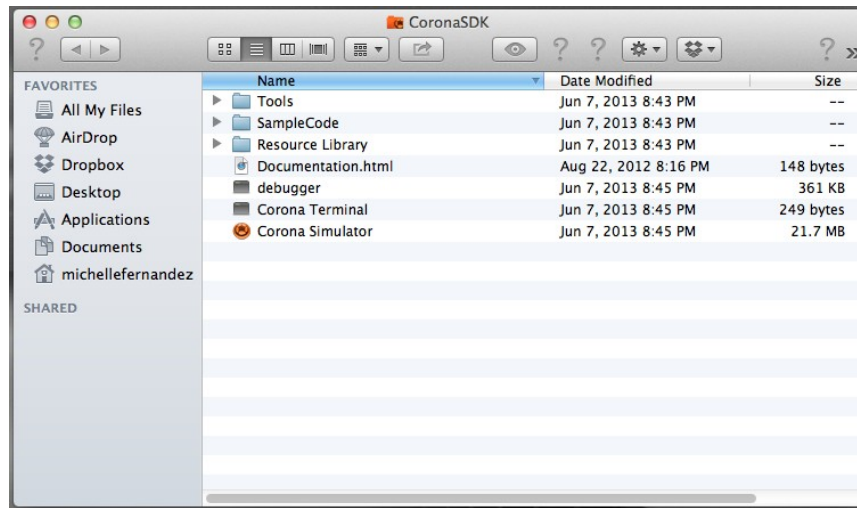
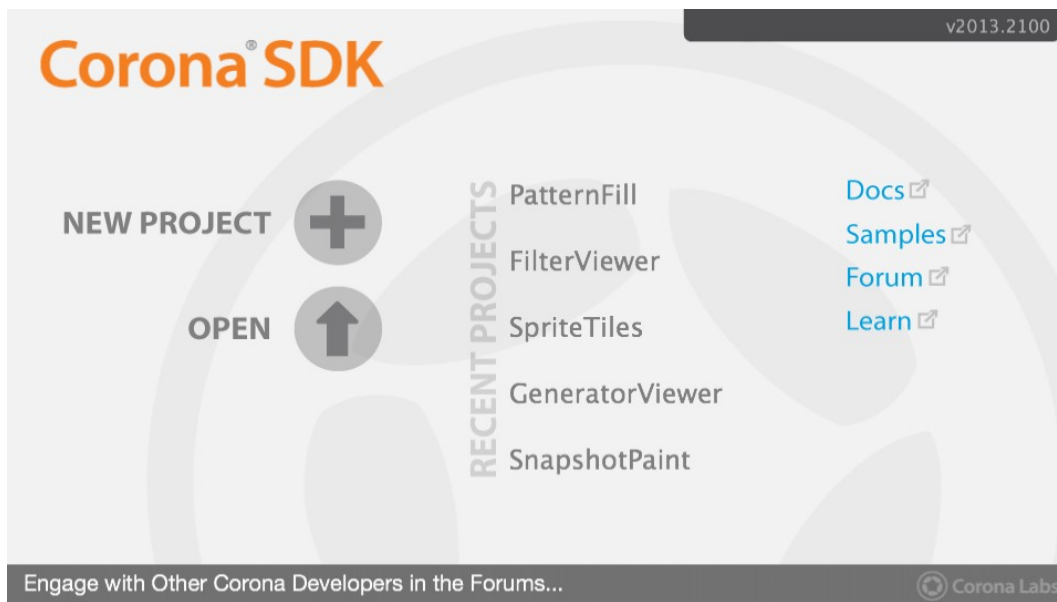


1 Getting Started with Corona SDK

Downloading and installing Corona







NEW PROJECT



OPEN



RECENT PROJECTS

PatternFill

FilterViewer

SpriteTiles

GeneratorViewer

SnapshotPaint

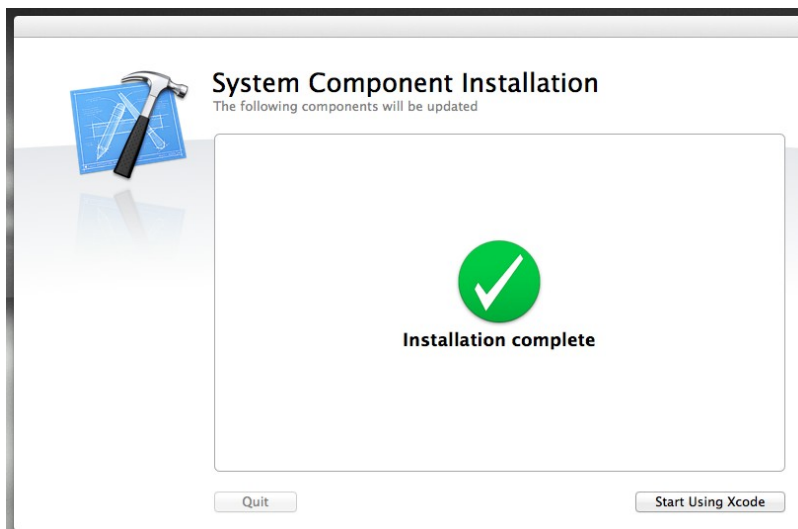
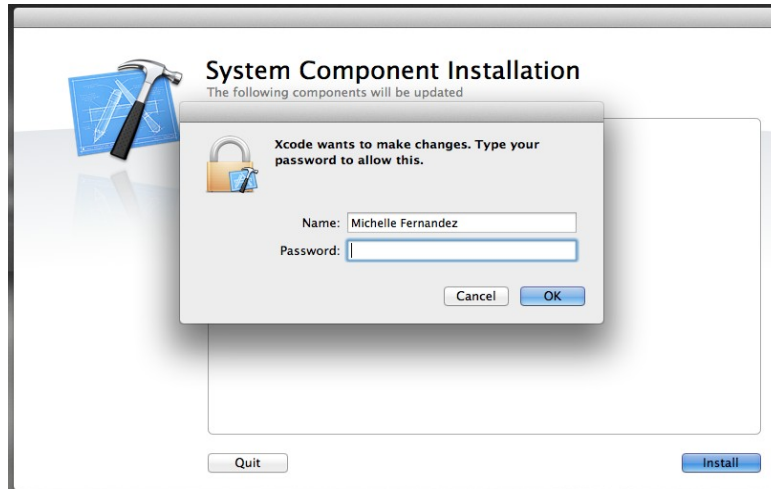
[Docs](#)

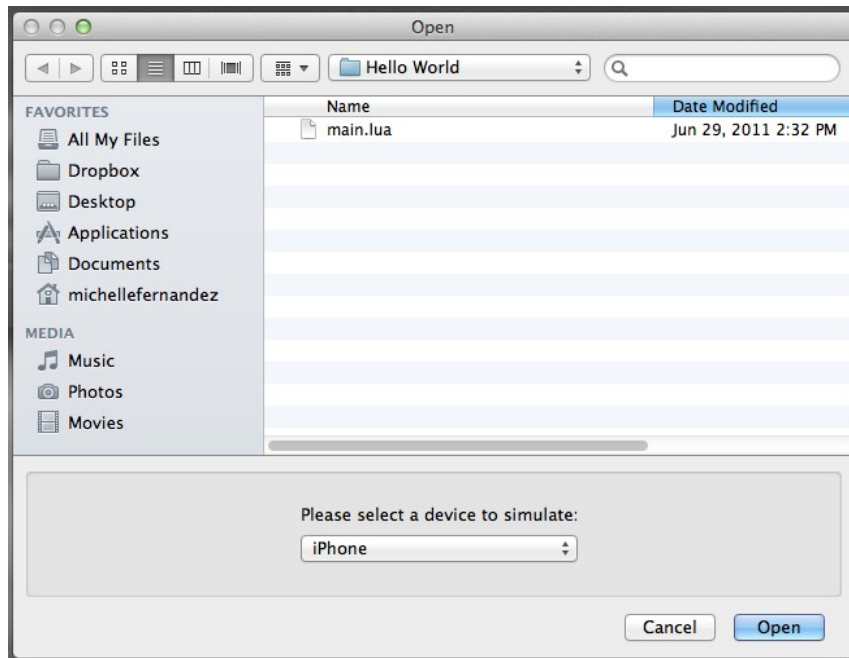
[Samples](#)

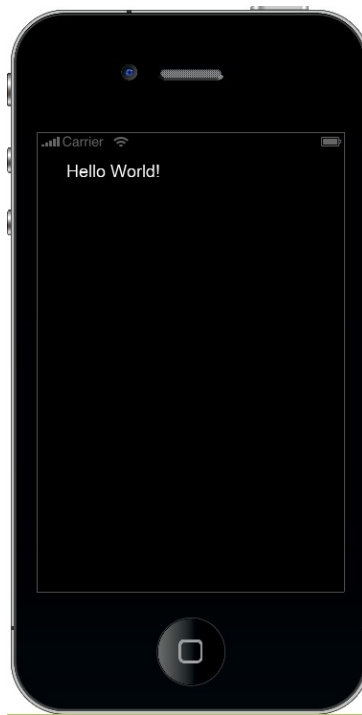
[Forum](#)

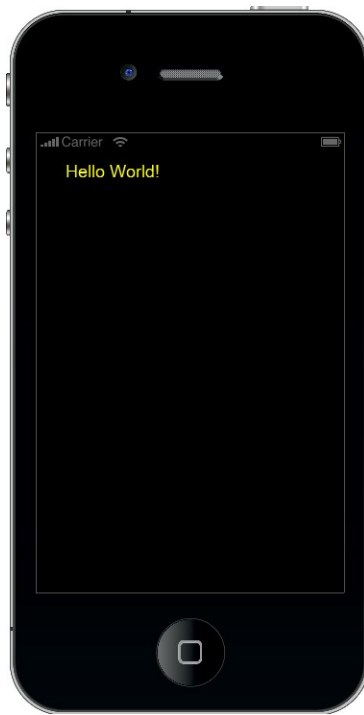
[Learn](#)

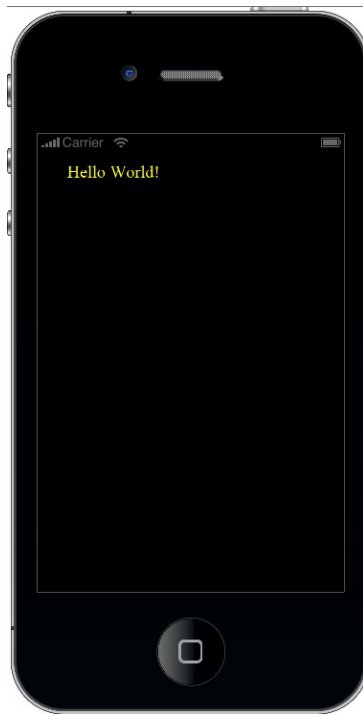
Developing on devices



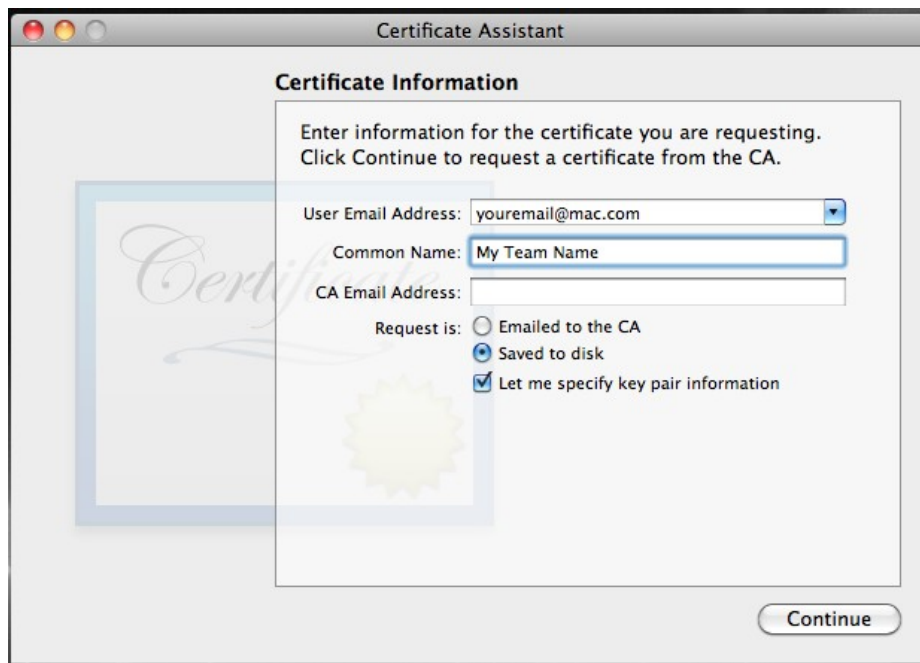
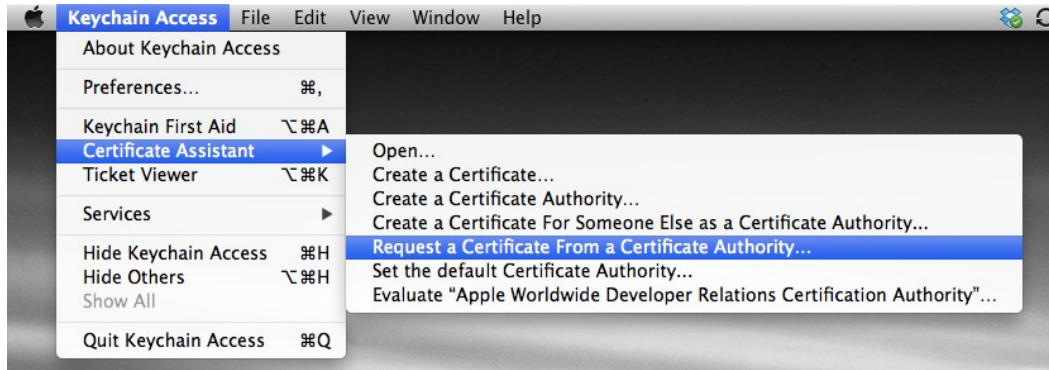


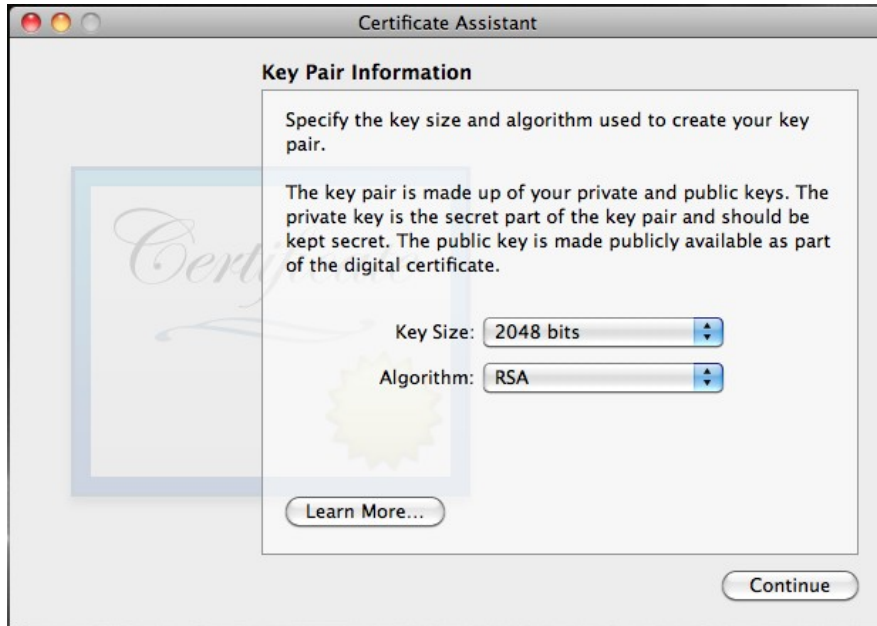


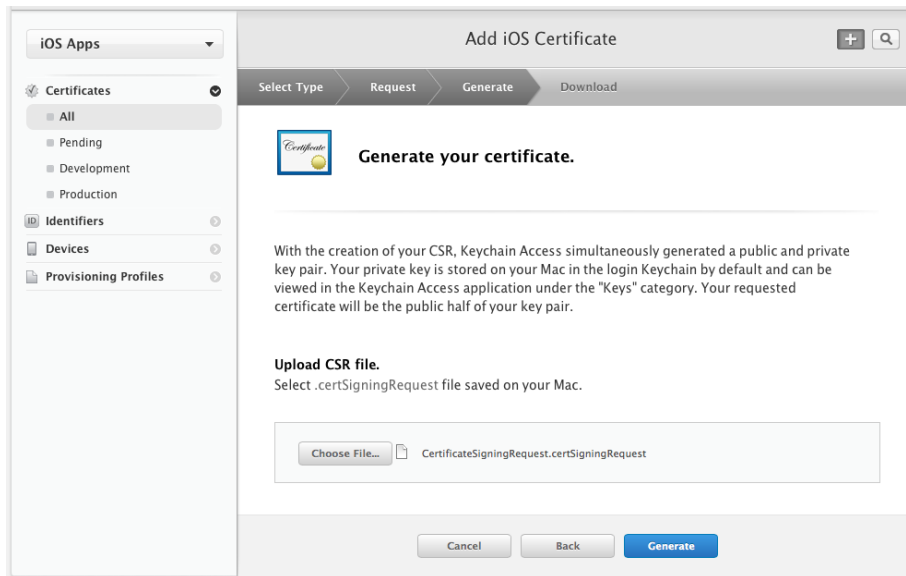


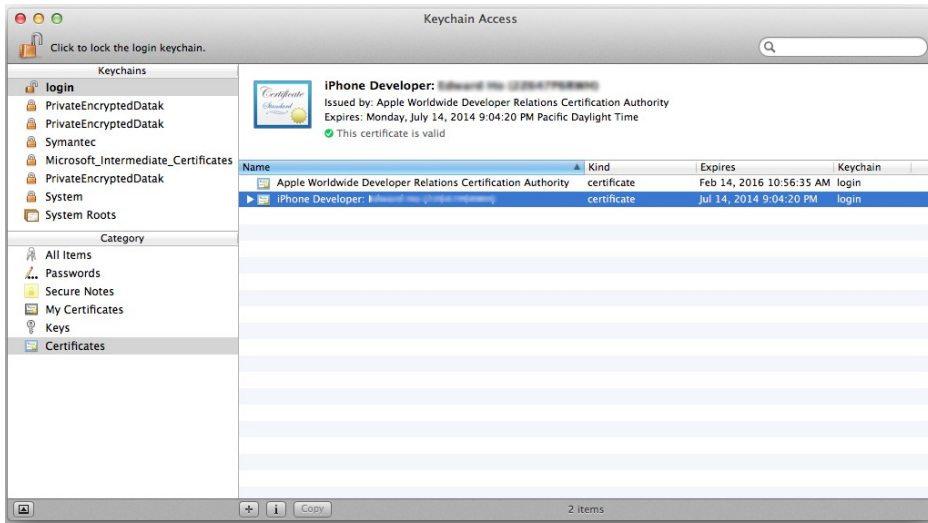


Testing our application on an iOS device











iOS Apps

- Certificates
- Identifiers
- Devices
- Provisioning Profiles

Add iOS Devices

Registering a New Device or Multiple Devices

Pre-Release Software Reminder
You may only share Apple pre-release software with employees, contractors, and members of your organization who are registered as Apple developers and have a demonstrable need to know or use Apple software to develop and test applications on your behalf.

Unauthorized distribution of Apple confidential information (including pre-release software) is prohibited and may result in the termination of your Apple Developer Program. It may also subject you to civil and criminal liability.

Register Device
Name your device and enter its Unique Device Identifier (UDID).

Name:

UDID:

App ID Description

Name:
You cannot use special characters such as @, &, *, ' , *

App ID Prefix

Value: D32LVVLEL6 (Team ID)

App ID Suffix

Explicit App ID

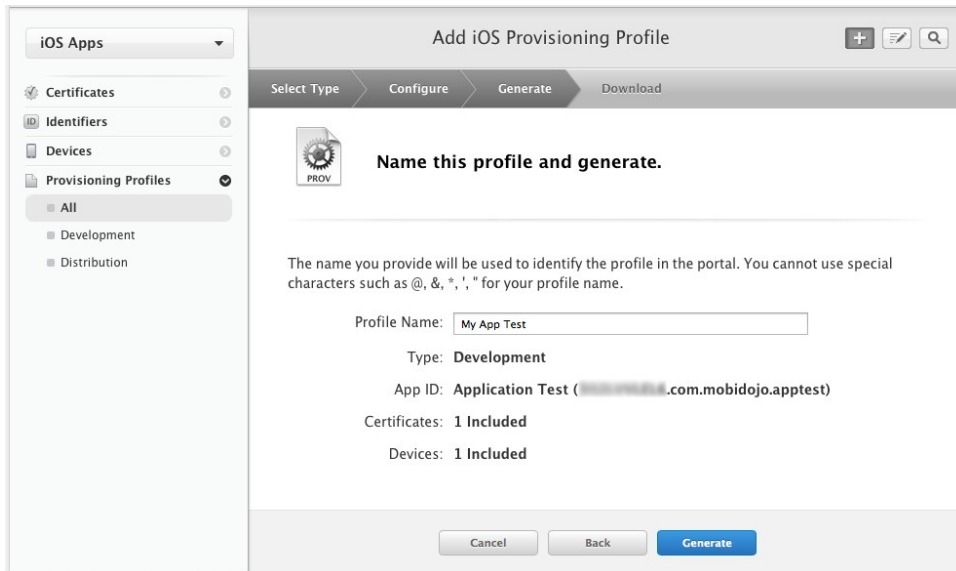
If you plan to incorporate app services such as Game Center, In-App Purchase, Data Protection, and iCloud, or want a provisioning profile unique to a single app, you must register an explicit App ID for your app.

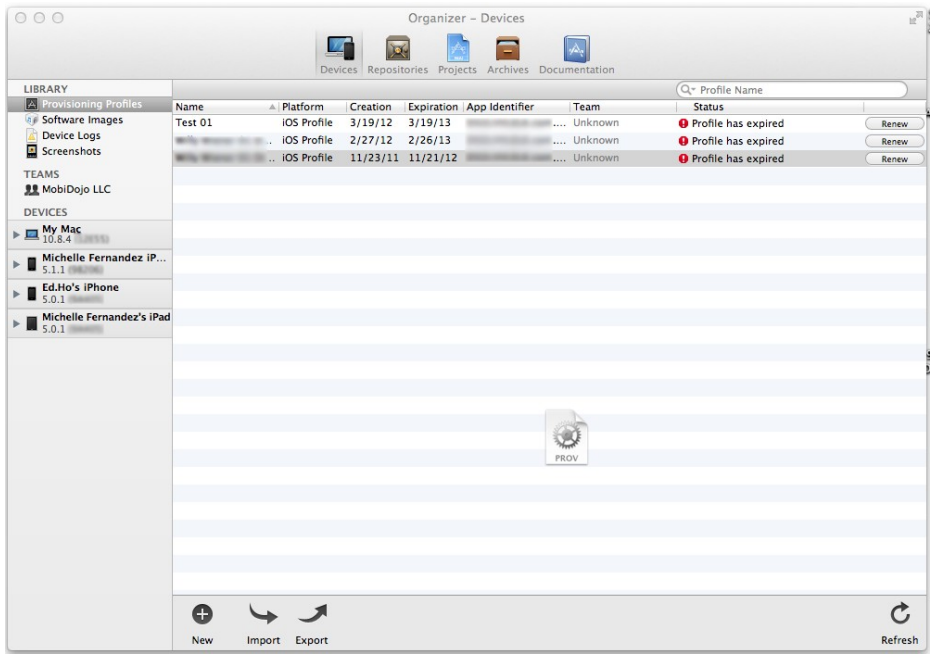
To create an explicit App ID, enter a unique string in the Bundle ID field. This string should match the Bundle ID of your app.

Bundle ID:
We recommend using a reverse-domain name style string (i.e., com.domainname.appname). It cannot contain an asterisk (*).

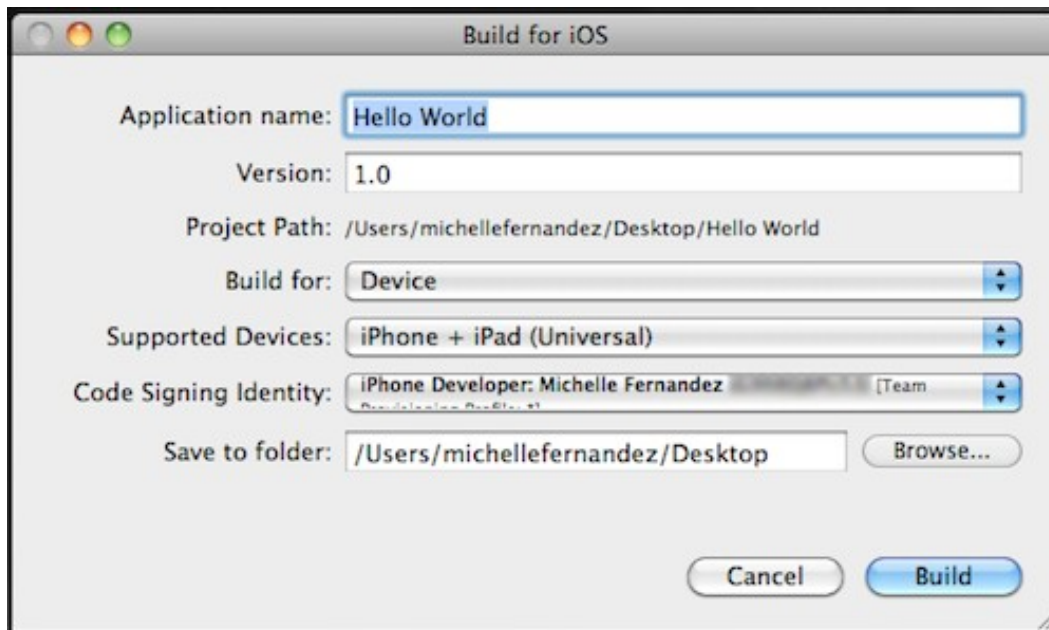
Wildcard App ID

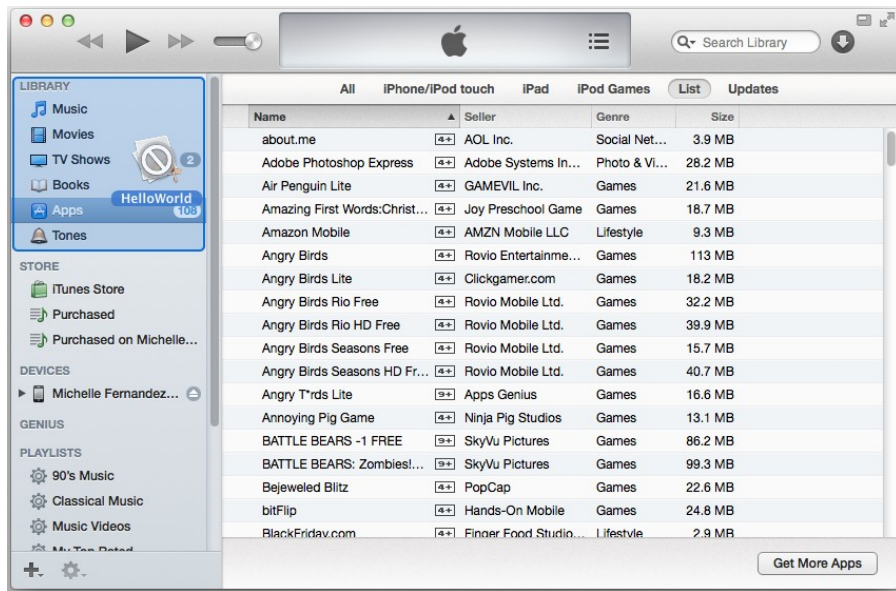
This allows you to use a single App ID to match multiple apps. To create a wildcard App ID, enter an asterisk (*) as the last digit in the Bundle ID field.





Creating the Hello World build for iOS



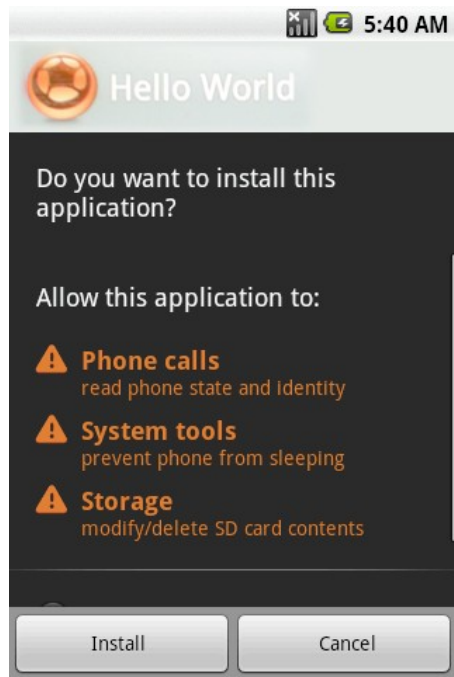


Creating the Hello World build for Android

The screenshot shows a 'Build for Android' dialog box with the following fields and values:

- Application Name: Hello World
- Version Code: 1
- Version Name: 1.0
- Package: com.mycompany.helloworld
A unique Java-style package identifier for your app
(e.g. com.acme.games.myfarmgame)
- Project Path: /Users/michellefernandez/Desktop/Hello World
- Minimum SDK Version: Android 2.2
- Target App Store: Google Play
- Keystore: Debug
- Key Alias: androiddebugkey
- Save to Folder: /Users/michellefernandez/Desktop

Buttons: Cancel, Build



2 Lua Crash Course and the Corona Framework

Images



Runtime configuration



Dynamic resolution images



What are functions?



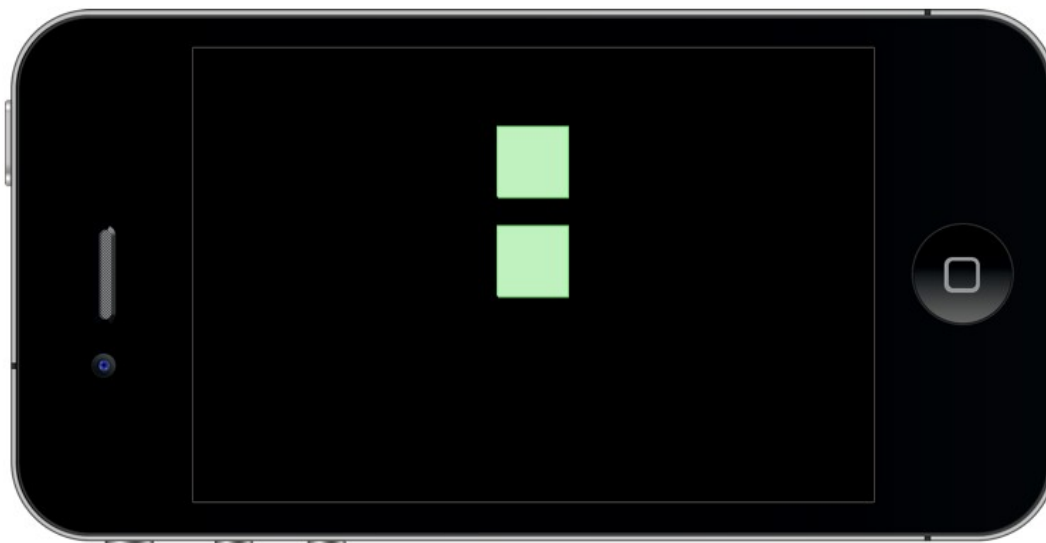
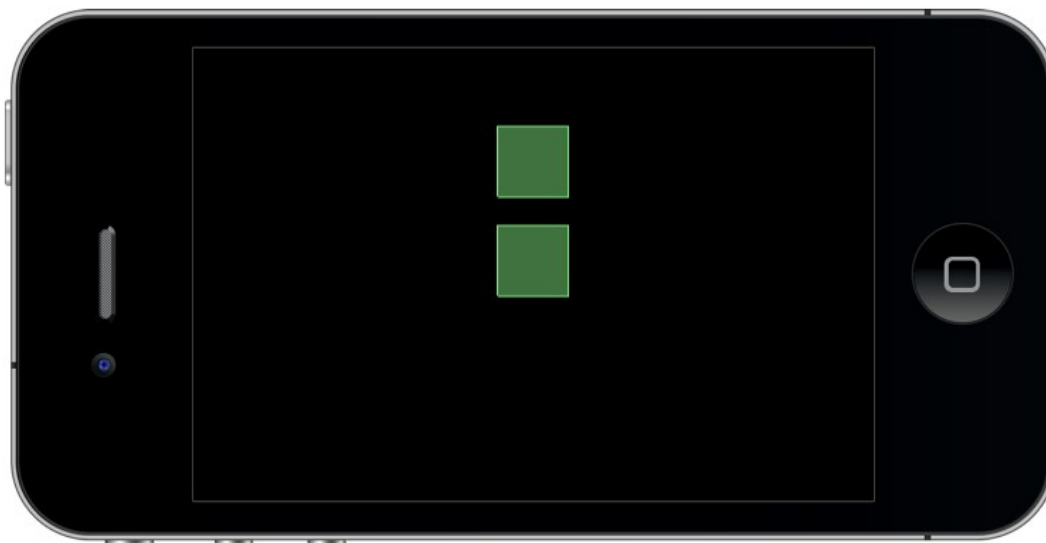


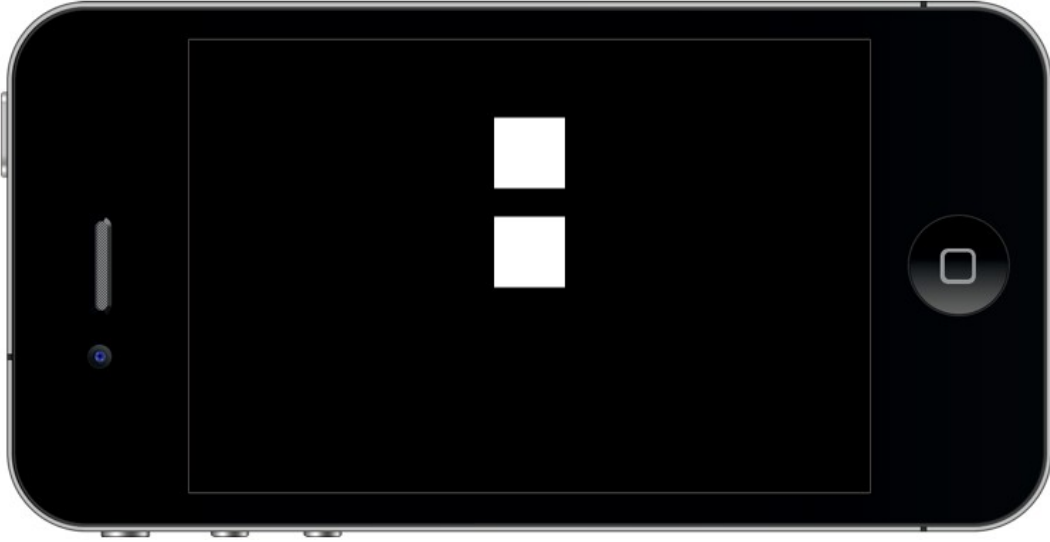
3 Building Our First Game – Breakout

Breakout – bringing back old-school gaming

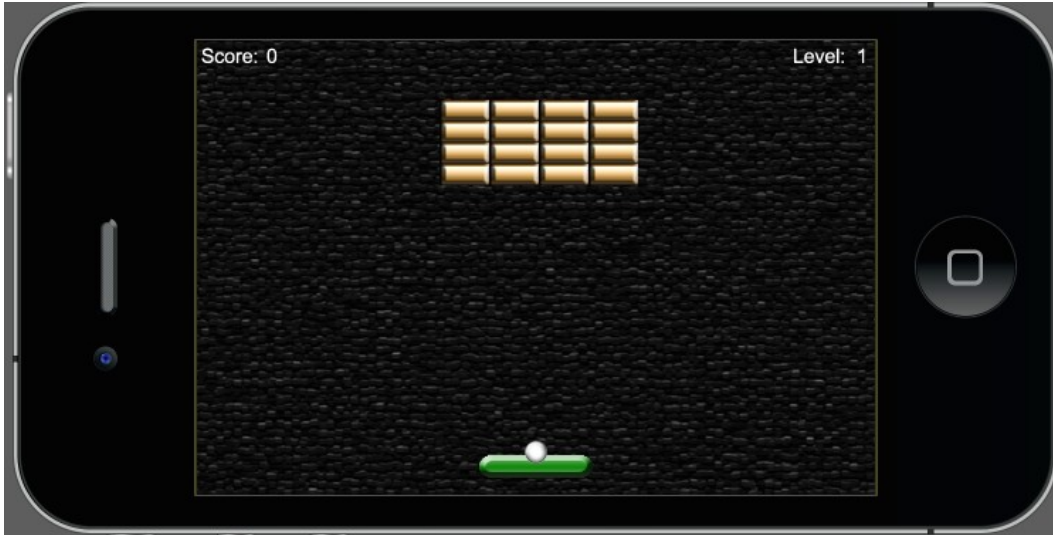


Understanding Corona physics API





Red alert!



4 Game Controls

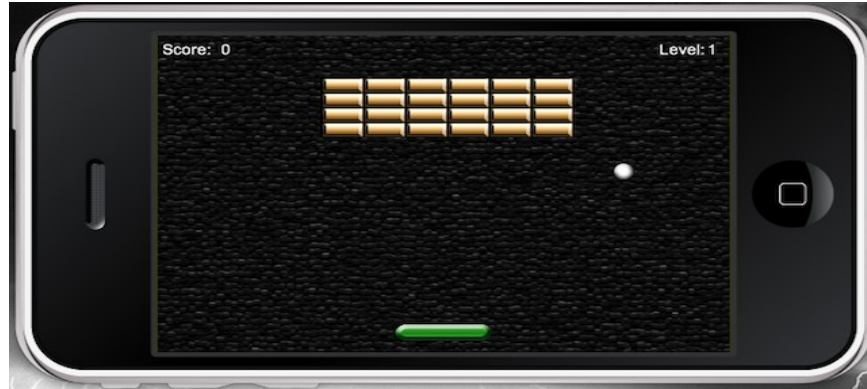
Moving in the up direction

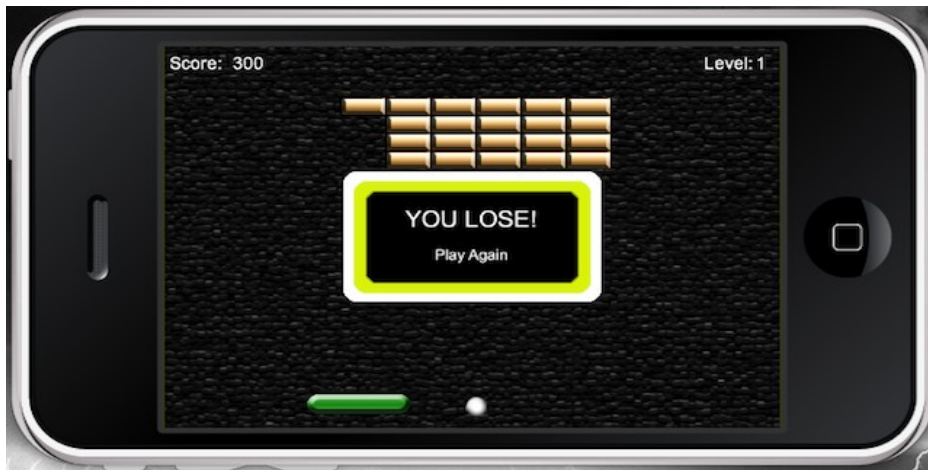


Brick by brick



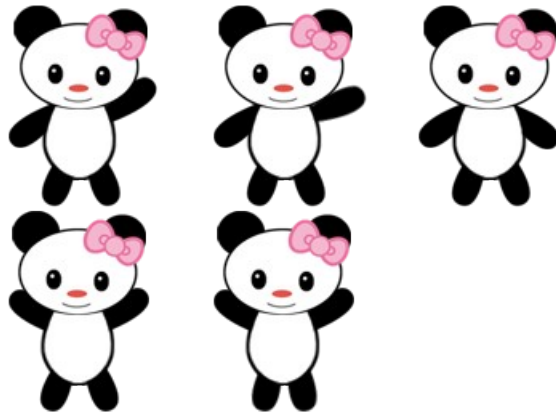
Directional changes





5 Animating Our Game

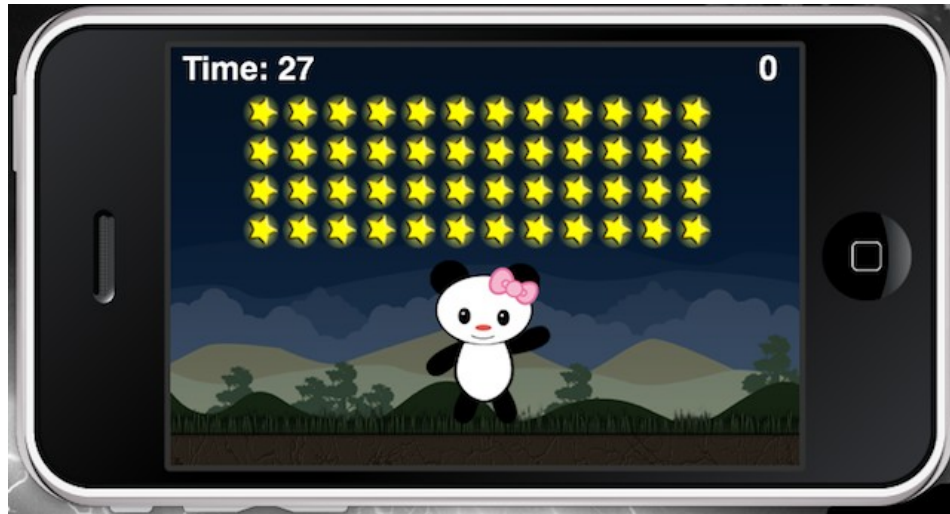
It's sprite mania!



Game time!



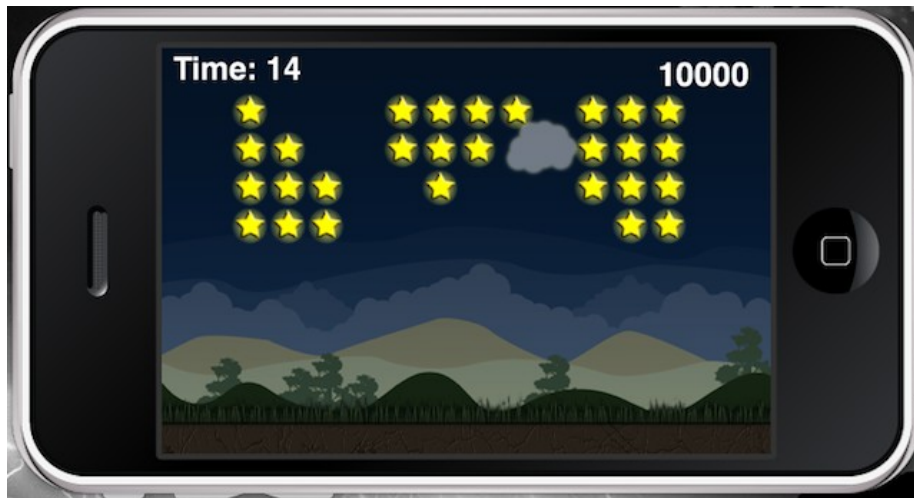
Let's start the round



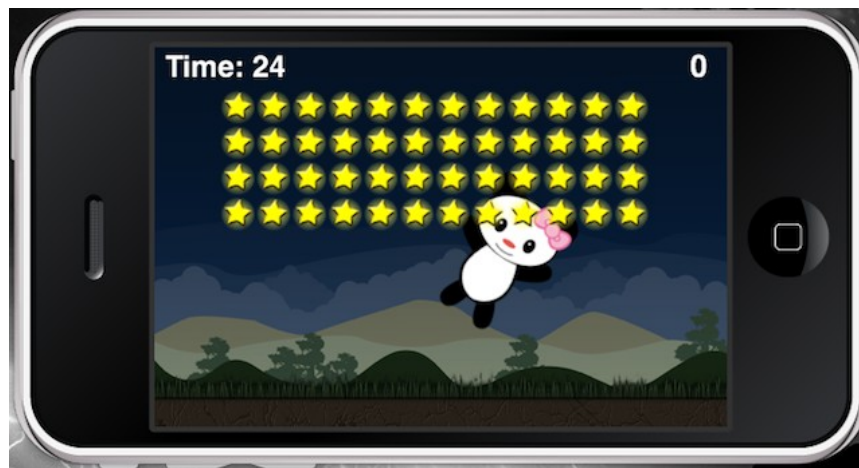
When the game ends



Starry skies

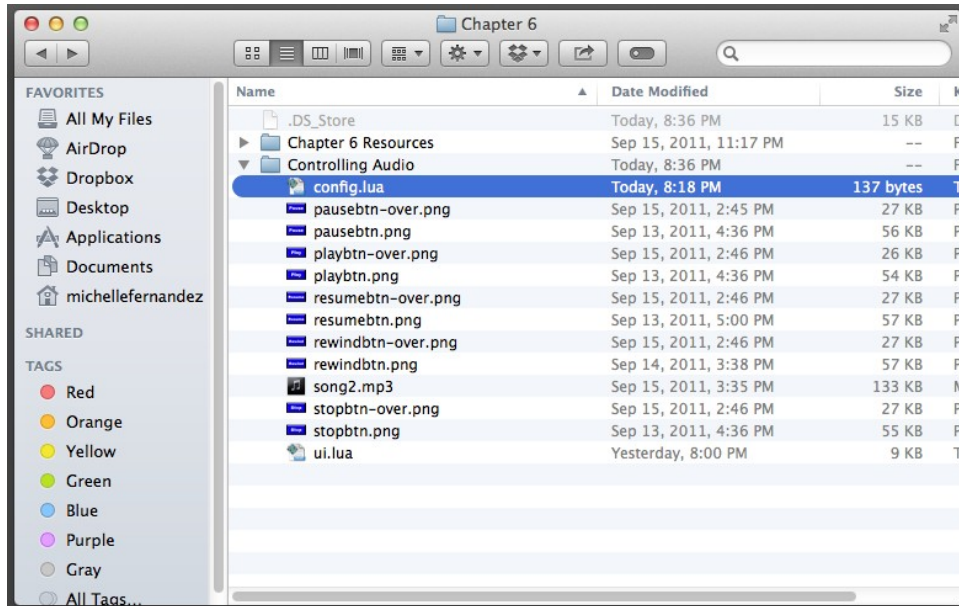


Screen touches



6 Playing Sounds and Music

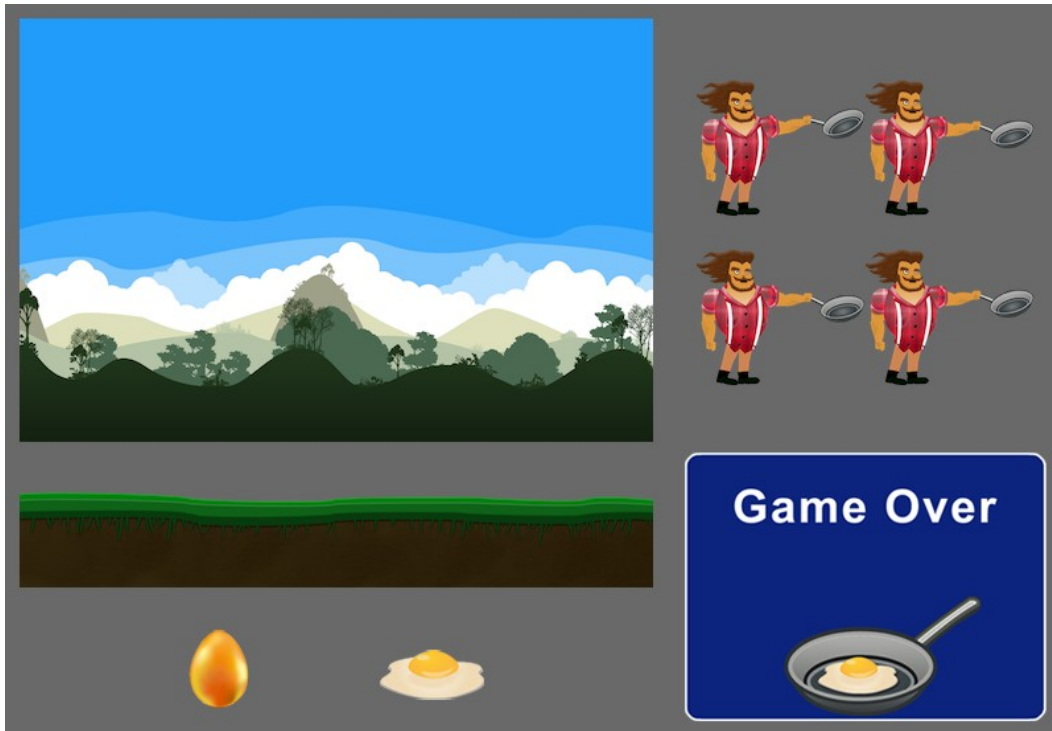
Time to take control





7 Physics – Falling Objects

Creating our new game – Egg Drop



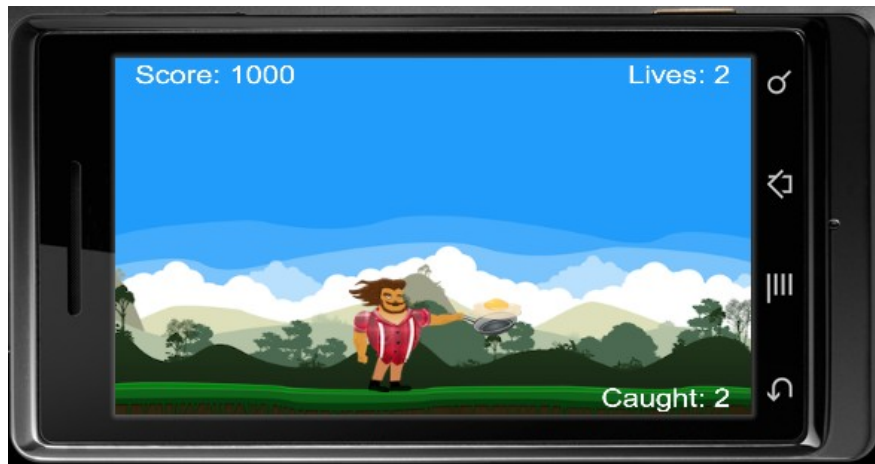
Displaying the heads-up display



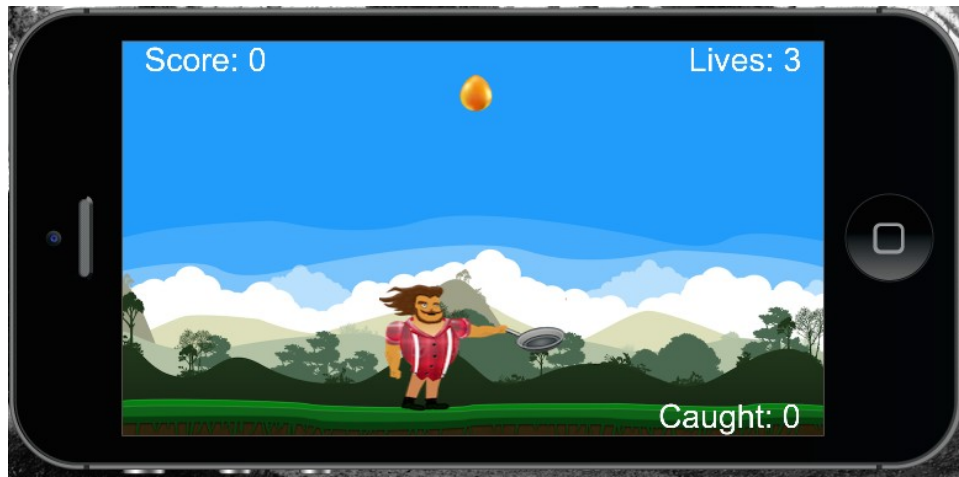
Introducing the main character



Body properties



Making the display objects fall



Ending the game play



8 Operation Composer

Data saving



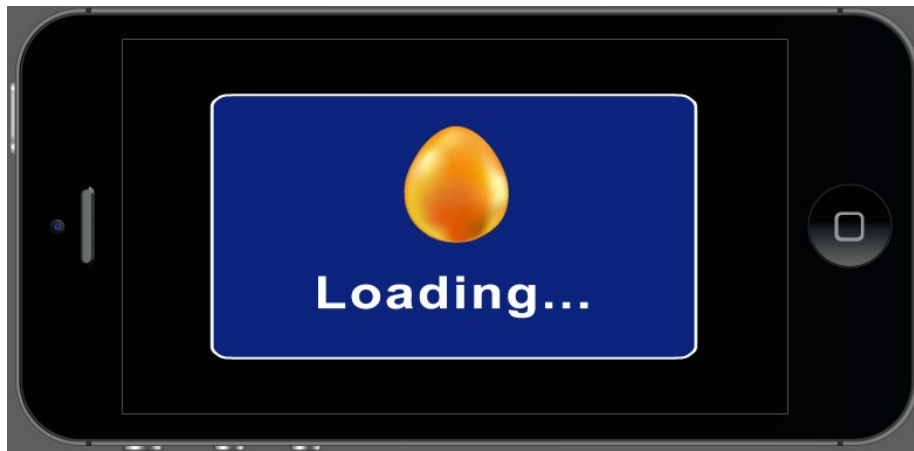
Pausing the game



New game transitions



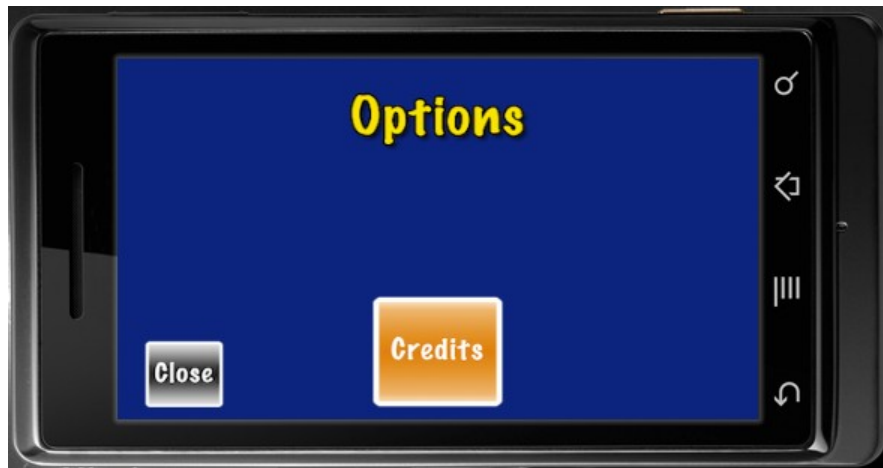
Creating a loading screen



Creating a main menu



Creating an options menu

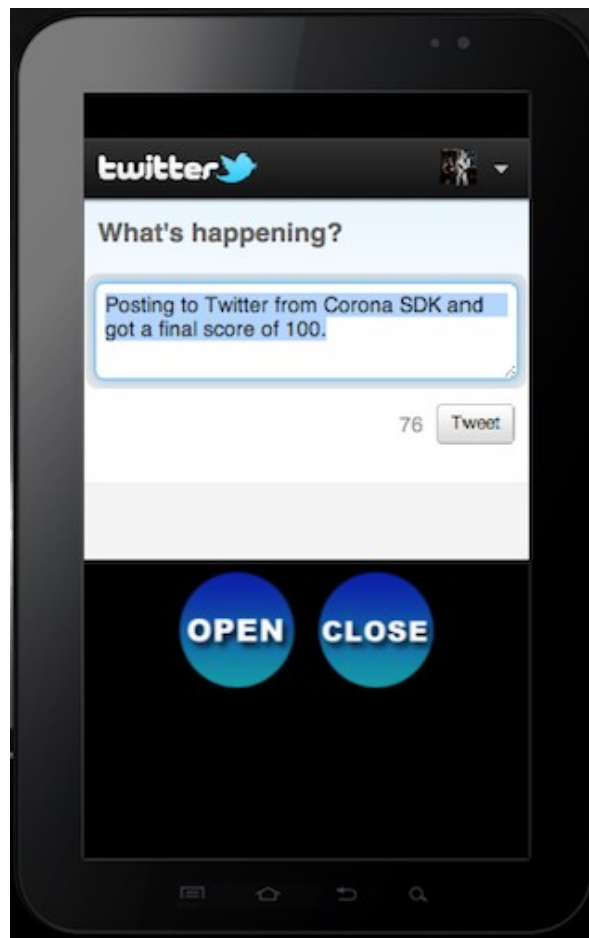


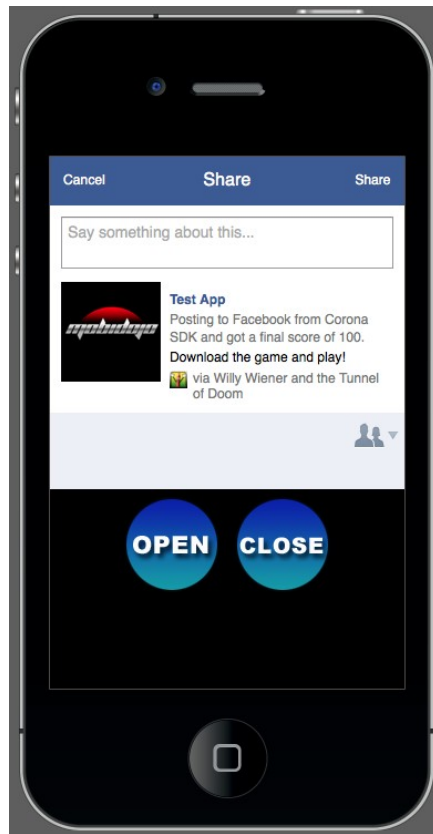
Creating a credits screen



9 Handling Multiple Devices and Networking Your Apps

Networking your apps






Michelle Fernandez

Got a score of 100 on Your App Name Here!



Your App Name Here

Download and compete with me!

 Like ·  Comment · 13 seconds ago via WWTD

10 Optimizing, Testing, and Shipping Your Games

Distributing iOS applications

The screenshot shows the 'Provisioning Portal' interface. On the left is a navigation sidebar with links for Home, Certificates, Devices, App IDs (highlighted), Provisioning, and Distribution. The main content area is titled 'Create App ID' and has two tabs: 'Manage' and 'How To'. The form contains three sections: 1. 'Description' with a text input field containing 'chellshock' and a note that special characters like @, &, *, and " are not allowed. 2. 'Bundle Seed ID (App ID Prefix)' with a dropdown menu set to 'Use Team ID' and a note that this is for applications sharing Keychain access. 3. 'Bundle Identifier (App ID Suffix)' with a text input field containing 'com.chellshock.elfattack' and an example 'com.domainname.appname'. At the bottom right are 'Cancel' and 'Submit' buttons.

Provisioning Portal Go to iOS Dev Center

Home
Certificates
Devices
App IDs
Provisioning
Distribution

Manage **How To**

Create App ID

Description

Enter a common name or description of your App ID using alphanumeric characters. The description you specify will be used throughout the Provisioning Portal to identify this App ID.

You cannot use special characters as @, &, *, " in your description.

Bundle Seed ID (App ID Prefix)

Use your Team ID or select an existing Bundle Seed ID for your App ID.

If you are creating a suite of applications that will share the same Keychain access, use the same bundle Seed ID for each of your application's App IDs.

Bundle Identifier (App ID Suffix)

Enter a unique identifier for your App ID. The recommended practice is to use a reverse-domain name style string for the Bundle Identifier portion of the App ID.

Example: com.domainname.appname

iTunes Connect

App Information

Enter the following in English.

App Name ?

SKU Number ?

Bundle ID ?
You can register a new Bundle ID [here](#).

Note that the Bundle ID cannot be changed if the first version of your app has been approved or if you have enabled Game Center or the iAd Network.

Does your app have specific device requirements? [Learn more](#)

Elf Attack

Select the availability date and price tier for your app.

Availability Date ?

Price Tier ?
[View Pricing Matrix](#)

Discount for Educational Institutions ?

Unless you select [specific stores](#), your app will be for sale in all App Stores worldwide.

Elf Attack

Enter the following information in **English**.

Metadata

Version Number: ?

Description: ?

Primary Category: ?

Subcategory: ?

Subcategory: ?

Secondary Category (optional): ?

Keywords: ?

Copyright: ?

Contact Email Address: ?

Support URL: ?

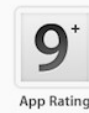
Rating

For each content description, choose the level of frequency that best describes your app.

[App Rating Details](#) ▶

Apps must not contain any obscene, pornographic, offensive or defamatory content or materials of any kind (text, graphics, images, photographs, etc.), or other content or materials that in Apple's reasonable judgment may be found objectionable.

Apple Content Descriptions	None	Infrequent/Mild	Frequent/Intense
Cartoon or Fantasy Violence	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Realistic Violence	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Sexual Content or Nudity	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Profanity or Crude Humor	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Alcohol, Tobacco, or Drug Use or References	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Mature/Suggestive Themes	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Simulated Gambling	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Horror/Fear Themes	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Prolonged Graphic or Sadistic Realistic Violence	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Graphic Sexual Content and Nudity	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>




Elf Attack

App Information

<p>Identifiers</p> <p>SKU [redacted].com.chelleshock.elfattack</p> <p>Bundle ID com.chelleshock.elfattack Edit</p> <p>Apple ID [redacted]</p> <p>Type iOS App</p>	<p>Links</p> <p>View in App Store</p>	<p>Rights and Pricing</p> <p>Manage Game Center</p> <p>Set Up iAd Network</p> <p>Newsstand</p> <p>Delete App</p>
--	--	--

Versions

<p>Current Version</p>  <p>Version 1.0</p> <p>Status ● Prepare for Upload</p> <p>Date Created 01 November 2011</p> <p>View Details</p>	
--	--

[Done](#)

Elf Attack, 1.0 [Ready to Upload Binary](#)

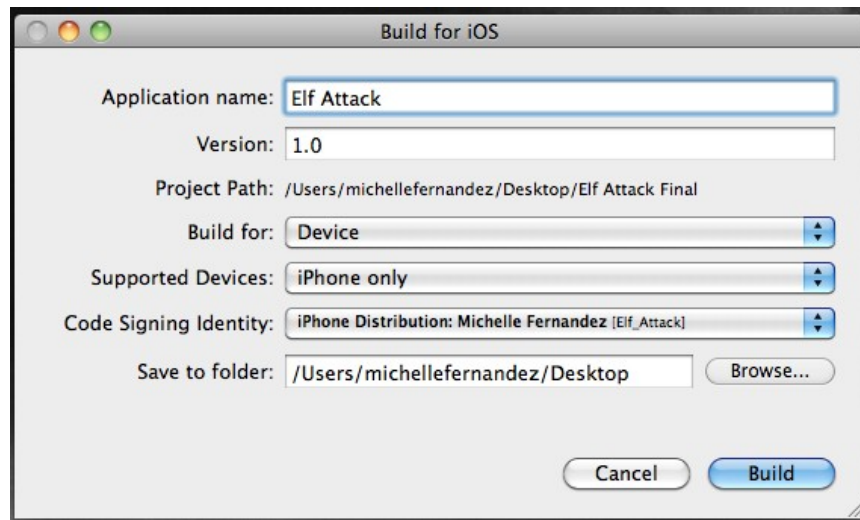
App Summary [Edit](#)

<p>Version Information Edit</p> <p>Details</p> <p>App Name Elf Attack</p> <p>Version Number 1.0</p> <p>Status ● Prepare for Upload</p> <p>Rating 9+</p>	<p>Links</p> <p>Version Summary</p> <p>Status History</p>	<p>Manage Localizations</p>
---	--	---

Metadata [Edit](#)


Description	Help Santa destroy the evil elves from ruining Christmas!
Primary Category	Games
Subcategory	Arcade
Subcategory	Action
Secondary Category (optional)	
Keywords	Christmas, Santa, Elves
Copyright	2011 Michelle Fernandez
Contact Email Address	[redacted]@gmail.com
Support URL	http://www.michellefernandez.com
App URL (optional)	

Building an iOS application for distribution in Corona



Elf Attack [View More By This Developer](#)

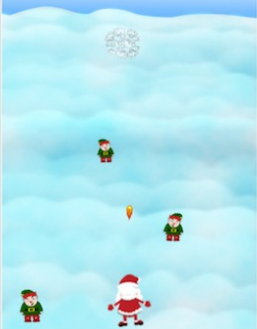
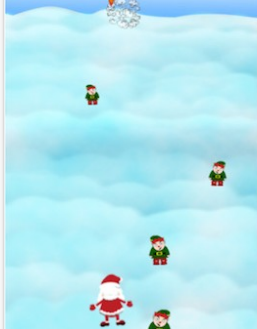
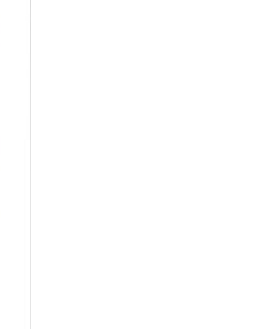

Open iTunes to buy and download apps.



[View In iTunes](#)

Description
Help Santa destroy the evil elves from ruining Christmas!
[Elf Attack Support](#)

iPhone Screenshots

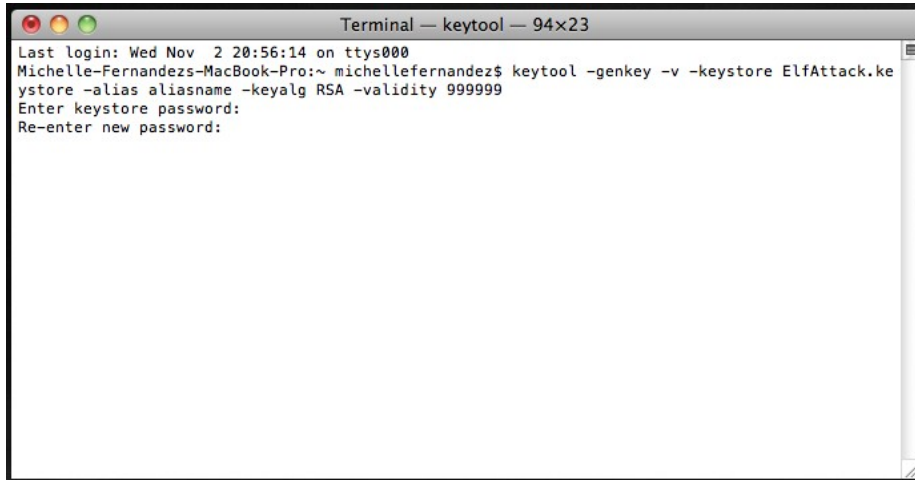
Score: 500	Lives: 3	Score: 1500	Lives: 2
			

Free
Category: Games
Released: Nov 08, 2011
Version: 1.0
Size: 3.7 MB
Language: English
Seller: Michelle Fernandez
© 2011 Michelle Fernandez
Rated 9+ for the following:
Infrequent/Mild Cartoon or Fantasy Violence

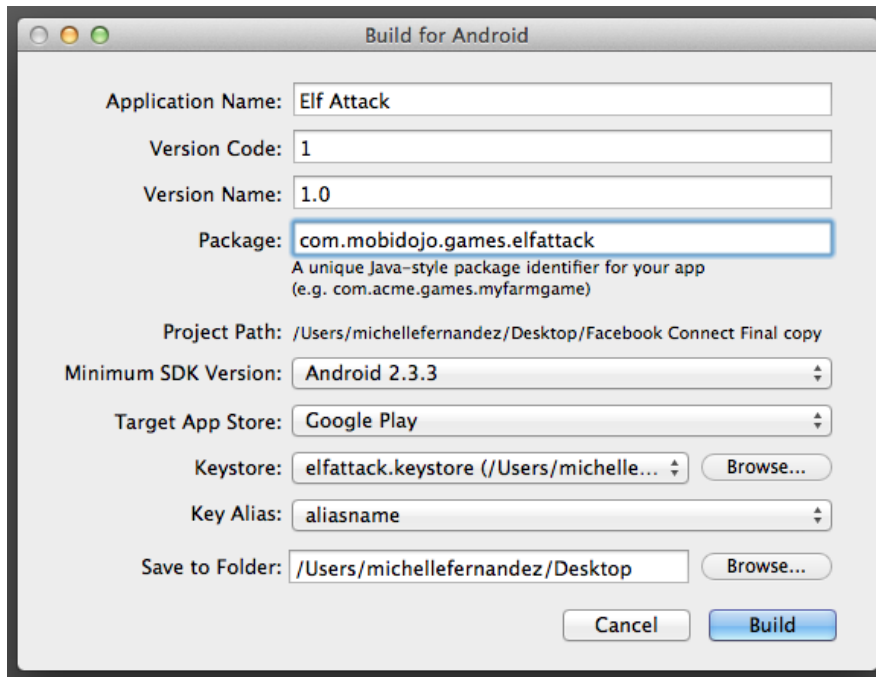
Requirements: Compatible with iPhone, iPod touch, and iPad. Requires iOS 3.1 or later

Customer Ratings
We have not received enough ratings to display an average for the current version of this

The Google Play Store



```
Terminal — keytool — 94x23
Last login: Wed Nov  2 20:56:14 on ttys000
Michelle-Fernandezs-MacBook-Pro:~ michellefernandez$ keytool -genkey -v -keystore ElfAttack.keystore -alias aliasname -keyalg RSA -validity 999999
Enter keystore password:
Re-enter new password:
```



Build for Android

Application Name:

Version Code:

Version Name:

Package:
A unique Java-style package identifier for your app
(e.g. com.acme.games.myfarmgame)

Project Path:

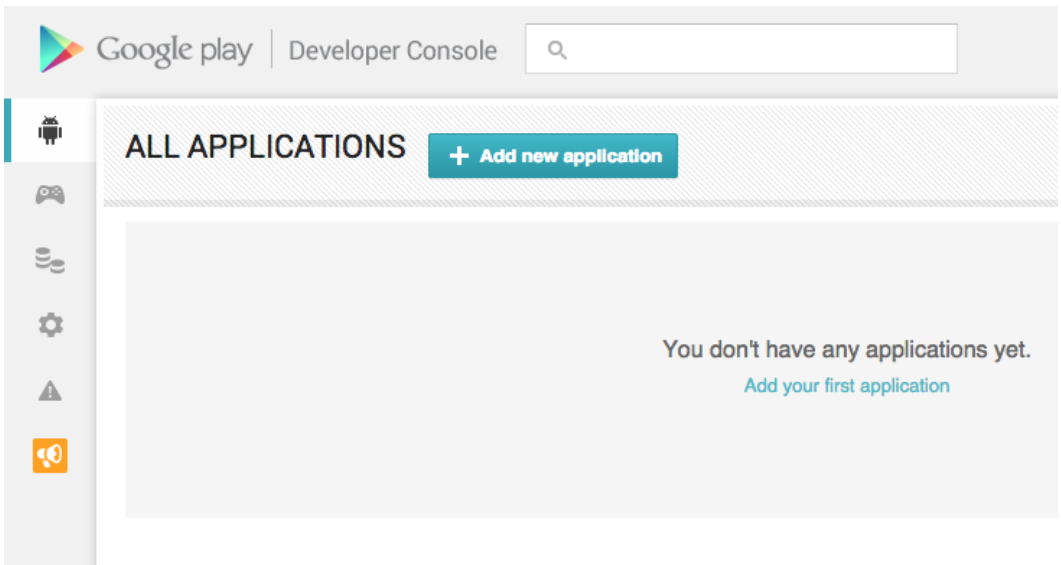
Minimum SDK Version:

Target App Store:

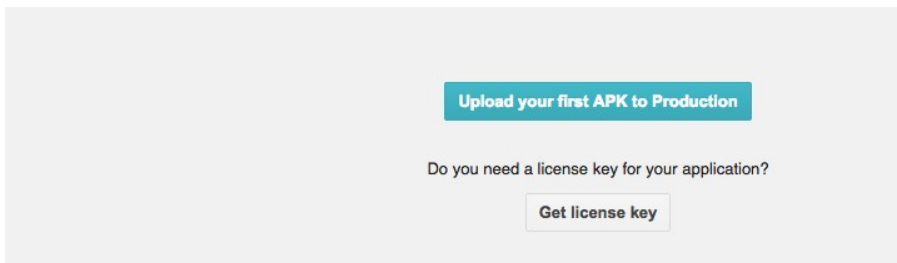
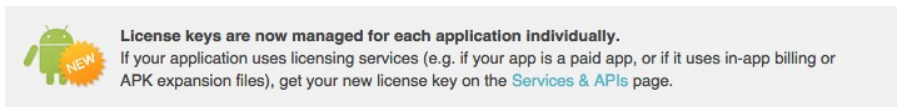
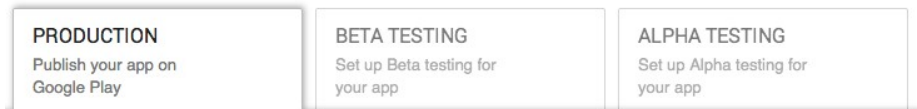
Keystore:

Key Alias:

Save to Folder:



APK



APK STORE LISTING Saved

Store Listing

Pricing & Distribution

In-app Products

Services & APIs

Optimization Tips

PRODUCT DETAILS Fields marked with * need to be filled before publishing.

English (United States) – en-US Manage translations ▼

Title*
English (United States) – en-US
10 of 30 characters

Short description*
English (United States) – en-US
0 of 80 characters

Full description*
English (United States) – en-US
0 of 4000 characters

Please check out these [tips on how to create policy compliant app descriptions](#) to avoid some common reasons for app suspension.

APK

Store Listing

Pricing & Distribution

In-app Products

Services & APIs

Optimization Tips

PRICING & DISTRIBUTION Save

This application is Paid Free

Setting the price to 'Free' is permanent. You cannot change it back to 'Paid' again after publishing. [Learn more](#)

DISTRIBUTE IN THESE COUNTRIES

You have selected 139 countries + Rest of the world

SELECT ALL COUNTRIES

Albania

Algeria

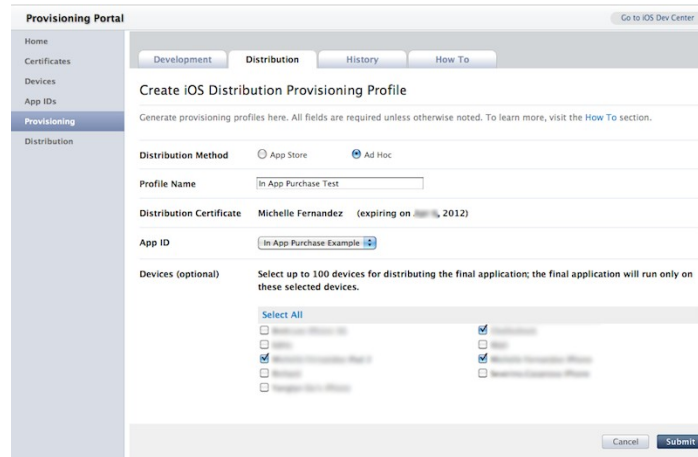
Ready to publish ▼

Publish this app

Delete this app

11 Implementing In-App Purchases

Create an In-App Purchase




Breakout In App Demo

App Information

<p>Identifiers</p> <p>SKU <code>com.chelleshock.BreakoutInAppDemo</code></p> <p>Bundle ID <code>com.chelleshock.BreakoutInAppDemo</code></p> <p>Apple ID <code>546777777</code></p> <p>Type iOS App</p>	<p>Links</p> <p>View in App Store</p>	<p>Rights and Pricing</p> <p>Manage In-App Purchases</p> <p>Manage Game Center</p> <p>Set Up iAd Network</p> <p>Newsstand</p> <p>Delete App</p>
--	--	---

Versions

Current Version



Version 1.0

Status ● Developer Rejected

Date Created Nov 16, 2011

[View Details](#)

[Done](#)

Breakout In App Demo — In-App Purchases

Details

Enter a reference name and a product ID for this In-App Purchase. You must also add at least one language, along with a display name and a description in that language.

Reference Name ?

Product ID ?

[Add Language](#)

Language	Display Name	Description
Click Add Language to get started.		

Add Language

Language: ?

Display Name: ?

Display Description: ?

Pricing and Availability

Enter the pricing and availability details for this In-App Purchase below.

Cleared for Sale: Yes No

Price Tier: ?
[View Pricing Matrix](#)


Price Tier 1												
App Store	U.S.*	Mexico	Canada	U.K.	European Union*	Sweden	Denmark	Norway	Switzerland	Australia	New Zealand	Japan
Customer Price	US\$0.99	\$12.00	CA\$0.99	£0.69	0,79 €	7.00kr(SE)	6.00kr(DK)	7.00kr(NO)	1.00fr	AUS\$0.99	NZ\$1.29	¥85
Your Proceeds	US\$0.70	100 \$8.40	CA\$0.70	£0.42	0,48 €			3.92kr(NO)	0.65fr	AUS\$0.63	NZ\$0.90	¥60

*The U.S. price applies to all countries where apps are sold in U.S. dollars. The European Union price applies to all countries where apps are sold in euros. See Details.

Screenshot for Review

Before you submit your In-App Purchase for review, you must upload a screenshot. This screenshot will be for review purposes only. It will not be displayed on the App Store. Screenshots must be at least 320x460 pixels and at least 72 DPI.

Create New Breakout In App Demo – In-App Purchases

 **Breakout In App Demo**
Apple ID : Bundle ID : com.

The first In-App Purchase for an app must be submitted for review at the same time that you submit an app version. You must do this on the Version Details page. Once your binary has been uploaded and your first In-App Purchase has been submitted for review, additional In-App Purchases can be submitted using the table below.

1 In-App Purchases

Reference Name	Product ID	Type	Status	
com.chelleshock...pDemo.NonConsumable	com.chelle...emo.NonConsumable	Non-Consumable	Ready to Submit	<input type="button" value="Delete"/>

Done



Testing In-App Purchases





