Things You Need Before You Start Developing Apps

v1.0

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So, you've stumbled across Buzztouch, the most amazing app development site on the entire Internet, and you're super stoked to get to work and get your ideas out to the world! Very cool! When I came across the site, I just wanted to get my app developed and out to the masses. But it turned out I had to get a few things in line before I could do that.

In order to develop apps for either iOS (iPhone, iPad or iTouch) or Android devices, there are some things that must be put into place first. Buzztouch enables you to "design" your app, and then provides the source code for your project, but you then **have to compile, test, and submit your app** to the appropriate marketplace. In order to do that, you have to meet some requirements first. So, here we go with a list of what you need to have in order to make your app dreams come true!

Developing for iOS (Apple)

☐ **An Intel-based Apple-branded Mac.** In order to develop apps for Apple, you need to be able to run Xcode, which is their Integrated Development Environment (IDE). Xcode only runs on an Intel-based Mac, and it must be Apple-branded per the Apple End User License Agreement (EULA). You also need to be running a more recent version of Mac OS X, like Snow Leopard or Lion. It's better to run as recent a version as you can, though it is not necessary to have the absolute most recent version. Many people solve the problem of not having a Mac by purchasing a used Mac mini from Craigslist. That's what I did, and it's worked out awesomely for me!

☐ **Xcode + SDK.** Compiling apps with the project files you get from Buzztouch require Xcode and a Software Development Kit (SDK) that contains files for the level of iOS (like iOS 5) that you wish your apps to run on. It's very important to remember that this software **only** runs on an Intel-based Mac (not the PPC processor ones), and that you'll really want one of the more recent versions of Mac OS X to run it on.

☐ **Membership in the iOS Developer Program.** In order to test and distribute your apps, you need to be enrolled in the Apple iOS Developer Program. This program costs $99/year, and provides you with the certificates you need to test and develop your apps, along with access to iTunes for submitting your apps. If you are not prepared to join this program, then the only other way to get apps into iTunes is to have somebody submit them for you under their account. Which means getting paid for any app sales or iAds revenue will be difficult!

☐ **A device to test on.** OK…this is not an absolute requirement, but testing your app on more than just the simulator provided in Xcode is very important. A simulator is just that…it simulates what a real device is like. If you don't have a real device, find a friend that does and have them test it, using something like AppFlight to get the package to them. Or post a message on the forum..lots of people are willing to help out.

☐ **Willingness to explore and learn.** Despite how accessible Buzztouch has made app development, it's not as easy as you might think, especially when it comes to Apple. More than one person (myself included) has spent hours and hours messing around with development and distribution certificate problems. And sometimes just submitting your app to iTunes is a huge pain. It'll be immensely helpful to yourself, and to those who eventually respond to your questions in the forums, if you have spent some time trying to learn the required skills by utilizing the resources already out there. Please don't expect us to lead you step-by-step through the process if you're not willing to give it a go first. You'll learn and understand more in the long run if you spend some time trying to work it out on your own first. It's far more rewarding that way!

Developing For Android

☐ **A Windows or Linux PC, or a Mac.** The awesome thing about the Android development environment is that it's available on Windows, Linux or Mac. So, if you want to develop both iOS and Android applications, getting a Mac will help you do both. If you are interested in just Android apps, then your current PC is probably up to the task.

☐ **Eclipse + Android SDK.** Eclipse is the Integrated Development Environment (IDE) for Android, and Google provides the Android Software Development Kit (SDK). You need both of these in order to compile the projects you get from Buzztouch. Both have packages that run on Windows, Linux or Mac.

☐ **Membership in Android Market or Amazon.com Appstore for Android.** Technically speaking, this is not a requirement for distributing your apps to the world. All you need for that is a development certificate (which you can generate for free, unlike with Apple), and a way to get your apk file to somebody. But, if you want to use the conventional method for distributing your app, and increase your chances of making money from It, you'll probably want to join one of these programs.

☐ **A device to test on.** OK…this is not an absolute requirement, but testing your app on more than just the simulator provided in Xcode is very important. A simulator is just that…it simulates what a real device is like. If you don't have a real device, find a friend that does and have them test it…it's as simple as emailing the apk to them or posting it on the web. Or, post a message on the forum..lots of people are willing to help out.

☐ **Willingness to explore and learn.** Despite how accessible Buzztouch has made app development, it's not as easy as you might think, and Android apps have their fair share of

issues in the development process. It'll be immensely helpful to yourself, and to those who eventually respond to your questions in the forums, if you have spent some time trying to learn the required skills by utilizing the resources already out there. Please don't expect us to lead you step-by-step through the process if you're not willing to give it a go first. You'll learn and understand more in the long run if you spend some time trying to work it out on your own first. It's far more rewarding that way!

So, that about sums up the requirements for getting into the iOS or Android app development game! If you're serious about doing this, please make sure you're willing to gather the required resources before you begin. It's extremely important to understand that Buzztouch.com is really an **app design environment**, where they have made it extremely easy for you to create amazing apps. What they don't provide is the development environment you need to actually compile, build and distribute your apps…that's what everything above is for. They give you the source code, it's up to you for the rest. If you get what I've outlined above, you'll be all set when you download that first package from Buzztouch!

Good luck, and don't hesitate to use the forums for any questions you might have!

Helpful Resources

☐ iOS Developer Program : http://developer.apple.com/programs/ios/

☐ Eclipse : http://www.eclipse.org/

☐ Android SDK : http://developer.android.com/sdk/index.html

☐ Buzztouch Forum : http://www.buzztouch.com/forum/

☐ Buzztouch Videos : http://www.buzztouch.com/videos/

☐ Setting up your Android Dev Environment : http://www.buzztouch.com/resources/Setting_Up_Your_Android_Development_Environment_v1.1.pdf

☐ Problem Reporting and Basic Debugging : http://www.buzztouch.com/resources/Problem_Reporting_and_Basic_Debug_v1.0.pdf

A Note about VMs: Yes, it is possible to run Mac OS X under a Virtual Machine in something like VMware or other virtualization products. And, yes, some people have been successful in developing apps that way and submitting them to iTunes. But I'll ask you to keep in mind a few things : (1) It's been reported that Xcode runs super slow under these circumstances, and Xcode is often difficult enough to use without that added problem; (2) the EULA for Xcode requires the use of an Apple-branded product,

and if you somehow manage to get busted by Apple for not following their EULA, there will probably be consequences to pay; and (3) the Buzztouch forums are probably not the best place to get help on installing bootlegged Mac OS X images in VMware…there are tons of sites on the Internet to help you do that. Try and stay focused on actual Buzztouch issues. Just sayin.

Comments? Post them in the forum or email me at MrkFleming@gmail.com.

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v1.0	12/11/11	Initial release of document.	GoNorthWest