Learning Unreal® Engine iOS Game Development
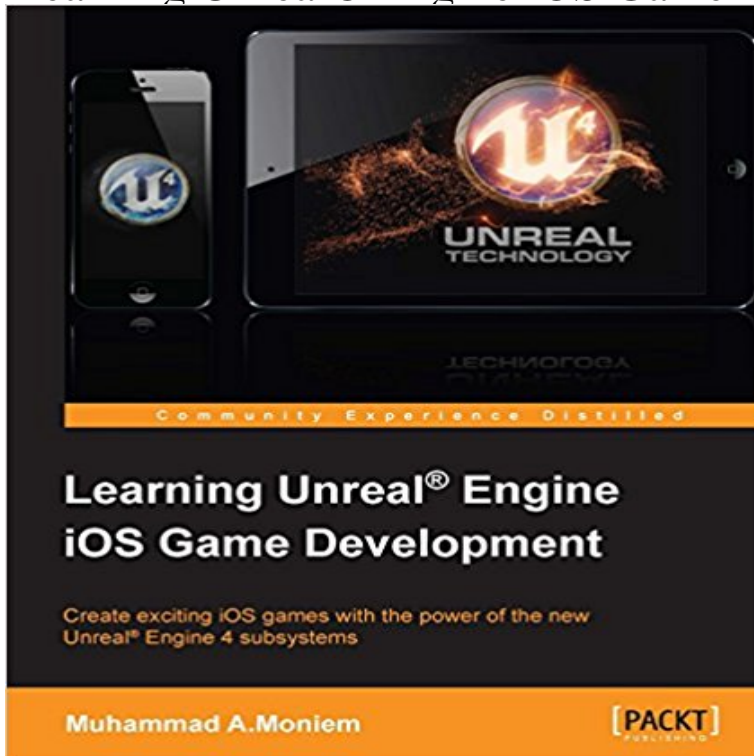
Create exciting iOS games with the power of the new Unreal Engine 4 subsystemsAbout This BookLearn about the entire iOS pipeline, from game creation to game submissionDevelop exciting iOS games with the Unreal Engine 4.x toolsetStep-by-step tutorials to build optimized iOS gamesWho This Book Is ForIf you are a game developer, designer, artist, or a beginner in the gaming industry, and want to make iOS games efficiently at a low cost, this book is ideal for you.What You Will LearnInstall, build, and compile UE4 on Mac OSX and prepare it for iOS developmentUnderstand the process of creating an iOS game and its requirementsBuild different types of modern gameplay mechanics for iOS devicesImplement and build different asset typesControl your games user interaction using the social functionalities inside UE4Develop iOS games using tools and functionalities provided by Unreal Engine 4.xGenerate revenue from your games using the monetization capabilityIn DetailUnreal Engine 4 has always been the best measurement for industry standards. With all its tools and power, game developers and designers can reach a new level of productivity for their games with the lowest cost ever.Learning Unreal Engine iOS Game Development teaches you the basics of iOS game development using Unreal Engine 4. You will discover how to build an engaging Unreal iOS game, how to generate revenue, and how to optimize game performance using the tools and functionalities the Engine provides. To begin, you will start by preparing the required files for an iOS game using the developers portal. Next, you will go through purchasing, installing, and building game elements for different game types, picked from the chart of the latest trending games. By the end of the book, you will be able to add social and monetization functionalities to your game and submit it

for review to the app store.

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