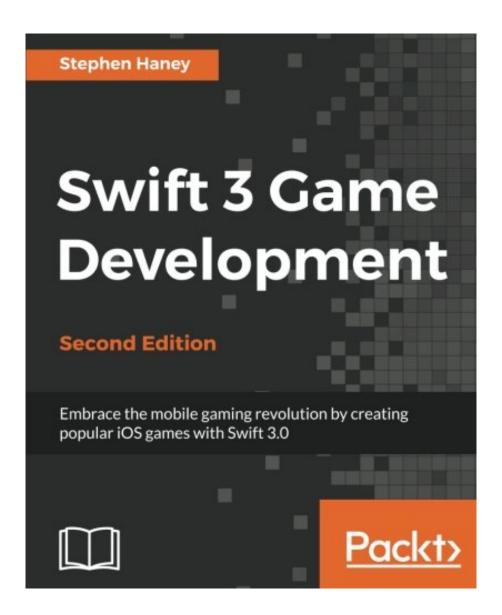


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Stephen Haney Stephen Haney has written two books on iOS game development. He began his programming journey at the age of 8 years on a dusty, ancient laptop using BASIC. He has been fascinated with building software and games ever since. Now well versed in multiple languages, he enjoys programming as a creative outlet the most. He believes that indie game development is an art form-- an amazing combination of visual, auditory, and psychological challenges--rewarding to both the player and the creator. He enjoyed writing this book and sincerely hopes that it directly furthers your career or hobby.

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