

How to Make Apps

with Brad Herman

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Overview

- * Class 1 - 1/9 - App 101 & Tools
- * Class 2 - 1/23 - GameSalad
- * Class 3 - 1/30 - Corona
- * Class 4 - 2/6 - Beta Testing, App Stores, & Marketing

NEW!

Legal Stuff...

again.....

"If someone is interested in going into app development on the side, then they should contact us to see if an outside services agreement is necessary, etc. We will then be able to determine based on who it is, and what it is, whether something should be done with DWA, outside of DWA, and whether we want a first/ last on motion picture rights per our normal OSA process."

Business Affairs – Jennifer Talluto

GameSalad

The Good Things

- * Easy to learn & Use
- * 2D Games
- * Built-in Physics System
- * iOS, Android, OSX, HTML 5
- * Built-in Particle System
- * Templates for Popular Game Types
- * Publish to App Store from Free Version

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The Less than Good Things

- * No 3D Support
- * Slow for Very Complex Games
- * Large final app size
- * No Animation Rigs (joints) (coming we hope)
- * No ability to edit on large scale

Terms

- * Scene
- * Actor
- * Rule
- * Instance vs Unlocked
- * Attributes (Variables)

Design Script

- * Mechanic: Missile Command / Fruit Ninja
- * Theme: Stop the Evil Midnight Bomber What Bombs at Midnight
- * Make Bombs Fall From Sky
- * Touch Bombs to Stop them, score a point
- * If the Bombs Touch the City, Lose Health
- * If the Health runs out, game over and reset

WARNING

This is a Live Demo

- * If I am going to fast or something is not clear please raise your hand and I will circle around on the current topic in more detail.
- * If you have questions please write them down and we will have Q&A time at the end of the demo.

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Questions & Answers

Today's Links

<http://goo.gl/OQAZx>