

UI Mobile App Design & Game Mechanics Course

Learn to design real iOS apps in Swift and create 60 complete games using Construct 2, with a FREE book included.

Programming Instructor: Jordan Ellis • 5 sections • 50 lessons • 16.50h total

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About this course

In 2026, mobile app development and game design are essential skills, but many courses teach them separately, leaving gaps in integrating UI design with game mechanics for cohesive user experiences. This course bridges that gap by providing a unified learning path.

You'll master Swift and Xcode for professional iOS app design, and Construct 2 for building 60 complete games. With video lessons, real-world cases, and a free book, you'll gain practical skills from basics to advanced projects, all tailored for current market demands.

Course curriculum

Foundations and Preparation

- **Welcome and Course Navigation with the FREE Book (12m)**
Get started by understanding the course structure and how to use the free resource effectively.
- **Installing Xcode for Swift iOS Development (18m)**
Step-by-step guide to set up your development environment on macOS for iOS app design.
- **Setting Up Construct 2 for Game Projects (15m)**
Install and configure Construct 2, and learn its interface for 2D game creation.
- **Core UI/UX Principles for Modern Mobile Apps (22m)**
Explore design trends and user expectations as of 2026 to build intuitive interfaces.
- **Fundamentals of Game Mechanics and Player Engagement (20m)**
Learn what makes games fun and how to implement basic mechanics that keep players hooked.
- **Navigating Xcode and Swift Basics (25m)**
Hands-on walkthrough of Xcode features and Swift syntax for absolute beginners.
- **Construct 2 Interface Deep Dive (18m)**
Master the tools and editors in Construct 2 to streamline your game development workflow.
- **Building Your First UI Element in Swift (12m)**
Create a simple button and label to start your journey in iOS UI design.

UI Design Fundamentals for iOS Apps

- **Swift Variables, Data Types, and Basic Operations (20m)**
Understand the building blocks of Swift to manage data in your apps.
- **Control Flow in Swift: Loops and Conditional Statements (18m)**
Learn to control app logic with loops and conditionals for dynamic behavior.
- **Functions and Object-Oriented Programming Basics (22m)**
Organize your code with functions and classes to create reusable components.
- **Introduction to UIKit: Views and View Controllers (25m)**
Explore the core framework for building iOS app interfaces with views.
- **Designing Buttons, Labels, and Text Fields (15m)**
Create interactive UI components and customize their appearance for user input.
- **Navigation Controllers and Tab Bars for App Flow (20m)**
Implement smooth navigation patterns to guide users through your app.
- **Auto Layout and Responsive Design Techniques (22m)**
Ensure your app looks great on all iOS devices with adaptive layouts.
- **Accessibility Features in iOS Design (18m)**
Make your apps usable for everyone by integrating VoiceOver and other accessibility tools.
- **Working with Images and Assets in Xcode (12m)**
Manage image assets and resources to enhance your app's visual appeal.
- **Prototyping UI with SwiftUI Previews (25m)**
Use SwiftUI to quickly prototype and preview your app designs in real-time.

Game Mechanics with Construct 2

- **Understanding Events and Actions in Construct 2 (18m)**
Grasp the event-driven system to control game logic without complex coding.
- **Sprites, Animations, and Layer Management (22m)**
Work with sprites and layers to create animated characters and environments.
- **Physics Engine Basics for 2D Games (20m)**
Apply physics properties like gravity and friction to make games feel realistic.
- **Collision Detection and Response (15m)**
Set up collisions between objects to trigger game events and interactions.
- **Player Input: Keyboard and Touch Controls (18m)**
Implement responsive controls for keyboard and touch devices in your games.
- **Implementing Scoring Systems and High Scores (12m)**
Add scoring mechanics and track player progress with high score tables.
- **Level Design and Progression Mechanics (25m)**
Create engaging levels with challenges that gradually increase in difficulty.
- **Audio Integration and Sound Effects in Games (15m)**
Enhance gameplay with background music and sound effects for immersion.

Integrating Design & Development

- **Applying UI/UX Patterns to Game Interfaces (22m)**
Use design principles to create intuitive menus and HUDs in your games.
- **Creating Menus and HUDs in Construct 2 (18m)**
Build interactive menus and heads-up displays for game navigation and feedback.
- **Developing a Swift App with Game-Like Elements (25m)**
Incorporate gamification features like points and rewards into iOS apps.
- **Case Study: Building a Puzzle App with Swift (32m)**
Walk through a real project to design and develop a puzzle app from scratch.
- **Cross-Platform Design Considerations for 2026 (20m)**
Adapt your designs for various devices and platforms in the current market.
- **Optimizing Performance for iOS Devices (18m)**
Ensure your apps and games run smoothly on modern hardware with best practices.
- **Integrating Construct 2 Games into iOS Apps (22m)**
Embed games built in Construct 2 into Swift apps for a unified experience.
- **User Testing and Feedback for Mobile Interfaces (15m)**
Learn methods to test your designs and gather user feedback for improvements.
- **Advanced Animation Techniques in Swift (25m)**
Create smooth animations and transitions to enhance app engagement.
- **Multi-Touch Gestures and Complex Interactions (18m)**
Implement gestures like pinch and swipe for advanced user interactions.
- **Responsive Layouts for Various Screen Sizes (20m)**
Design interfaces that adapt to different iPhone and iPad screen dimensions.

- **Security and Privacy in Modern App Development (15m)**
Integrate security features and handle user data responsibly in your apps.

Advanced Mastery & Projects

- **Introduction to the 60 Games Project Series (12m)**
Overview of the game projects you'll build, from simple to complex mechanics.
- **Building a Platformer Game with Advanced Mechanics (25m)**
Create a full platformer with enemies, power-ups, and level design.
- **Designing a Professional iOS App: E-Commerce Example (32m)**
Develop a real-world e-commerce app with advanced UI and user flows.
- **Implementing Advanced Physics in Construct 2 (22m)**
Use complex physics for realistic game interactions and puzzles.
- **Creating Multi-Level Games with Save Systems (28m)**
Design games with multiple levels and persistent save data for replayability.
- **Swift App with Real-Time Data and Animations (25m)**
Build an app that updates in real-time with dynamic content and animations.
- **Game Analytics and Monetization Strategies (18m)**
Integrate analytics and learn monetization methods for your games.
- **Portfolio Development: Showcasing Your Work (20m)**
Create a professional portfolio to highlight your apps and games.
- **Industry Best Practices and Job Market Insights (15m)**
Understand current industry standards and opportunities in app development.
- **Final Project: Complete iOS App with Integrated Game (32m)**
Combine everything into a final project that includes a full app and game.
- **Course Wrap-Up and Next Steps (12m)**
Review key takeaways and plan your continued learning journey.
- **Accessing Community Resources and Updates (10m)**
Connect with communities and stay updated with new resources post-course.

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