

# Make a game like Flappy Bird with Swift: Learn iOS game programming with SpriteKit and Swift



Learn to make 2D Games for Apple Devices by building a clone of the infamous Flappy Bird with Swift. Together we'll build a complete game using Object Oriented design. Our game will be made using Apple's game development engine called SpriteKit and the Swift programming language. All you need is a Mac and Xcode which can be downloaded for free from the Mac App Store. I've provided everything else. Let's get started!

Updates: 03/24/2016: - Updated code to be Swift 3.0 compliant. - Updated assets used for iPhone 6 Plus/ iPhone 6s Plus - Updated gravity and impulse settings - Updated project with setting Require full screen as Launch.xib is not used.

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