

Making Games For The Ipad Ebook



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Making Games for the iPad PERSONAL USE RIGHTS ONLY! Attention: To Those Who Want to Make Money. Lots of Money!! Do You Want to Make Games For The iPad And Make Money For Yourself And For Your Future? Youre Not The Only One. No matter if youre a computer geek or someone whos just gotten an iPad, you might be thinking to yourself, how can I come up with iPad games? After all, you see how much they cost and how much money you might be able to make. Why not? But making games is for developers, isnt it? You need to be some sort of genius in order to make the sort of games that people will buy, dont you? While that used to be the case, you dont have to study up too hard in order to make an iPad game that will rock the market. The truth is that there arent many games out there just yet, so youre in a position to not only make an impact, but also to make a financial killing - so to speak. So, what do you need to know in order to create games for the iPad? What Great Ideas Do You Have? Even if you dont have any big ideas yet, Making Games for the iPad will help you come up with the games that people will buy. From the time a person gets a new gadget to the time he/she trades it in for the new version, hes/shes already thinking about ways that he/she could make the gadget better. Whether its by

adding more games or by improving other components, he/she always wants more. And that's where you will come in. In this book, you will learn more about how to come up with the best idea possible for your iPad game.

- How to come up with the next big idea.
- How to choose the best idea.
- How to tell when you're ready to turn an idea into reality.

While it might seem to be too big of a task to even think of an iPad game idea, you'd be surprised at how many possibilities there really are. You can even speak to the players and we'll reveal how you can do that in this book too. The players already know what they want to buy, and they WANT to tell you.

How Do You Plan This Out?

Of course, no good ideas ever made it in the world without a good plan when they first started out. In *Making Games for the iPad*, we're also going to talk about the plans you need to make before you start putting your game ideas together. You will need to think about:

- Planning the game sequences
- Exploring the mechanics
- Breaking up your tasks

When you use these ideas, you will be able to formulate a plan that will allow you to begin making your game idea something that will be ready for the consumer to use more quickly than you thought possible. And if you're not familiar with how the iPad works, then you need to start getting well versed in this device. (If you are already an iPad expert, then you can skip this section or use it as a refresher course). You will learn about:

- How to play with your iPad
- The display
- Capabilities as a Pocket PC
- Multiplayer options
- Sound and controls

Knowing how these parts work together will allow you to create games that take full advantage of this beautiful machine. In *Making Games for the iPad*, we don't want you to ever feel like the end result of your planning is a so-so game.

What Do You Need to Know How to Do?

You've seen how impressive the iPad is, and you also know that when something is impressive, it's also probably pretty complicated. Apple™ is like that, after all. Instead of feeling overwhelmed, take a deep breath. In *Making Games for the iPad*, we're going to cover some of the things that you need to know and how to get help when it's needed.

- Creativity
- Common sense
- Hiring others
- Doing the work on your own

Programming languages

But those are the basics. What about the software and how to manipulate it to be something that will work for your iPad game idea?

- iSmack
- NetBeans
- Unity
- Photoshop
- Cheetah 3D
- Acid
- Korg DS 10
- Google Spreadsheets
- Google Docs

Even if you don't recognize all of these software names, you will by the end of *Making Games for the iPad*.

How Can I Market My New Release?

Once you've made a great iPad game, you need to get people to buy it. You need to make sure that everyone who has wanted to see this game be created knows it's ready to be bought. Here are some things you will learn in *Making Games for the iPad*:

- Word-of-mouth advertising
- Freebies
- Video ads

Viral advertising - How to keep sales going - Pay-what-you-want models - Special editions - Sequels, spinoffs, etc. You can continue to market your game in these ways, plus you will establish your long-term presence in the iPad game market. The iPad is still new enough, and its clear that there is a lot of room for new ideas as you begin to get more proficient in game building. You will learn about how you need to sell your games to: - Browser-based services - The App Store And you will also learn what will cause your game to be banned or to not be accepted by AppleTM. Once you do that, youre not going to get any more apps through them in all likelihood. You need to get it right the first time. Can You Make a Living Online? Yes, you can make a living online. And if you liked making the iPad game, why not try to see how far you can take your skills? In Making Games for the iPad, you will learn more about how to turn the hobby into a job: - How to get in the door. - Treating your work like work. - Your first five games matter the most. - Other paths to online income. Were also going to give you some advanced reading in Making Games for the iPad that will help you learn more about games, online games, and how you might fit in the market in case you werent already convinced. Order Today Risk-Free! Get the ebook right now (just click the link) and start reading it. If youre not thrilled ask for your money back. You have 30 days to decide. If it doesnt help you to gain a thorough knowledge on how to apprehend what is coming on 2012 or if at any time in thirty days you decide this was not what you needed then ask and ye shall receive a full refund of your purchase price. No questions asked at all. The End of the iPad Game Story? Making an iPad game doesnt have to be something that only developers do. You too can create a game that will help to entertain the user and it will help to make you money. With Making Games for the iPad, you dont have to be a computer genius, but you will certainly feel like one. Click on the add-to-cart button to find out more.

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