume discount for educational institutions
Available with no discount
Available privately as a custom B2B app

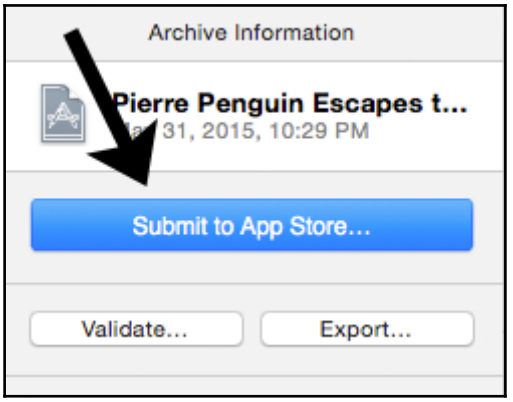

Product
Debug
Source Control
Run...
⌥⌘R
Test...
⌥⌘U
Profile...
⌥⌘I
Analyze...
⌥⇧⌘B
Archive...
Build For
Perform Action

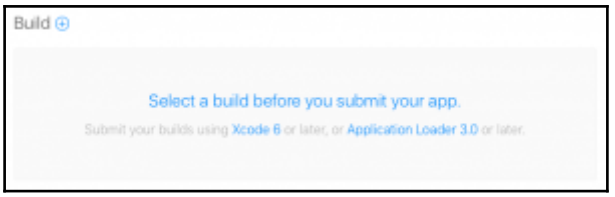

Archive Information
Pierre Penguin Escapes t...
May 31, 2015, 10:29 PM
Submit to App Store...
Validate...
Export...
Details
Version 1.0 (1)
Identifier Thinking-Swiftly.Pierre-Pen...
Type iOS App Archive

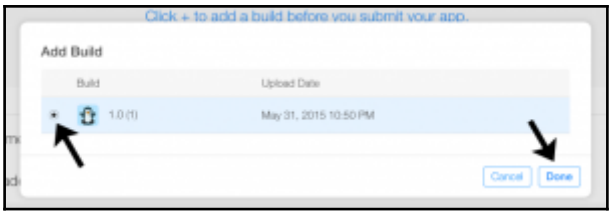

To validate for the iOS App Store, select a Development Team to use for provisioning:
Stephen Haney
View Accounts...
Cancel
Choose
Cancel
Previous
Next


Summary:
Pierre Penguin Escapes the Antarctic.ipa
Signing Identity: iPhone Distribution: Stephen Haney
Binary and Entitlements
Provisioning Profile
Pierre Penguin Escapes the Antarctic.app (5 Entitlements)
XC: Thinking-Swif...
libswiftCore.dylib (0 Entitlements)
None
libswiftCoreAudio.dylib (0 Entitlements)
None
libswiftCoreGraphics.dylib (0 Entitlements)
None
Include app symbols for your application to receive symbolicated crash logs from
Learn More
Cancel
Previous
Validate


Archive validation process complete:
Validation Successful
Your app successfully passed all validation checks.
Cancel
Previous
Done


Archive Information
Pierre Penguin Escapes t...
31, 2015, 10:29 PM
Submit to App Store...
Validate...
Export...


Build
Select a build before you submit your app.
Submit your builds using Xcode 6 or later, or Application Loader 3.0 or later.


Click + to add a build before you submit your app.
Add Build
Build
Upload Date
1.0 (1)
May 31, 2015 10:50 PM
Cancel
Done

Saved
Submit for Review

iOS App 1.0
Waiting For Review