

Create amazing iOS games with Corona,  
Gideros, Moai, and more



Learn  
**Lua for iOS Game  
Development**

Jayant Varma

Apress®

# Learn Lua for iOS Game Development



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*To my loving parents and my son, Mihir*

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[\\_G](#)

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# About the Author

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**Jayant Varma** is the executive director of OZ Apps, an Australian-based consultancy focused on assisting local and international businesses in mobile product enhancement strategies and specialized services for mobile development and training. He has several apps on the Mac App Store to his credit.

Jayant has an MBA-MIT and is an IT veteran with over 20 years of rich and varied experience in several countries, in sectors including automotive and higher education. Following on with his passion for teaching, he has lectured and developed subject outlines at the James Cook University.

His mobile development journey started in early 2000 with the Microsoft Pocket PC (Compaq iPaq) and has continued to Apple's iOS today. His fascination with technology and games goes back to when he started writing games on his first computer, the ZX Spectrum.

Jayant has been an active member of ACS (Australian Computer Society) and is part of the executive board for the local chapter. He is a founding chairman of the first local YIT (Young IT) chapter. He has conducted iOS development workshops for the AUC (Apple University Consortium) and is enthusiastic with mentoring and advising young developers. He also helps other developers via his blogs on topics related to development.

You can follow Jayant on Twitter at [@ozapps](#), on the blogs at <http://howto.oz-apps.com> and <http://reviewme.oz-apps.com>, and the Lua blogs <http://dev.oz-apps.com> and [@LearnLua](#).

# About the Technical Reviewers

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**Mekha Shrestha** and **Yujan Shrestha** are founders of the software development company M.Y. Developers, which develops advanced tools for software and game development.

Yujan Shrestha completed his education in biomedical engineering at the University of Texas in Austin, and Mekha Shrestha studied neuroscience at Baylor University. After working on various projects in college, they decided to work together on some innovative projects for research on autism disorders conducted at the University of Texas Medical School at Houston. Following their research, they worked on making simple strategic games. Their first game project was Space Conquest, which is an adventure/action game with realistic physics that enables the player to experience strategic game play. During its development, they recognized the need for tools that improved the quality of game development for indie and professional developers alike, which lead to the making and designing of various tools for Corona SDK—namely, Corona Profiler and Corona Ultimote. They also developed an acclaimed Lua-based IDE called Lua Glider for various platforms, including Corona SDK, Moai SDK, Gideros SDK, and LÖVE 2D.

As a team they aim to develop and improve tools that will enhance the experience of software and game development.



**Patrick Meehan** is the Founder and CEO of Zipline Games, Inc and the architect of Moai SDK.

<http://www.linkedin.com/in/patrickmeehan>

**Atilim Çetin:** Studied at METU Computer Engineering department during 1996–2001. He worked as a software specialist at Makrosam Software, Tübitak UEKAE and Meteksan System companies. During 2006–2009 he worked as a specialist software engineer, technical group leader and three dimensional software group leader in various simulation projects at KaTron Defense, Space and Simulation Technologies company in Koç Group. In 2010 he founded Gideros Mobile and is the design architect and technical leader of the Gideros Studio. He is the author of the book entitled Computer Graphics (ISBN: 975 347 104 0) and also one of the authors of “Three Dimensional Computer Graphics” and “Animation” titles in the Turkish



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