Tips and Tricks that every iOS Game Developer Should Know

iOS Games are rapidly gaining popularity due to the expansion of the Apple industry. Each day many games are made for a variety of devices such as iPhone, iPod and iPad. Creating a game for iOS is an exciting process which demands great attention to detail. It requires iOS game developers to find their targeted audience and deliver a game that is engaging and entertaining for them. Below we will list a few tips and tricks an iOS game developer should use.

* Avoid the usage of png loading function, as it caches images and occupies more memory.
* Memory is restricted in mysterious ways, so don't assume that your program will be able to utilize all of it.
* The rbg4444 textures should be your number one choice, as they will enhance the performance of your app.
* Make sure that the debug info is on, to avoid errors such as "File not found."
* You should be very attentive when writing registration info for Apple's iTune. Ensure that you've entered all the information including app details, banking, etc. This information should be precise and clear, as it will be impossible to change it in the future.
* Study all the different versions of the OpenGL ES to know all their pros and cons when developing iOS games.