

iPhone Game Design

twitter API, facebook, obtaining graphic, freelance,
dreams...

there is a framework for that

- twitter.framework
- comes with it's own view :)
- easy as hell!

<http://erwinzwart.com/2011/10/18/tutorial-how-to-post-tweets-with-ios5/>

https://developer.apple.com/library/ios/#documentation/Twitter/Reference/TWRequestClassRef/Reference/Reference.html#//apple_ref/doc/uid/TP40010942

facebook integration

<https://developers.facebook.com/docs/mobile/ios/build/>

graphic ...

- do it yourself - skill, time
- partner up - networking, luck
- outsource:

hiring a freelance artists

- find them: guru.com, youthedesigner.com, deviantart.com
- talk, write, specify, as exact as you can, show examples
- you want to give the artist space
- check samples - you might want/need to pay for drafts
- agree on a contract, commisions? Royalty?
- “don’t do something you are good at for free!”

prices

- full screen image, splash screen, background ~\$150-~350
- single sprite ~\$5-\$10, pixel art is different
- 8 frame animation ~\$50-much more
- roughly 1h = \$15-\$35
- entire graphic budget for simple apps \$1000-\$5000

pixel art pros/cons

[http://www.gamasutra.com/blogs/AdamSaltsman/20090724/2571/
Pixel_Art_Freelance_Best_Practices_Guidelines.php](http://www.gamasutra.com/blogs/AdamSaltsman/20090724/2571/Pixel_Art_Freelance_Best_Practices_Guidelines.php)

do it yourself

[http://www.gamasutra.com/blogs/ChrisHildenbrand/
20111114/8882/2D_Game_Art_For_Programmers_Part_5.php](http://www.gamasutra.com/blogs/ChrisHildenbrand/20111114/8882/2D_Game_Art_For_Programmers_Part_5.php)

google: photoshop tutorial

becomming a freelance artist/programmer?

- low wages
- high risk
- self employed

[http://www.gamasutra.com/blogs/LuciferJheng/2011/207/8980/
Why_You_Shall_Not_Quit_Your_Day_Job_To_Make_A_Game_App.php](http://www.gamasutra.com/blogs/LuciferJheng/2011/207/8980/Why_You_Shall_Not_Quit_Your_Day_Job_To_Make_A_Game_App.php)

<http://gameful.org/>

Dead End - being in a dead end?



http://www.gamasutra.com/blogs/RandyOConnor/2011/12/03/9027/Caving_to_Your_Players.php

staying honest to your dreams

- “if you are not prepared to be wrong, you’ll never come up with something original!”
- “People feel most themselves, are most inspired, and achieve at their highest levels when their natural talent meets their personal passion” Sir Ken Robinson
- “Everything ever achieved by a human, was achieved by someone like you and me”

[http://www.ted.com/talks/
derek_sivers_keep_your_goals_to_yourself.html](http://www.ted.com/talks/derek_sivers_keep_your_goals_to_yourself.html)

[http://www.ted.com/talks/
derek_sivers_how_to_start_a_movement.html](http://www.ted.com/talks/derek_sivers_how_to_start_a_movement.html)

[http://blog.ted.com/2011/04/22/3-things-i-learned-while-my-
plane-crashed-ric-elias-on-ted-com/](http://blog.ted.com/2011/04/22/3-things-i-learned-while-my-plane-crashed-ric-elias-on-ted-com/)

outlook

- what should have been different?
- creative programming course?