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Thread: [Create an iPhone or iPad Apps and Games succeed in App Store! Make Income!!](#)

ThePromoter - July 10, 2011, 6:00 pm

[img]<http://appdevsecrets.com/images/ThreeSteps.jpg>[/img]

During the 4 weeks, I am going to take you by the hand and follow through the whole process of creating your first app or game. I promise – we'll do it the easy and fun way. No boring theories, no hard core programming, no useless stuff. Only practical information and step by step instructions!

Here is what we are going to cover in the first week.

Like I mentioned before, I don't expect you to be an expert right of the bat, so first of all we are going to cover the great variety of basic information on how to start and apply yourself in different areas of game and application development: from creating your first "Hello World" application, to developing your first game with Cocos 2d toolkit. Did you know that Cocos 2d is considered one of the easiest ways of creating good Apps and will be the most used toolkit next year?

You will also discover how to create your first web application using iWebKit and animated application using Adobe Flash CS5. We'll also discuss how to debug your application and get rid of the bugs so you have all the knowledge necessary to dive into more in-depth information over the following weeks. And like I said – it'll be painless – we'll do it the easy and fun way.

In Weeks 2&3 you will discover different iPhone development tools starting from simple Xcode to more advanced stuff like Cocos 2d & iWebKit secrets & tricks. Let me warn you – even if this may sound complicated – I put my information, tutorials and samples in such an easily understood manner that you can feel yourself becoming an expert even if you are a total newbie!

We are also going to learn the 2d and 3d editing software for game and app development and some sort of "cheat"-kinds of software & tricks - for those of you who want to use advanced stuff without wasting months on learning it. That's why I call it "The lazy person's guide to success" – I just give what you really need and don't waste your time describing stuff you will never use!

As a result of week 3 you will have your first game or application ready to go!

In the final week we are going to cover the most important part of the story – how to market your game and finally make money by selling it in the App Store. Time to get the money rolling :-). Let's be honest with each other – after all, you want to make good bucks with it, don't you? I have prepared a lot of good, fresh, updated stuff on how to market your game, and where to get the dirt cheap targeted traffic!

We'll also cover the most recent trends in game development – what genres are popular now and in the next year, what are the best converting ways to promote the game today and next year.

Did you know that guys from the Top Applications part of the App Store are selling over 35,000 copies a day!

35 thousand!!

If you sell your app for \$0.99 and get \$0.70 from it after all apple commission cuts you are left with

pure profit of \$24,500 USD per DAY! Well, you can't live with that but that is a good start, isn't it :-)

[/mV9CxIjVisit Website](#)

Himynameisretard - July 10, 2011, 6:36 pm

Wait are you giving the methodmor do we have to purchase from the site

ThePromoter - July 10, 2011, 6:39 pm

Hello Sir Unfortunately this is not free if you would like too monitize from it you will need too make a purchase too get started.

Regards

Ruzka - July 10, 2011, 7:03 pm

I think I could live without a job at \$24,500 a day ;)

ThePromoter - July 11, 2011, 2:15 pm

I Think we all could sir :)

wolfaaron - July 11, 2011, 5:08 pm

Don't we all wish it was this easy? A close friend of mine spends tireless hours every day developing his apps and updating them when they break. I don't know anything about iphone programming but I'm sure that it isn't as magical as you make it seem. The only person that will run away with the profits might be you.