

Forum:[Hack Forums](#)

Thread: [My App Reached 248,000 Total Downloads!!!!](#)

-Base- - August 9, 2014, 8:46 pm

August 9, 2014

The first Android app I ever created just reached 100,000 total installs!!! ??????

UPDATE February 21, 2016

I was going through my thread history and saw this and thought it'd be cool to give you an idea of where my total downloads are now. It has reached over 200,000 and is 2,000 away from 250,000! Unfortunately I lost the code and the keystore in a computer failure back in 2012 so I can't update it anymore. ?

I hope this serves as some inspiration for perspective, upcoming developers!

App: <https://play.google.com/store/apps/details?id=com.baseball435.gi>

Catalycsm - August 9, 2014, 8:46 pm

Thats crazy, are you making any money off ads?

Valdinski - August 9, 2014, 8:47 pm

thats good that you are making money and stuff

Omega. - August 9, 2014, 8:48 pm

congrats do you have ads on the app?

eight - August 9, 2014, 8:52 pm

Nice, you just got 100,000 new slaves right? Nice way of spreading your server.

xploD - August 9, 2014, 8:58 pm

Congrats on the milestone mate :) Hope you're making some cash

-Base- - August 9, 2014, 9:05 pm

For all of you asking if I make money, yes I make about \$100 a month off of this game from ads alone. And thank you for all of the congratulations! ?

(Aug 9, 2014 08:52 PM)Yuri? Wrote: [\[CITE\]](#) Nice, you just got 100,000 new slaves right? Nice way of spreading your server.

Shh shh shh.. I'm trying to keep this on the down-low.

Talu - August 10, 2014, 3:12 am

Congrats on that, hope you are getting good money :)

imchill - August 10, 2014, 3:14 am

Congrats on the downloads, making some cash from the ads :D

CupOfJava - August 10, 2014, 3:15 am

That's so awesome :) keep up this it motivates me to make own app! Soon as I learn some basics

and stuff. :)

Jesus666 - August 10, 2014, 3:22 am

Congratulations with the many downloads :) do you make any money with the add's :)

RTS - August 10, 2014, 3:23 am

If you read his posts you will see he makes 100\$ a month from ads..

420 Blaze It - August 10, 2014, 3:24 am

Not bad, enjoy making the moneyz through dem adz.

basterd - August 10, 2014, 5:03 am

100\$/month is not extraordinary, but I'd like to know how did you advertise your game. What triggered the most downloads?

turkish-hacker - August 10, 2014, 5:04 am

Congrats mate, hope you reach 1 million soon.

Hopsin - August 10, 2014, 5:06 am

(Aug 9, 2014 09:05 PM)Baseball435 Wrote: [\[CITE\]](#) For all of you asking if I make money, yes I make about \$100 a month off of this game from ads alone. And thank you for all of the congratulations! ?

Shh shh shh.. I'm trying to keep this on the down-low.
\$100 is not much for 10000 total downloads. Congratulations through.

-Base- - August 10, 2014, 6:37 am

Oh yeah I know \$100 is nothing too crazy but I have never spent \$1 on advertising this game so I'm just enjoying the extra money each month.

Vitani's Mate - August 10, 2014, 6:40 am

That is pretty awesome.
You should be making money from this stuff.

You will be pretty damn rich.

-Base- - August 10, 2014, 1:41 pm

Thanks man I appreciate it! It's much easier said than done

Eternal. - August 10, 2014, 1:42 pm

Congrats man, that is amazing to be honest.

-Base- - August 10, 2014, 1:57 pm

(Aug 10, 2014 01:42 PM)Eternal. Wrote: [\[CITE\]](#) Congrats man, that is amazing to be honest.
Think so? ? thanks a lot!!!

MrOrang - August 10, 2014, 1:59 pm

Wow, congrats on your app!

I should get an Android phone and start developing ._.

4/20 - August 10, 2014, 2:03 pm

Wow man, that's awesome! How much money do you make a month off of ads?

HostSlayer - August 10, 2014, 2:05 pm

(Aug 10, 2014 05:06 AM)Hopsin Wrote: [\[CITE\]](#) \$100 is not much for 10000 total downloads. Congratulations through.
\$100 is better then nothing.

I would rather have \$100 then \$5

-Base- - August 10, 2014, 2:11 pm

Yeah exactly. I actually lost the code to this so I can't update it but if I added in in app billing I'm sure those numbers would shoot up.

MrOrang - August 10, 2014, 2:14 pm

(Aug 10, 2014 02:11 PM)Baseball435 Wrote: [\[CITE\]](#) Yeah exactly. I actually lost the code to this so I can't update it but if I added in in app billing I'm sure those numbers would shoot up.
Can't you decompile an android app since it's Java?

Sorry if this question is stupid, I know almost nothing about Android development.

-Base- - August 10, 2014, 2:32 pm

No you are correct but the code is obfuscated so it is unreadable

Jhené Aiko - August 10, 2014, 2:34 pm

Congrats bro next milestone is 250,000 downloads!

ZuGgY - August 10, 2014, 2:39 pm

Congratulations man.
That's fucking amazing.

Mr.Peanut - August 10, 2014, 2:45 pm

Try to find a way to have you're "customers" stay on the app for more time and you'll be very happy :D

PerkUp - August 10, 2014, 2:46 pm

Very nice, are you making a good amount of money or what?

-Base- - August 10, 2014, 3:01 pm

Yeah well coming up with an idea to keep people on the app is the hard part. I'd love to find that out though.

Chooser - August 10, 2014, 3:02 pm

Wow that seems like an awesome achievement! How much are you getting paid? :p

1337God - August 10, 2014, 3:06 pm

\$100 a month? You can make WAY more from it. In-app Purchases/Ad Selling/Surveys For Rewards etc

-Base- - August 10, 2014, 3:14 pm

I'm well aware. But I don't have the source code or keystore. I lost it when my old computer crashed.

~Jay~ - August 10, 2014, 4:23 pm

Congrats man, I'll check out your app.

-Base- - August 10, 2014, 9:05 pm

Thanks! Let me know what you guys think of it!

SIM-1676753 - August 10, 2014, 9:14 pm

Gratz on the downloads! Hope you reach 1M in the future.

?Nuski - August 10, 2014, 9:22 pm

Congrats for you hope your app stays up

splunk - August 10, 2014, 9:24 pm

Good work. I hope that this rate of growth is consistent ?

TheNakedEmperor - August 10, 2014, 9:24 pm

These are some extremely low earnings for the amount of downloads you have, I don't think you're maximising your profits.

Great job on making this app tho

lalalox4 - August 10, 2014, 9:32 pm

Good work. You highly deserve it, been watching your videos for about a week. You're a very good coder!

Ni©k - August 10, 2014, 10:24 pm

Congratulations man,that's awesome even though 100\$/month is not that much for 100.000 downloads.

-Base- - August 10, 2014, 11:03 pm

(Aug 10, 2014 09:24 PM)TheNakedEmperor Wrote: [\[CITE\]](#) These are some extremely low earnings for the amount of downloads you have, I don't think you're maximising your profits.

Great job on making this app tho

Well, like I said in my other posts, I don't have the source code and can not update the code. This app was made a while ago and it was the first app I ever made so I didn't know much about in-app billing. If I had the chance to I would have added it obviously.

Thank you everyone!

Claudius - August 10, 2014, 11:07 pm

Congratulations on the 100,000 download. You should make another app and this time have maximize your ad potentioal. You could be making \$1000+ a month easy.

WiFi. - August 10, 2014, 11:33 pm

Aye man congrats, keep up the work.

#KEEPPGOING

-Base- - August 11, 2014, 6:34 am

(Aug 10, 2014 11:07 PM)Claudius Wrote: [\[CITE\]](#) Congratulations on the 100,000 download. You should make another app and this time have maximize your ad potentioal. You could be making \$1000+ a month easy.

I have 3 other apps that are trying to accomplish that.

Flaxpicker - August 11, 2014, 6:37 am

I feel like you deserve to make more than \$100 a month

You should definitely look into that

Multiple - August 11, 2014, 6:50 am

Congratulations. That's pretty cool you should be real proud ;)

pica - August 11, 2014, 7:29 am

Really nice my friend. Keep up the good work and make more of those good apps!

N3w_2_H@Ck1n™ - August 11, 2014, 1:41 pm

Nice! Imagine if you sold that app for \$0.99, even if you had one fifth the amount of downloads you'd still make 20k!

Matt Bomer ?? - August 11, 2014, 1:42 pm

(Aug 9, 2014 08:52 PM)Yuri? Wrote: [\[CITE\]](#) Nice, you just got 100,000 new slaves right? Nice way of spreading your server.

I lol'd at this. 100,000 SLAVES, what a plot twist.

Balloon - August 11, 2014, 1:44 pm

(Aug 10, 2014 03:06 PM)Teh Wrote: [\[CITE\]](#) \$100 a month? You can make WAY more from it. In-app Purchases/Ad Selling/Surveys For Rewards etcIn-app purchases are key to any free to play game. Look into this OP.

-Base- - August 11, 2014, 3:52 pm

I can't add in in app billing. I lost the code.

(Aug 10, 2014 02:11 PM)Baseball435 Wrote: [\[CITE\]](#) Yeah exactly. I actually lost the code to this so I can't update it but if I added in in app billing I'm sure those numbers would shoot up.

basterd - August 12, 2014, 1:23 pm

You said your computer crashed, why didn't you recover the hard drive? Did it burn or what?

Grim - August 12, 2014, 1:26 pm

congrats man! you should think about selling this for like \$.99

FADING - August 12, 2014, 1:28 pm

wow id download it, but im not to sure what its about :o

vavavoum - August 12, 2014, 1:30 pm

That's a lot :) Keep going, time to 1m ! :p

D?vil - August 12, 2014, 1:33 pm

(Aug 11, 2014 01:41 PM)N3w_2_H@Ck1n™ Wrote: [\[CITE\]](#) Nice! Imagine if you sold that app for \$0.99, even if you had one fifth the amount of downloads you'd still make 20k!

That wouldn't happen.

Paid apps struggle to even be as remotely as successful as free apps.

BitcoinDoubler - August 12, 2014, 1:35 pm

Nice dude.

Congrats man you deserve it!

krozz - August 12, 2014, 1:38 pm

This is what I hope to do after I finish learning java

Sam Winchester - August 12, 2014, 1:51 pm

Wow, that's a huge achievement. Nice job man.

VLAN - August 12, 2014, 1:53 pm

Congratulations buddy, onto your next milestone. :)

Yore - August 13, 2014, 7:41 am

Congrats, now just keep them updates coming.

Reticulum - August 13, 2014, 7:43 am

Great job, I might download and give it play. It still looks rather beta'y however. I recommend working on the textures!

-Base- - August 13, 2014, 8:38 pm

Thank you all for your kind comments!

-Base- - February 21, 2016, 9:00 pm

EDIT February 21, 2016

I was going through my thread history and saw this and thought it'd be cool to give you an idea of where my total downloads are now. It has reached over 200,000 and is 2,000 away from 250,000! Unfortunately I lost the code and the keystore in a computer failure back in 2012 so I can't update it anymore. ?

?Syria - February 21, 2016, 9:11 pm

Nice! My app has reached 3K since last year got more apps tho but with less downloads top keks
lols

grady - February 21, 2016, 9:11 pm

LMFAO, that fucking rating though.

Nice, keep it going strong.

-Base- - February 21, 2016, 9:22 pm

I think the craziest thing is I put \$0 into the marketing of this application. I still have no idea how it became so popular.

???? - February 21, 2016, 9:24 pm

Only \$100? Seems like nothing for that many DLs.

-Base- - February 21, 2016, 9:29 pm

(Feb 21, 2016 10:24 PM)Scorpi0n Wrote: [\[CITE\]](#) Only \$100? Seems like nothing for that many DLs.
Nah, I've definitely made over \$2,000 now but that's all been from ads that the users have to click on. If I had the code and keystore I would have added in app purchases and made bank off of that. So yeah I'm pretty pissed I lost the keystore.

w?????illiam???? - February 21, 2016, 9:30 pm

Dang dude. That is insane. Sorry to hear you lost the key though :(

skelly76 - February 21, 2016, 9:33 pm

I want to make an app. :P

-Base- - February 21, 2016, 9:34 pm

(Feb 21, 2016 10:33 PM)Aerial Wrote: [\[CITE\]](#) I want to make an app. :P

Haha I hope this serves as some inspiration for perspective, upcoming developers!

TheMuffinMan - February 21, 2016, 9:34 pm

Dude, congrats man! 100,000 must feel good getting to! Congrats!

SIM-1676753 - February 21, 2016, 9:35 pm

(Feb 21, 2016 10:34 PM)TheMuffinMan Wrote: [\[CITE\]](#) Dude, congrats man! 100,000 must feel good getting to! Congrats!

That was two years ago. Read the update.

-Base- - February 21, 2016, 9:40 pm

(Feb 21, 2016 10:35 PM)Mr. Trvp Wrote: [\[CITE\]](#) That was two years ago. Read the update.
I updated the thread name to get rid of the confusion lol

Eagerkid - February 21, 2016, 9:41 pm

Should get a email listing from this, or phone numbers etc

SIM-1676753 - February 21, 2016, 9:42 pm

(Feb 21, 2016 10:40 PM)-Base- Wrote: [\[CITE\]](#) I updated the thread name to get rid of the confusion lol

Yeah, that should help a bit. Good job.

Have you tried getting your code back? Contact Google's support team and have them verify that it's you who submitted the app.

-Base- - February 21, 2016, 9:42 pm

(Feb 21, 2016 10:41 PM)ihopeshe18 Wrote: [\[CITE\]](#) Should get a email listing from this, or phone numbers etc

Oh the potential things I could be doing if I had the keystore ? ???

(Feb 21, 2016 10:42 PM)Mr. Trvp Wrote: [\[CITE\]](#) Yeah, that should help a bit. Good job.

Have you tried getting your code back? Contact Google's support team and have them verify that it's you who submitted the app.

I haven't done it because I figure it'd lead to no where. I guess it cant hurt though!

w?????illiam???? - February 21, 2016, 9:43 pm

There is no way to recover the keystore?

-Base- - February 21, 2016, 9:44 pm

(Feb 21, 2016 10:43 PM)william. Wrote: [\[CITE\]](#) There is no way to recover the keystore?

No. The only people that have the power to do that are the ones at Google and I don't think they give it out or reset it willingly.

SIM-1676753 - February 21, 2016, 9:51 pm

(Feb 21, 2016 10:44 PM)-Base- Wrote: [\[CITE\]](#) No. The only people that have the power to do that are the ones at Google and I don't think they give it out or reset it willingly.

It's worth a shot. Even if they make you pay, I'm sure you can make back that money and possibly even more with a little monetization and AdSense.

Johnny.s - February 21, 2016, 9:52 pm

(Feb 21, 2016 10:44 PM)-Base- Wrote: [\[CITE\]](#) No. The only people that have the power to do that are the ones at Google and I don't think they give it out or reset it willingly.

Its your app you know the code, i am sure you can find a way to prove that you own that app.

BTW do you have country stats for the installs of your app ?

-Base- - February 21, 2016, 9:52 pm

(Feb 21, 2016 10:51 PM)Mr. Trvp Wrote: [\[CITE\]](#) It's worth a shot. Even if they make you pay, I'm sure you can make back that money and possibly even more with a little monetization and AdSense.

Agreed, I'm definitely going to look into it.

(Feb 21, 2016 10:52 PM)Johnny.s Wrote: [\[CITE\]](#) Its your app you know the code, i am sure you can find a way to prove that you own that app.

BTW do you have country stats for the installs of your app ?Sure do. The US leads pretty far ahead of the rest of the countries.

It's a sad day.

juno123 - November 26, 2016, 5:45 am

Yes is the answer to your last PM, send me your skype so i can add up and clear things up.

Can't pm you back

SIM-403479 - November 26, 2016, 6:08 am

Congrats. You still earning monthly income?

Ronan. - November 26, 2016, 6:11 am

Congrats on the success but the game itself is pretty bad, the fact it got this many downloads is a good example of the volatility of mobile development.

That said, it'd be interesting to see some detailed demographic information if you have any.

SIM-2026552 - November 26, 2016, 6:14 am

Congratulations on your android app success and good luck for the next 200K downloads.

-Base- - November 26, 2016, 7:01 am

(Nov 26, 2016 07:08 AM)Jamieeee Wrote: [\[CITE\]](#) Congrats. You still earning monthly income?

Unfortunately the ad provider I was using stopped supporting older ad types (the ones within my game), and because I don't have the code/keystore I am unable to update ?

(Nov 26, 2016 07:11 AM)Ronan. Wrote: [\[CITE\]](#) Congrats on the success but the game itself is pretty bad, the fact it got this many downloads is a good example of the volatility of mobile development.

That said, it'd be interesting to see some detailed demographic information if you have any.

Oh yeah, it is not a good game by any standard, but it was the first game I made for Android and was just a stepping stone. Now I am producing [more advanced games](#). Here are the demographics over the lifetime of the app:

sm?ked - November 26, 2016, 7:05 am

Congrats dude, hope you can keep developing apps. Good luck with anything you do in the future!

SIM-403479 - November 26, 2016, 7:20 am

Very nice OP. What country are you based in?

I would love to create an app with my ideas. I wouldn't know where to start.

Supra123 - November 26, 2016, 7:23 am

Did you promote this? Be nice to see the cpa revenue lel

Vitani's Mate - *November 26, 2016, 7:36 am*

Wow that is pretty awesome. xD

Almost 250k downloads would be awesome to have.