

Application Creation 101

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First of all, I'd like to thank you for purchasing my E-Book and before we get started, I'd like to make a promise from me to you; that is that you will not regret your purchase.

Introduction

Applications have changed the world as we know it and are continuing to do so. As of now, almost everything you do consists of using a smartphone application and the creators are getting filthy rich, so why don't you join the rich club? The most common excuses I hear are "I don't have any good ideas" or "I don't have enough time" but both of those excuses are complete and utter nonsense. Everybody has free time and everybody is capable of creating the next big thing if you set your mind to it and this E-Book will not only assist you in doing so, but it will guide you all the way. This E-Book will teach you how to create your own apps for iDevices, Androids and HTML5.

About the author

My name is Ellis or some of you may know me as Veezon. Right now, all my focus is on applications and I am have developed an app for both iOS and Android called NavChat. I won't go into the idea here but you can feel free to PM me on HF to talk about it. I hope that NavChat can be a part of my success story as it has the potential to be worth billions of dollars. As of 24/10/2014, I have not released NavChat to the app store as I believe that like me, you should do the same of not releasing your app until it is completely bug free or else if a user tries it whilst it has bugs, it will set a bad representation in stone for them and they will avoid trying it again. I also believe that like me, you can have an idea that you really believe in like NavChat and hopefully make it a huge success.

Taking the first step

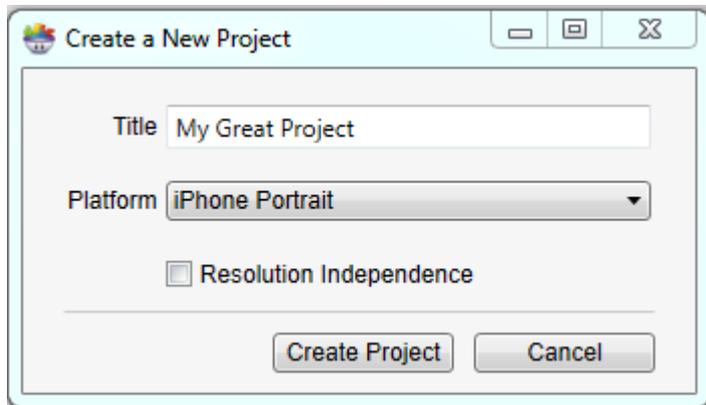
To start off, we are going to want to download the software that we will be using; the software is free but also has a paid version that costs quite a fee so we will avoid going over the 'PRO' features in this E-book but there are a few videos on YouTube (I will not link as they may expire soon) that can show you how to get it for free. The software we will be using is called 'GameSalad' and not only is this E-Book here to help you, but there is a TON of videos on YouTube that can help you with the stuff you want to know that unfortunately wasn't covered in this E-Book. The link to download this software is: <http://gamesalad.com/creator> and this E-Book will cover the basics and get you to know your way around this software. GameSalad is the perfect software for someone with no programming knowledge to make a successful application with as it is extremely simple to navigate around and mostly drag and drop.

Apps that have been created in GameSalad have made it to the #1 spot on the app store in many countries, including the US and the app that did was a paid app and it cost \$0.99 which equates to you getting \$0.70 and the app was getting thousands of downloads per day! I recommend you make your app free as it will then have a much higher chance of success and you can monetize it with in-app purchases or placing advertisements on your app. Here are some success stories from the creators at GameSalad: <http://www.gamesalad.com/creator/stories>

When creating a game application, the chances of your app being successful are small, unless you know what the people want and you're about to read just that. To have a successful game, the game has to be extremely simple but addictive. Take flappy bird for example, the app is extremely simple; tap the screen and the bird goes up, use this to make your way through little passages in the tubes. Something so simple made so much money, the developer was making over \$50,000 a day and you can too! Games like Clash of Clans are extremely complex and I recommend staying away from stuff like that unless you have a dedicated team who know what they are doing.

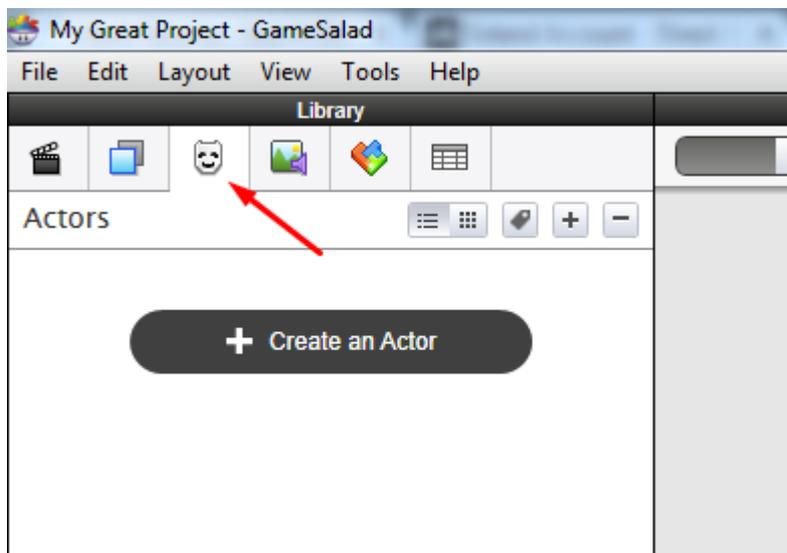
Teaching you the basics

I will be including screenshots of me doing these but on Windows; this is still possible on Mac OSX. Once you have installed GS, you will be prompted by a "Create a New Project" window, like this:

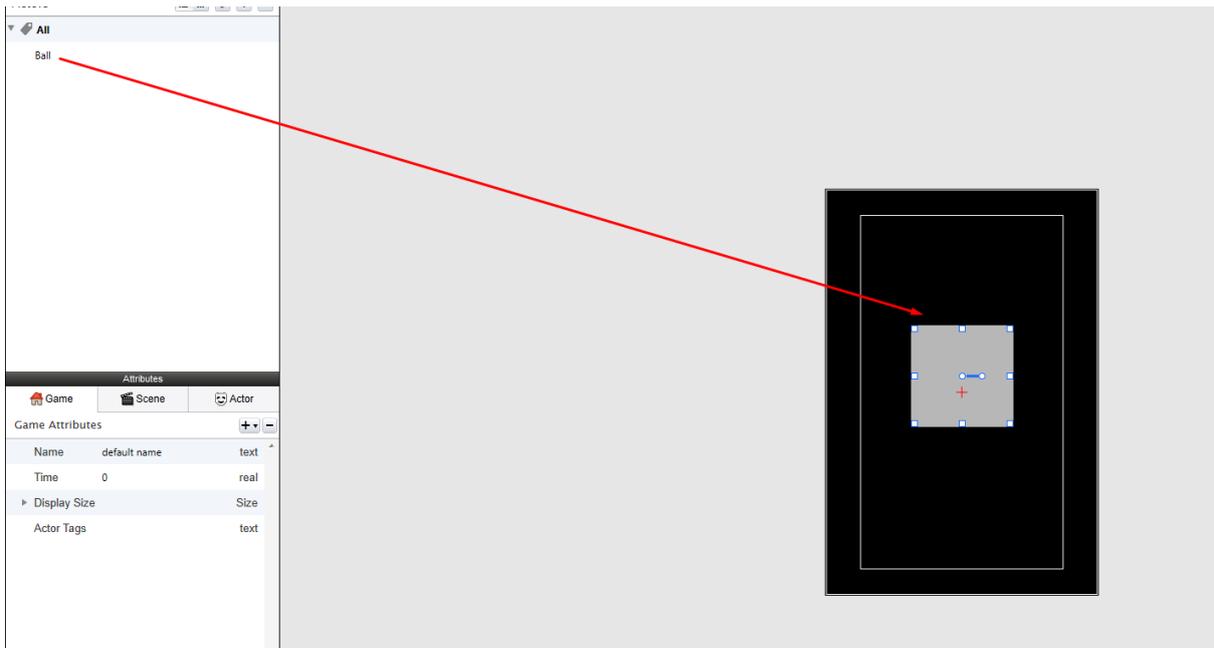


You will want to select the platform you want, for me, I chose 'iPhone Portrait'. Now we have an application that we could put on our smartphone but it is blank so that would be pointless.

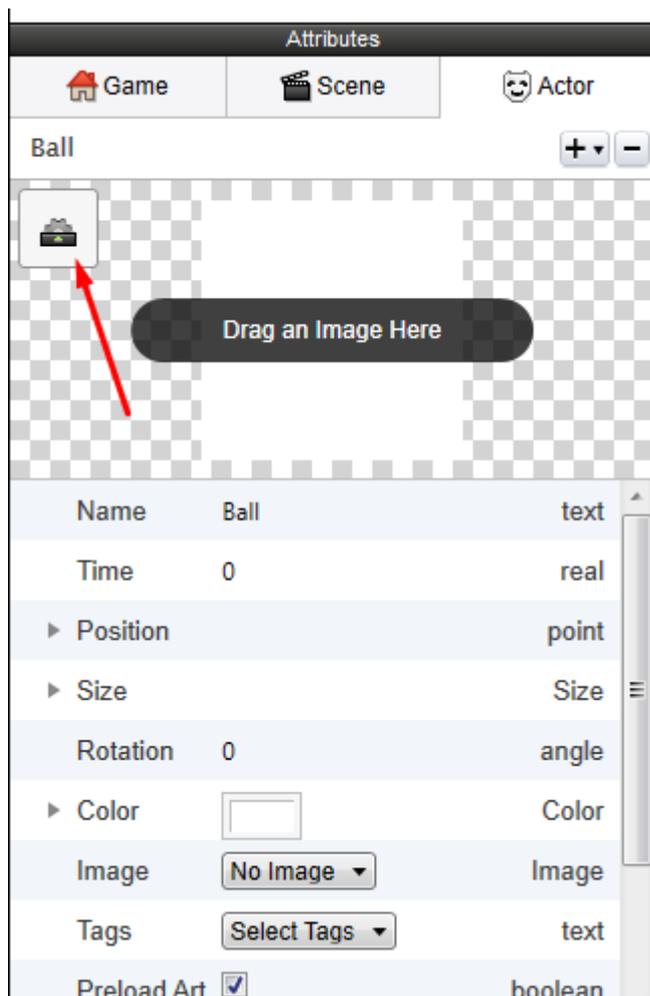
You now want to go to the "Actors" tab, which is here:



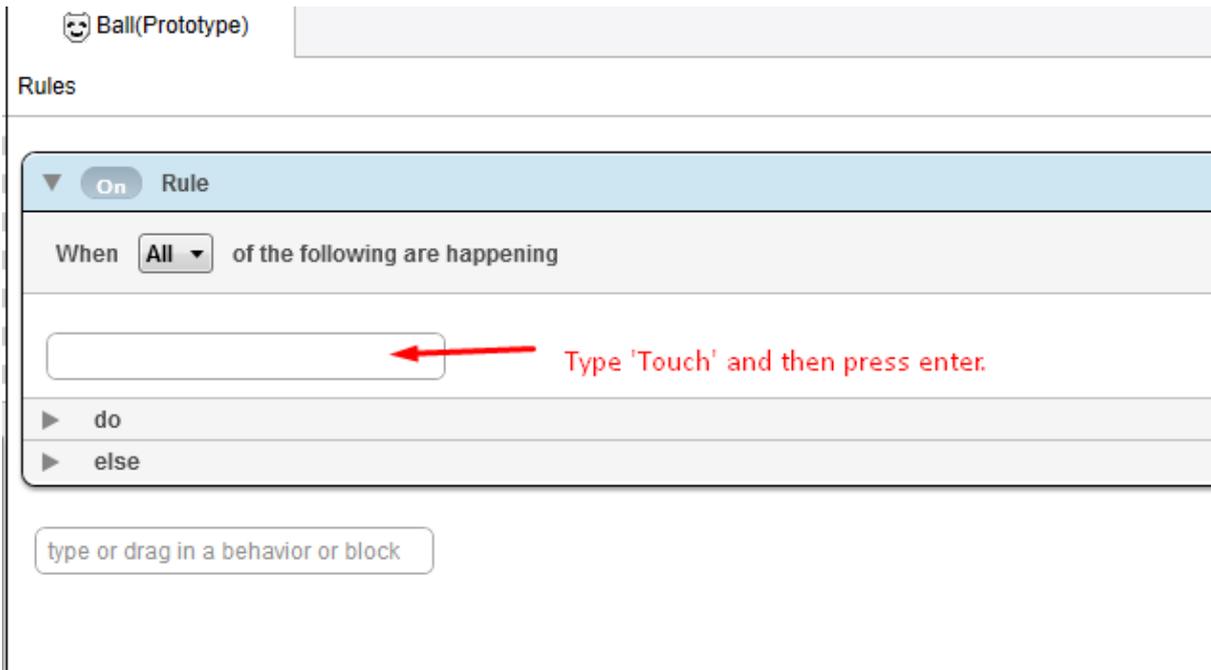
And then create an actor, then double click the actor and rename it "Ball". You now want to drag the "Ball" onto your scene.



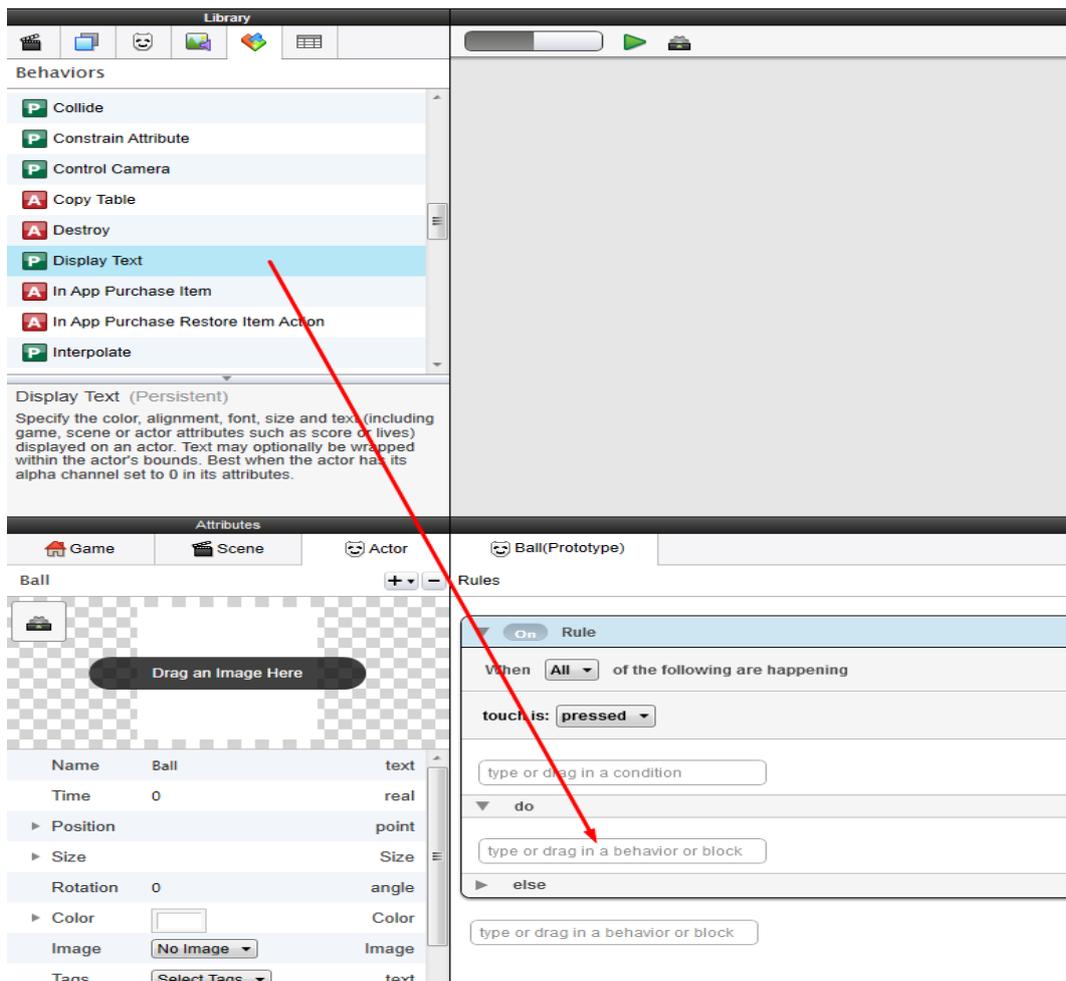
You now want to press "Edit Rule" under the attributes for the ball.



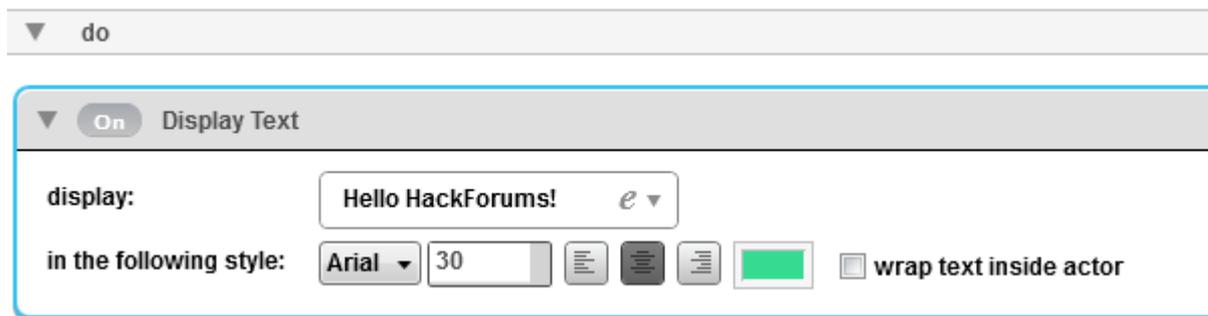
And add the following:



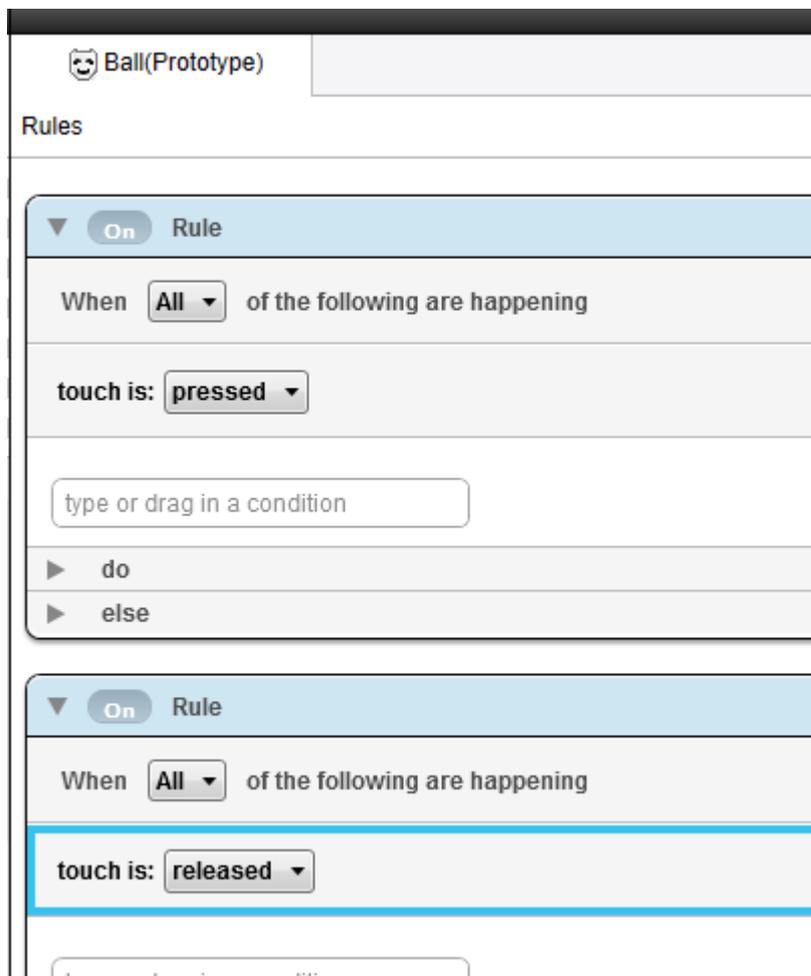
You then want to add to the "do" section:



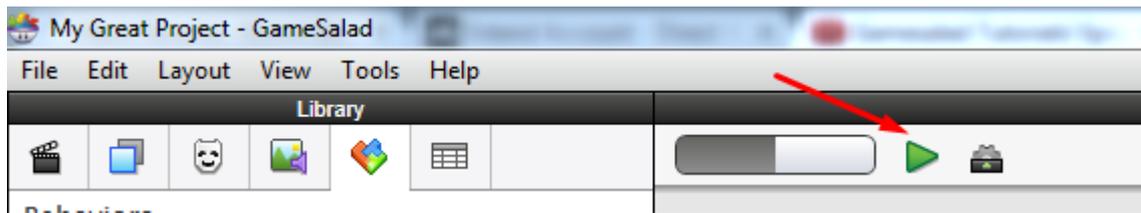
You can now edit the text to however you want, but make sure you do NOT click "wrap text inside actor" as this will make it so that the text only shows inside of the ball.



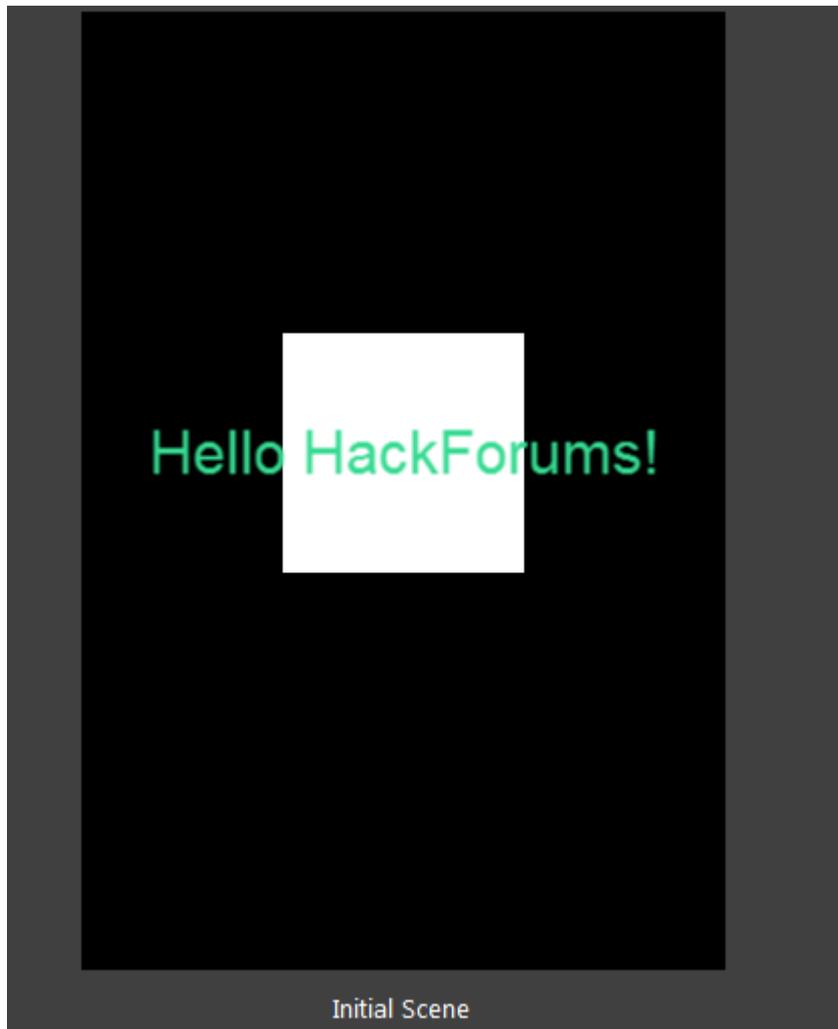
You then want to copy and paste the rule but changing the "pressed" next to the touch is on the second one to "released" so that the text will always be there.



You can now test this function out by hitting the play button at the top of the screen and then pressing on the ball:



Now press the actor (the square in the middle).

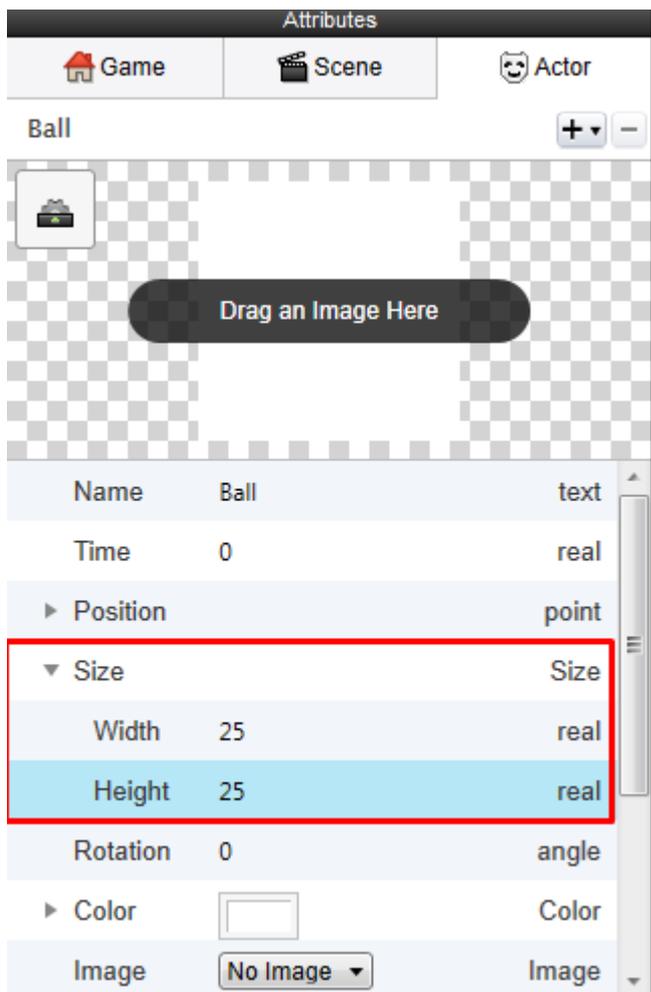


If you want the text to go off when you release, turn the rule that says to display text when ball is released off.

Continuing the basics.

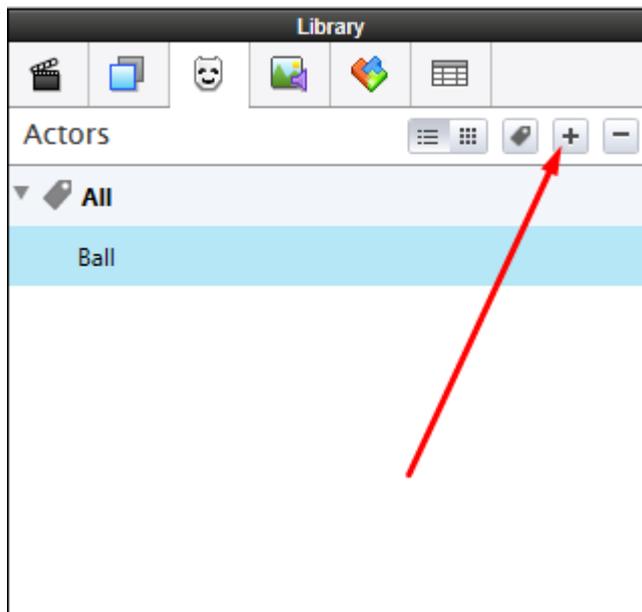
I am guessing that just by that small little section, you are starting to understand this program; I will be teaching you more and getting into more depth in this section.

We will now be making the ball be destroyed if it hits something. To start off, go to the properties of the ball and change the size to 25x25:

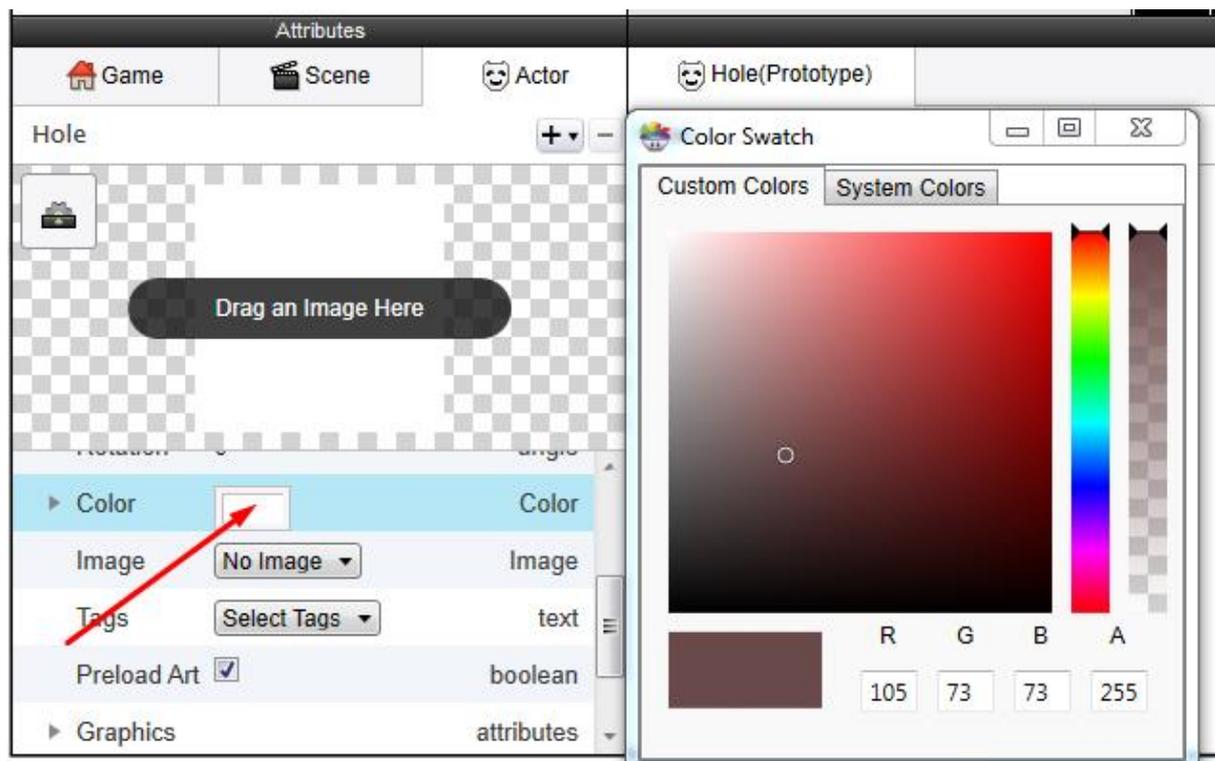


Delete the ball on the scene right now by clicking on the square on the scene and pressing backspace; then add the smaller one onto the screen. I have changed the color of my ball to blue.

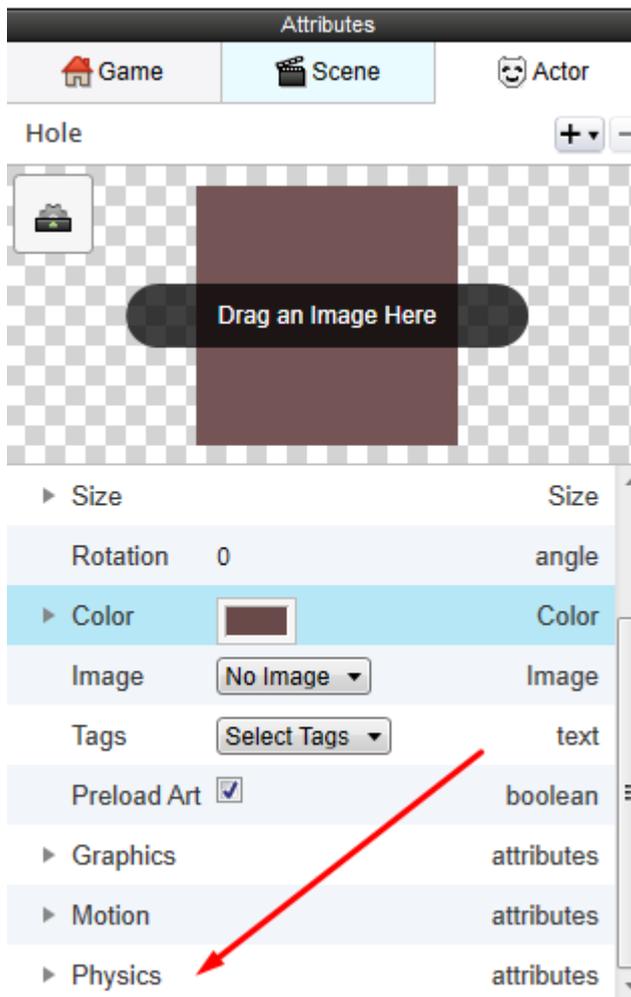
We now want to add another actor that will kill the ball if the ball hits it, call it "hole".



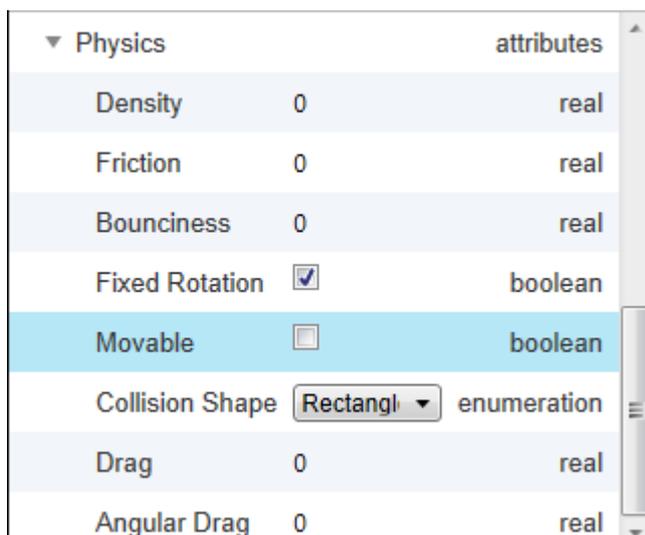
I am going to make the hole brown by changing the color:



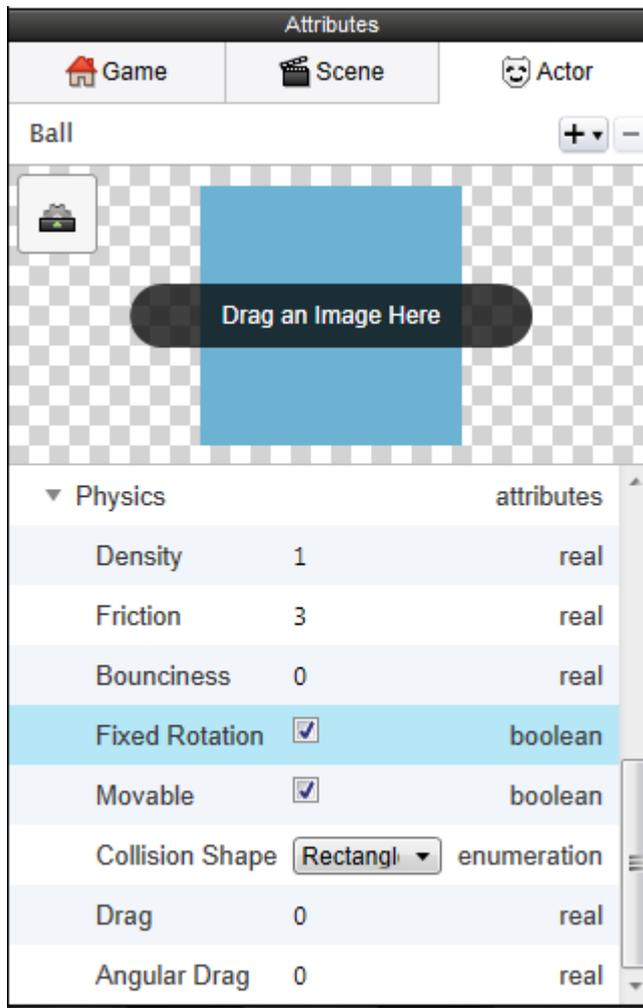
We now want to go to 'physics' which is below where you changed the size and color:



Now copy the following settings:



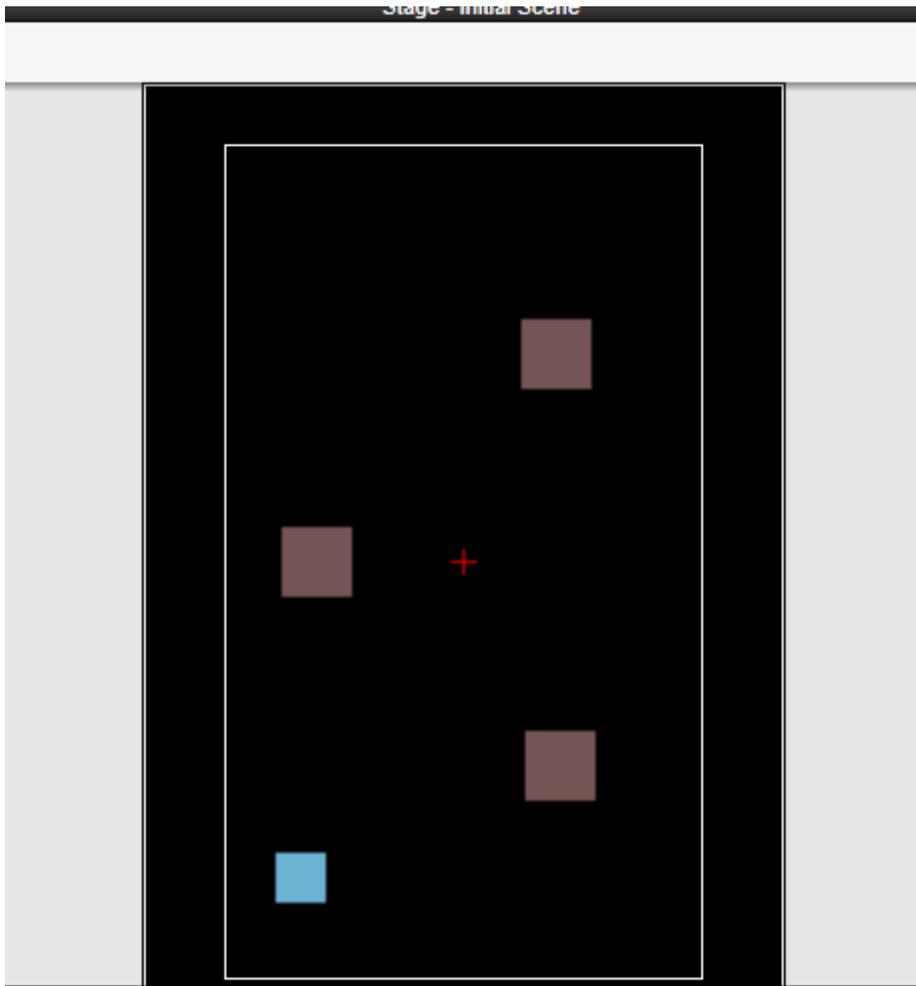
Now click go to the attributes for the ball and copy the following settings in 'Physics':



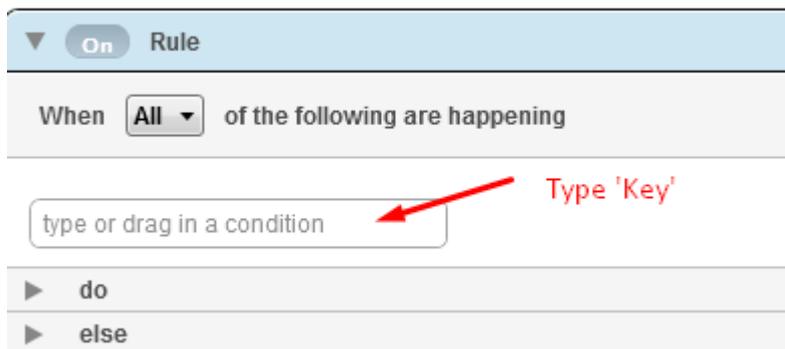
The screenshot shows the 'Attributes' panel for a 'Ball' actor. The panel has tabs for 'Game', 'Scene', and 'Actor'. The 'Ball' actor is selected, and its preview shows a blue rectangular shape on a checkerboard background with a 'Drag an Image Here' overlay. Below the preview is a table of physics attributes.

▼ Physics		attributes
Density	1	real
Friction	3	real
Bounciness	0	real
Fixed Rotation	<input checked="" type="checkbox"/>	boolean
Movable	<input checked="" type="checkbox"/>	boolean
Collision Shape	Rectangl	enumeration
Drag	0	real
Angular Drag	0	real

Change the size of the hole to 35x35 and drag about 3 onto the scene.



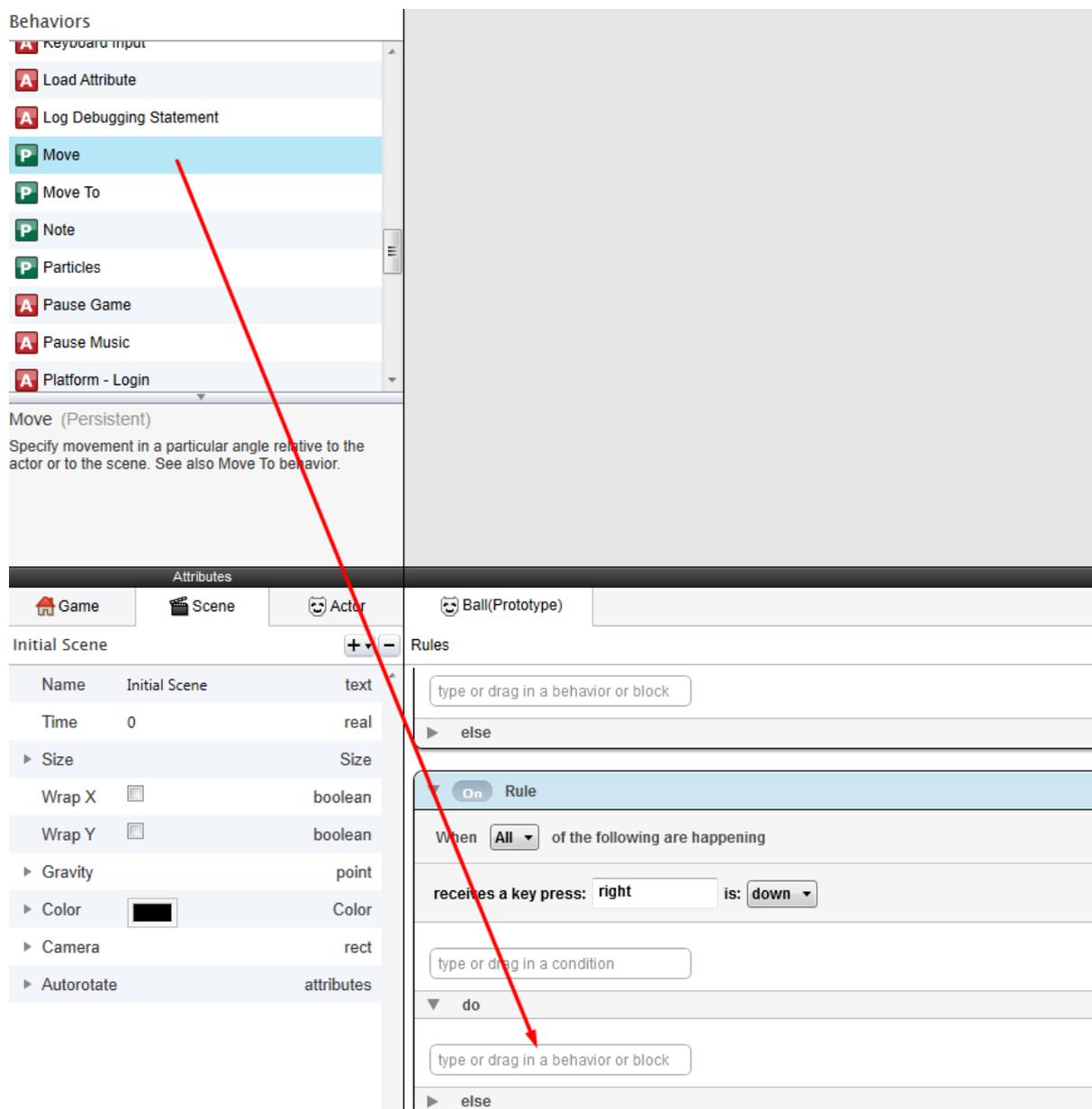
Create a new rule for the ball and type 'Key' in the condition box:



You then want to type 'right' in the "receives a key press" box.



Now go to the library and select "move" and drag it into the "do" section:



Now make it relevant to "scene":

The screenshot shows a rule configuration window. At the top, there is a dropdown menu labeled 'On Rule'. Below it, the 'When' section is set to 'All' and contains the condition 'receives a key press: right is: down'. A text input field below this contains 'type or drag in a condition'. The 'do' section contains a 'Move' action. The 'Move' action has 'move in direction:' set to '0', 'at a speed of:' set to '300', and 'relative to:' set to 'scene'. The 'scene' dropdown is highlighted with a red box. Other options include 'in a(n): additive way'.

Now copy and paste this rule and change the key to left and then move in direction to 180:

The screenshot shows a rule configuration window, similar to the one above. The 'When' section is set to 'All' and contains the condition 'receives a key press: left is: down'. The 'do' section contains a 'Move' action. The 'Move' action has 'move in direction:' set to '180', 'at a speed of:' set to '300', and 'relative to:' set to 'scene'. The 'scene' dropdown is highlighted with a red box. Other options include 'in a(n): additive way'.

If you press play now, you can move the ball left to right but it can't go up and down so we will do that now by repeating the steps we did earlier but making it go up and down. For up, the direction is 90 and for down, the direction is 270:

▼ On Rule

When **All** of the following are happening

receives a key press: is: **down**

▼ do

▼ On Move

move in direction: *e* relative to: **scene** in a(n): **additive** way.

at a speed of: *e*

▼ On Rule

When **All** of the following are happening

receives a key press: is: **down**

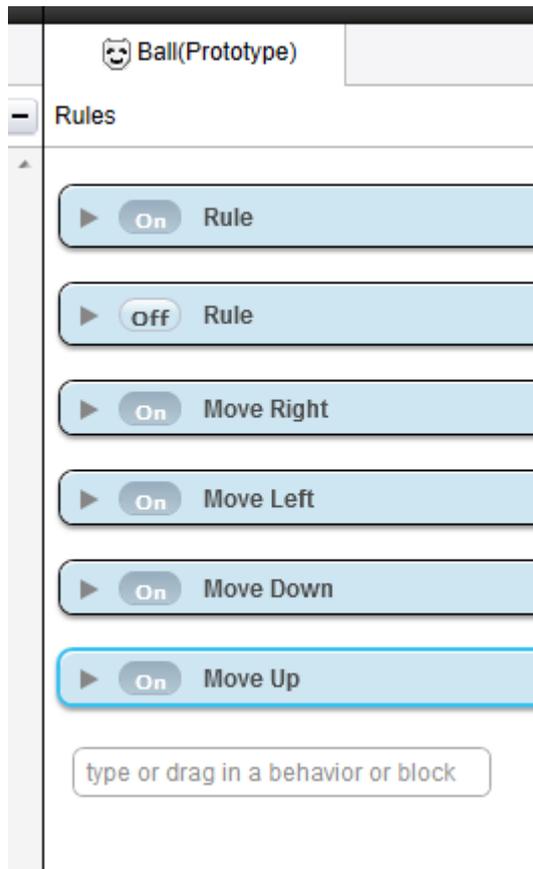
▼ do

▼ On Move

move in direction: *e* relative to: **scene** in a(n): **additive** way.

at a speed of: *e*

We will now rename the rules so that they are easier to find / recognise later on:



The ball now moves up, down, left and right if you press play.

To make it so that you die if you hit a hole, we can now add a new rule:

▼ On Rule

When **All** of the following are happening

collision  Type collision

▶ do

▶ else

▼ On Rule

When **All** of the following are happening

actor overlaps or collides with: actor of type **Hole**  Click hole

type or drag in a condition

▼ do

change size  Type "Change size"

▶ else

▼ On Rule

When **All** of the following are happening

actor overlaps or collides with: actor of type **Hole** ,

type or drag in a condition

▼ do

▼ On Change Size

scale the image by a factor of: **-1**  Make this -1

Now copy this 3 more times and make it change to the size of -4.

The image shows a vertical stack of four behavior blocks. Each block has a header with a dropdown arrow, a toggle labeled 'On', and the text 'Change Size'. Below the header is a text box containing the instruction 'scale the image by a factor of:' followed by a numerical value in a small input field, a variable 'e' with a dropdown arrow, and a slider control. The values in the input fields are -1, -2, -3, and -4 from top to bottom. The bottom-most block, with the value -4, is highlighted with a blue border.

We will now destroy the actor by typing "destroy" and pressing enter in the behaviour text box:

The image shows two behavior blocks. The top block has a header with a dropdown arrow, a toggle labeled 'On', and the text 'Change Size'. Below the header is a text box containing the instruction 'scale the image by a factor of:' followed by the value -4 in an input field. The bottom block has a header with a dropdown arrow, a toggle labeled 'On', and the text 'Destroy'. Below the header is a text box containing the instruction 'destroy this actor'. A red arrow points from the right towards the text 'destroy this actor'.

You have now learned the basics!

I recommend you now to go onto YouTube and look up some more tutorials on this software. One I recommend doing now is:

<https://www.youtube.com/watch?v=-IDR9k2r5U>

This video will teach you everything else you need to know, such as how to add walls, how to respawn, etc.

How to make the app a hit?

Game apps nowadays are particularly easy to make a hit out of if you know what you're doing and I am about to tell you now. Some points that are important about apps that will make a hit are:

- Free
- Not super hard but not easy either
- Get back into the gameplay quickly (no class selection etc, just a replay button)
- Addictive
- Simple design and simple concept

These points are what makes an app capable of being a hit and once you have made the app, I recommend getting all your real life friends to download the app and start posting their scores on social media sites. This is pretty much how Flappy Bird got big, people posting on social media sites about it and eventually, a famous person did it and it went off. If you really believe your game is perfect, get feedback from some people first and then if it all comes back positive, you can even pay a famous person on social media to advertise it (I don't mean singers, etc – they won't do it)!

Thank you

Thanks so much for purchasing and reading my E-Book, I genuinely do hope that you can make a hit on the app store and I believe in you too! If you want anything, feel free to PM me on HF – my user ID is at the top.