

Forum:[Hack Forums](#)

Thread: [can i become a millionaire by developing mobile apps?](#)

b2plane - February 19, 2020, 9:29 am

hybrid android + ios apps. is it even humanly possible to reach such status? even half a mill or quarter mill is more than enough for me..

like.. what does it take, what kind of app would be necessary to the world that would bring such profit?

lets say i developed some hybrid android + ios production ready mobile application. great, what is next?

1) i guess marketing, but is facebook + ig ads enough? is it enough to bring me closer to the end goal?

2) when i do fb/ig ads marketing of a mobile app, how do i know when to stop so i dont fry my cash?

3) how can i know, when is the time to declare if my project has failed or succeeded? because if it failed, it is time to move onto the next project asap "move fast and break things" -zucc

4) what are the next steps? where can i learn all of this in harmony? is there a book you would recommend?

Moxxi - February 19, 2020, 9:33 am

my degree is in mobile development, ill be a millionaire soon just wait :)

Deployed - February 19, 2020, 9:34 am

Potentially you can become a millionaire doing anything, look at the guy who created the plastic straw lol. As for mobile applications, you will need to develop something new and refined.

Developing apps for other people will not necessarily make you a millionaire as fast as if you would create a revolutionary app for yourself

- Deployed

Charlemagne - February 19, 2020, 9:40 am

You're getting ahead of yourself. Find a pain point that can be addressed easily, while remaining competitive to everything else in your users life (apps not only compete with each other, but they need to be important enough to overcome the other things drawing your attention), and then you need to develop the app. There's a great deal of "right place right time" when it comes to entrepreneurship, you could be 10-15yrs ahead of society before what you make catches on, and even then it might not even be your app.

So, hold your horses. Don't feature-lock your brain by thinking about the steps past app development, worry only about what you're creating now. The first million is the hardest, and you might find there are easier ways to get there other than the huge time capital you need to make an app. There's a reason why most app developing companies are run by millionaires+, because that's the kind of investment you need to be successful in that field.

Vitani - February 19, 2020, 9:47 am

It really doesn't matter what you do.

There's 2 good ways to really make big money with a product or service.

1. Be first
2. Be the best

Either create a new revolutionary product or service within your app, or pick an existing one and be the best at it.

Dhoroty - February 19, 2020, 9:48 am

(Feb 19, 2020 10:47 AM)Vitani Wrote: [\[CITE\]](#) It really doesn't matter what you do.

There's 2 good ways to really make big money with a product or service.

1. Be first
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Either create a new revolutionary product or service within your app, or pick an existing one and be the best at it.

1. Or copy the first, and improve it a bit.
2. Do marketing better, your product can be worse too, it doesn't matter.

Vitani - February 19, 2020, 9:51 am

(Feb 19, 2020 10:48 AM)Dhoroty Wrote: [\[CITE\]](#) 1. Or copy the first, and improve it a bit.

2. Do marketing better, your product can be worse too, it doesn't matter.

If you copy someone else's product and make it better it's pretty much my #2.

That being said, I do agree that marketing is important. Probably one of the most important aspects of it even. Though still, if you combine that with having a good product you'll get a lot more long time customers/users.

Charlemagne - February 19, 2020, 10:04 am

(Feb 19, 2020 10:51 AM)Vitani Wrote: [\[CITE\]](#) If you copy someone else's product and make it better it's pretty much my #2.

That being said, I do agree that marketing is important. Probably one of the most important aspects of it even. Though still, if you combine that with having a good product you'll get a lot more long time customers/users.

I'd add that your product can be worse ONLY if the problem it is solving is worth the extra headache of a shitty product. Otherwise, it's imperative your products meet the standards your marketing is setting.

Vitani - February 19, 2020, 10:06 am

(Feb 19, 2020 11:04 AM)Charlemagne Wrote: [\[CITE\]](#) I'd add that your product can be worse ONLY if the problem it is solving is worth the extra headache of a shitty product. Otherwise, it's imperative your products meet the standards your marketing is setting.

I definitely agree with you there. If your product is shit and not absolutely necessary it really doesn't matter if your marketing is good or not, you'll still not get good results.

Vossen - February 19, 2020, 10:23 am

(Feb 19, 2020 10:29 AM)b2plane Wrote: [\[CITE\]](#) even half a mill or quarter mill is more than enough for me..Based on where you live, it's not. With \$250,000 you can only survive for about 15 years in a normal city in a developed country. Even a million is not as much as some people like to think.

(Feb 19, 2020 10:29 AM)b2plane Wrote: [\[CITE\]](#) like.. what does it take, what kind of app would be

necessary to the world that would bring such profit? If someone knew, they'd certainly not tell you.

(Feb 19, 2020 10:29 AM)b2plane Wrote: [\[CITE\]](#) 1) i guess marketing, but is facebook + ig ads enough? is it enough to bring me closer to the end goal?

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4) what are the next steps? where can i learn all of this in harmony? is there a book you would recommend? 1. No one knows. Depends on your niche. Depends on your target group. No one can smell what you're aiming for with your yet non-existent app.

2. After a couple thousand you should at least get an idea if something works or not. If it does not, that most likely doesn't mean your app is cr*p, but your ad targeting is.

3. You probably didn't understand that quote. However, if none of the ads you've tried - and you probably burned through a couple \$10,000 until this point - you'll know.

4. Learn what? Entrepreneurship? Software Development? Marketing? Sales? You're in for a ride if you want to do all of this alone.

I feel like you even miss the basic concepts of the market you're trying to get into. With this amount of knowledge, you'll definitely fail. Inevitably. You're trying to do everything on your own and without the slightest knowledge in the matter. I'd recommend to get a basic knowledge of all these topics (software development, marketing...) first, then think about an idea, then think about whether or not it's profitable and then try and build something. Not the other way around.

Luca - February 19, 2020, 10:33 am

Yeah, just make something like Raid: Shadow Legends. Be sure to have a fireplace prepared so you can burn a portion of your income so you don't drown in money

AYMG - February 19, 2020, 11:17 am

Quote: The secret of your success is determined by sales of your E-books.

Mortox - February 19, 2020, 11:18 am

Depending on what you develop and how much profit you make from it you could.

Dredd - February 19, 2020, 12:04 pm

You can become a millionaire by selling jars of corona free fresh air to China.

I will take 15% of income since I have patented the idea.

Kind regards,
Dredd

AYMG - February 19, 2020, 12:11 pm

(Feb 19, 2020 01:05 PM)Lowkey Wrote: [\[CITE\]](#) Yes you can very easily. You just need something small and addicting. Are you a developer?

You literally told him to deal drugs.

AYMG - February 19, 2020, 12:16 pm

(Feb 19, 2020 01:12 PM)Lowkey Wrote: [\[CITE\]](#) I would never recommend someone take part in illegal activities. I'm suggesting more of a flappy bird style game ?

I've heard that the guy who made the removed it from the app store since people went crazy and broke their phones.

Deployed - February 19, 2020, 1:42 pm

(Feb 19, 2020 01:45 PM)Stephen Wrote: [\[CITE\]](#) Unlucky for that guy the plastic straw soon to be replaced by paper straws.

Which was probably a government mandation. These things happen all the time. I now see paper straws in plastic cups like... what are we trying to solve. Why do we still have plastic 6 pack bottle holders? The straw gap seems like the smallest solution at the biggest problem. Which brings me back to my point, I assume someone government officials daughter started a paper straw factory and then pushed this rule into effect

- Deployed

Citoa - February 19, 2020, 11:51 pm

(Feb 19, 2020 10:40 AM)Charlemagne Wrote: [\[CITE\]](#) You're getting ahead of yourself. Find a pain point that can be addressed easily, while remaining competitive to everything else in your users life (apps not only compete with each other, but they need to be important enough to overcome the other things drawing your attention), and then you need to develop the app. There's a great deal of "right place right time" when it comes to entrepreneurship, you could be 10-15yrs ahead of society before what you make catches on, and even then it might not even be your app.

So, hold your horses. Don't feature-lock your brain by thinking about the steps past app development, worry only about what you're creating now. The first million is the hardest, and you might find there are easier ways to get there other than the huge time capital you need to make an app. There's a reason why most app developing companies are run by millionaires+, because that's the kind of investment you need to be successful in that field.

Listen to this man. Truest answer you can get.

b2plane - February 20, 2020, 1:31 am

(Feb 19, 2020 11:06 AM)Vitani Wrote: [\[CITE\]](#) I definitely agree with you there. If your product is Clay Davis and not absolutely nessecary it really doesn't matter if your marketing is good or not, you'll still not get good results.

how can i know if my product is shit or not?

KSI - February 20, 2020, 1:42 am

Either make something new, or start mass reskinning apps.

b2plane - February 20, 2020, 1:44 am

(Feb 19, 2020 01:12 PM)Lowkey Wrote: [\[CITE\]](#) I would never recommend someone take part in illegal activities. I'm suggesting more of a flappy bird style game ?

yes i am like i said in the thread and i already developed something similar to flappy bird, except it is vertical instead of horizontal gameplay. you can download it on android + ios right now if you want to but i dont really feel comfortable to reveal my private information on hackforums so i cant give you a link. i have developed 3 games in 2015, 1 game in 2016, all of them failed because of no marketing. 1 app in 2017, failed because no marketing. 8 months of development of 1 app in 2018 and early 2019, met up with a multimillionaire in the capital of my country and he was about to invest 200,000 euros. but his business partner changed his mind not to do it. failed, because of no marketing or investment again. 1 game, 2019, i learned from past mistakes that i have to do marketing. so i bought fb+ig ads course on Udemy (warez disallowed). i watched it, i learned. i invested into fb+ig marketing from my own pocket into that flappy bird style game. i actually have 100-500 installs and everyone actually likes the game but everyone keeps telling me its way too hard to play. the project did pretty good but never reached the goal i intended to achieve so i would declare it as a failure. 7 projects over the course of several years, failed. right now i am developing 1 app with a friend because it is way too complex to do it alone. i have no idea what am i doing wrong

b2plane - February 20, 2020, 1:50 am

(Feb 20, 2020 02:46 AM)Lowkey Wrote: [\[CITE\]](#) Do you develop the apps yourself?
sorry just edited my reply. yes i developed the first several apps myself but now i am doing it with a friend of mine

Pink Floyd - February 20, 2020, 1:51 am

Of course by developing some problem solving apps;
Or make a useless app & make it so popular/viral like Tiktok lol

Vitani - February 20, 2020, 2:13 am

(Feb 20, 2020 02:31 AM)b2plane Wrote: [\[CITE\]](#) how can i know if my product is Clay Davis or not?
I'd say that's pretty straight forward. What is your products function and is it doing that task well or could it be improved?
Maybe compare it to other similar products out there.

Snowwy - February 20, 2020, 2:18 am

(Feb 19, 2020 10:33 AM)Moxxi Wrote: [\[CITE\]](#) my degree is in mobile development, ill be a millionaire soon just wait :)
You gonna share some with me?

Dhoroty - February 20, 2020, 2:22 am

(Feb 19, 2020 10:33 AM)Moxxi Wrote: [\[CITE\]](#) my degree is in mobile development, ill be a millionaire soon just wait :)
Wish you the best! With passion and effort this could happen, so let's do it :D

Charlemagne - February 20, 2020, 6:08 am

It seems you have decent enough experience with programming, but it may be that game developing is not your best skill. If this next app fails again, I would say that's a good sign to pack up and move to Shopify store creation or something that can get you some cash in the short term. Build some wealth doing this and then get back to game developing.

Remember that a single founder is rarely helpful in entrepreneurship, you need heterogeneity in order to stimulate the creation of new ideas and problems to solve. With that in mind, I would do some research on marketers you can work with. Express your lack of funding, some may be willing to help you find some funding. I assume you're not from the states, so I can't help you that much outside of this advice.

Take a look at your whole process, marketing may be an issue but so could other parts, eg the game, the UX, graphics.

V?rt - February 20, 2020, 6:26 am

Of course you can. You can be a millionaire doing anything. I would say if you're good at mobile development, it's pretty easy to be a millionaire.

?ystem - February 20, 2020, 7:31 am

As I suspected, doing a quick search online yields plenty of results regarding this topic and an accurate answer to your question, which is an emphatic yes.

- [Example #1](#)
- [Example #2](#)
- [Example #3](#)

[Here](#) is a link to an article giving examples of young millionaires who got rich via the apps they developed.

