

Forum:[Hack Forums](#)

Thread: [Just released my first app on the appstore!](#)

EpicToaster - July 11, 2017, 7:26 pm

Hey guys!

I just released my first app ever on the appstore! :D
Its not the best nor the coolest but its my first and im really happy, check it out> :D

<https://itunes.apple.com/ca/app/turningcolors/id1258049267>

QoL?? - July 11, 2017, 7:28 pm

Congrats! How do you play? You should post some videos or something.

Stixx - July 11, 2017, 7:28 pm

What language(s) did you use to build this if I may ask?

EpicToaster - July 11, 2017, 7:34 pm

(Jul 11, 2017 07:28 PM)QoL?? Wrote: [\[CITE\]](#) Congrats! How do you play? You should post some videos or something.

pretty easy, you tap to make the wheel turn and you need to match the side with the ball colors. the more you get, the faster the ball go.

(Jul 11, 2017 07:28 PM)Stixx Wrote: [\[CITE\]](#) What language(s) did you use to build this if I may ask?
i used swift with spritekit in xcode, its a pretty basic game but you gotta start somewhere :P

B?ker - July 11, 2017, 7:35 pm

Congratz bro! Best of luck with it.

Ninetales. - July 11, 2017, 7:39 pm

Doesn't seem to get faster as you go, but it's pretty cool. Made it to 20. :)

EpicToaster - July 11, 2017, 7:39 pm

(Jul 11, 2017 07:39 PM)Ninetales. Wrote: [\[CITE\]](#) Doesn't seem to get faster as you go, but it's pretty cool. Made it to 20. :)

it goes from 2 seconds at 0, to 1.9 at 5, 1.8 at 15, then 25, then 50 ect..

all to way to 1 second at 100

i would also really appreciate it if you guys could leave a review :)

Oliver Sykes - July 11, 2017, 7:43 pm

Sounds like it could benefit from different difficulty settings maybe? Seems fairly easy to implement and could make the speed change more obvious to those who choose to play the harder mode(s)

Ninetales. - July 11, 2017, 7:44 pm

(Jul 11, 2017 07:43 PM)Oliver Sykes Wrote: [\[CITE\]](#) Sounds like it could benefit from different difficulty settings maybe? Seems fairly easy to implement and could make the speed change more obvious to those who choose to play the harder mode(s)

no... simplicity is key. this is actually somewhat interesting and with better sprites i think could be relatively addicting lol

EpicToaster - July 11, 2017, 7:44 pm

(Jul 11, 2017 07:43 PM)Oliver Sykes Wrote: [\[CITE\]](#) Sounds like it could benefit from different difficulty settings maybe? Seems fairly easy to implement and could make the speed change more obvious to those who choose to play the harder mode(s)
true true, well, i just released it, so ill try to get as many feedbacks as i can, and add more and more to the game, thanks for the feedback :D

Oliver Sykes - July 11, 2017, 7:50 pm

(Jul 11, 2017 07:44 PM)Ninetales. Wrote: [\[CITE\]](#) no... simplicity is key. this is actually somewhat interesting and with better sprites i think could be relatively addicting lol
Makes sense. To be honest, I'm not really into that kind of game, so yeah. I'm probably wrong.

Anyway, good luck with the game OP. I'd check it out, but I don't have a device that runs IOS 10.

CBHF - July 11, 2017, 7:52 pm

Imma download this shi and try it

EDIT; it blows how it only spins in one direction.. after many attempts my high score was 7 lol

Ninetales. - July 11, 2017, 7:55 pm

(Jul 11, 2017 07:52 PM)CBHF Wrote: [\[CITE\]](#) Imma download this shi and try it

EDIT; it blows how it only spins in one direction.. after many attempts my high score was 7 lol
yeah, that was challenging LOL.

EpicToaster - July 11, 2017, 7:58 pm

(Jul 11, 2017 07:52 PM)CBHF Wrote: [\[CITE\]](#) Imma download this shi and try it

EDIT; it blows how it only spins in one direction.. after many attempts my high score was 7 lol
dont worry, i made the game and my highest was 25 xD

Lucifer Morningstar - July 12, 2017, 10:33 am

Spoiler [\(Click to View\)](#)

Pretty good. Wish you could turn it the other way as well though ?

EDIT: Just got 41 hehe Spoiler [\(Click to View\)](#)

EpicToaster - July 12, 2017, 2:24 pm

(Jul 12, 2017 10:33 AM)Lucifer Morningstar Wrote: [\[CITE\]](#) Spoiler [\(Click to View\)](#)

Pretty good. Wish you could turn it the other way as well though ?

EDIT: Just got 41 hehe Spoiler [\(Click to View\)](#)

41!?!? damn haha :P

I might add that if you touch left, it turn counter-clock wise and if you click the right side, it turn clockwise.

Also, if you can leave a review on the appstore, it would be appreciated :D

Trey Songz - July 15, 2017, 3:41 pm

Congratulations on your first app, this looks kind of addicting just like color switch or whatever the

game is called.

EpicToaster - *July 19, 2017, 6:26 am*

Thanks thanks :D released an update and planning on adding more and more stuff :D