

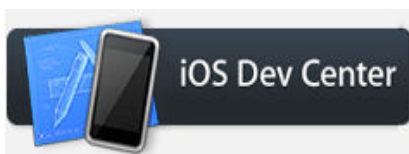
III. The most important things you need to know about iPhone app/game development

There are lots of people who think they possess the quality to make a fundamental change on Apple's iTunes store, but they are stuck to get started. They don't know where to start from. That's why we are here. We will show you what you need to do to start developing your iPhone app on your own.

You should know that developing an application for iPhone isn't that difficult or impossible. Though there are lots of people who believe it's absolutely impossible. After all of your hard work, it is really despairing if you run into bugs when developing your app/game or if your app/game is denied by the Apple review course. If you dream of making your app unique and want to put a bit of extra features, then you should know a few general things before you start to write the first code.

Necessary requirements before you start

iPhone development center



The iPhone development center can help you a lot. You will find lots of articles, tutorial, videos

which will help you to understand what you are going to do and how to do that. You may also find answers to your questions in case you get into any trouble.

Necessary Hardware



❖ **Computer:** A computer is the basic requirement to develop an app. If you are going to develop an iPhone app then you will need to start with an Apple computer. Also, you will need to use Mac OS

X. You must install at least the version 10.5.3. This is the least requirement. The alternative solution for you will be PC with Windows OS. For more information about alternative solution click here:

http://appdevsecrets.com/pdf_articles/week2/15_developing_iphone_projects_on_windows.pdf

Definitely the more powerful computer you use, the faster you will finish your work and the smoother results you will get.



❖ **iPhone or iPod touch or iPad:** If you want to develop apps for handheld devices, then you must know the functionality of one, hence you must have one. Your best deal will be to find an iPhone 4,

or at least a 3GS. Apple's new operating system (iOS4) for the iPhone & iPod touch comes with more features and functions than the original iPhone 3G & other Apple's touch models. That's why if you want to get an older one or if you already have one, you might face several issues when submitting your apps. Apps which were developed for older versions, won't work in newer version. If you try that, your hardware may crash.

Required Software



❖ iPhone SDK:

iPhone Software Development Kit is the most obvious thing you will need. To create an iPhone app, this program is a must, it consists of everything that you will need to develop an app. Among the 3 fundamental features/ programs it includes are:

- (1) Xcode - this is the platform of the program in which you will create the program.
- (2) Interface builder - it works with Xcode. It is a GUI program that will give you a nice illustration of what you are creating.

(3) iPhone simulator. You will be able to test your program before inputting in physical device. It allows you to test your app/program in your computer through a replicated iPhone.

The SDK is the first thing you will need to download after you sign up for the Apple development program. Though it's not free, you will need to spend \$99 per year to be a proud owner of this kit.

❖ **Image editing software:** You will definitely require an image editing software to complete your app. You will need to create titles, buttons and anything to make your app look catchy and attractive to your customers. Also, you will need to create at least 2 different icons for each app before you submit it to the App Store. All in all, this software is essential. You may choose between different kinds of software available online and for free. But, if you prefer something better and more professional, then Adobe Photoshop is what you should choose, but it might cost around \$99-\$799.

❖ **The iPhone Simulator:** Before inputting your app/code into a physical/real iPhone, you can check it through an iPhone simulator. iPhone simulator has exactly the same features as a real iPhone, but it is only designed to test your code/app at every



level while developing. This program is very user-friendly, easy-to-use. And it can give you very helpful directions on any problem you might face.

Other related concerns

- ❖ **Payment issues:** If you are going to sell your apps on the App store, then first thing after signing up for the Development program is to fill in the direct deposit form to make sure that you get your payment. It is not a big issue but to receive payments from outside of the United States, make sure that your bank has the facility to receive funds from various countries. Generally, superior national banks have the access of sending & receiving funds around the globe. They will also be able to give you an International Bank Account number which will help your payment process smoother. Minor credit unions or banks usually do not have this kind of facility.
- ❖ **Publicity/promotion/marketing:** If you reckon that your app will pay off, then you will need to make a plan for the promotion of your app within your primary budget. The costs don't end just after the collection of necessary hardware and software. There are other aspects you will need to



invest in. There are websites which offer online advertising/marketing. These websites fulfill app fans' wishes. You can get a spot for \$50-\$1000, sometimes more. This is a good choice because there are lots of people just like you waiting to promote their products/apps. So, buy a spot as early as you possibly can.

