

Featured on the App Stores An Indie Guide

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@kinnth



GAME DEVELOPERS CONFERENCE

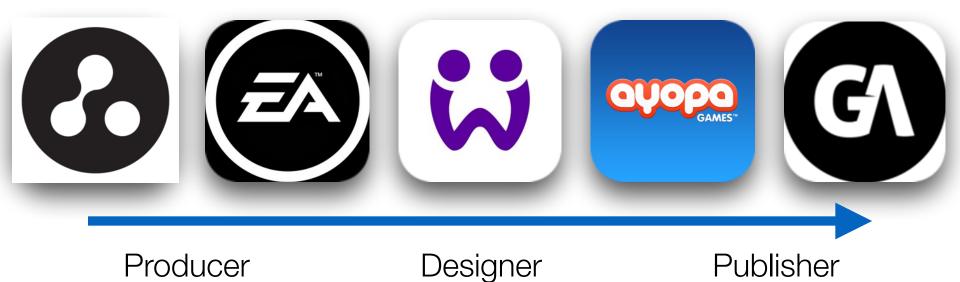
MOSCONE CENTER · SAN FRANCISCO, CA MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015

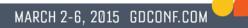




How Beigetifee Ired?

My path



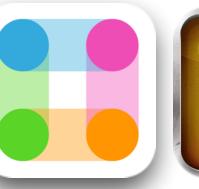












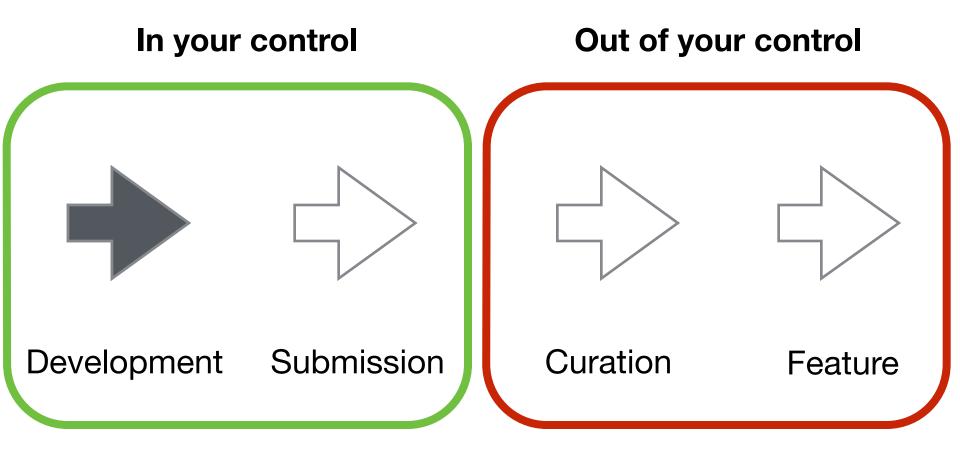




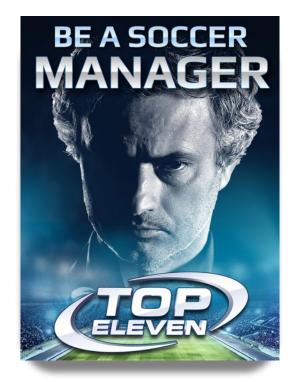




Howsonlyget Featured?





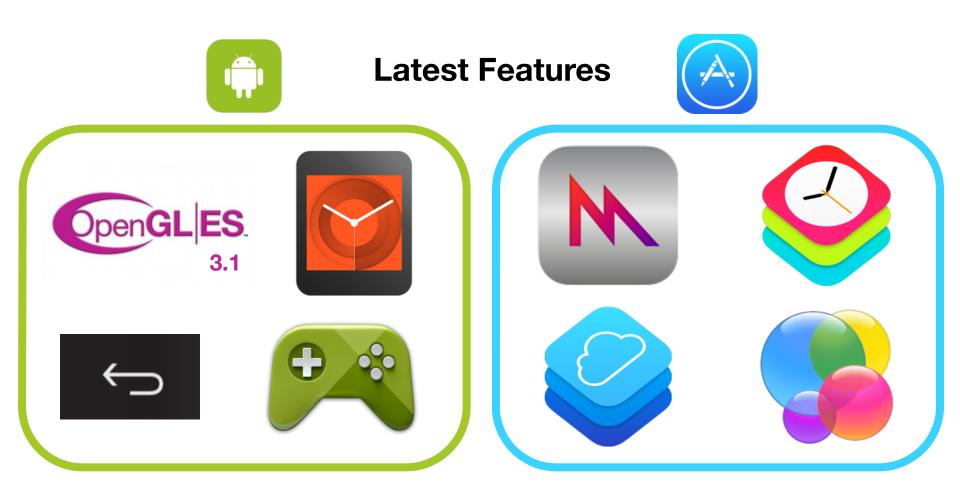




Unique Gameplay

Strong Brand

Stylistic



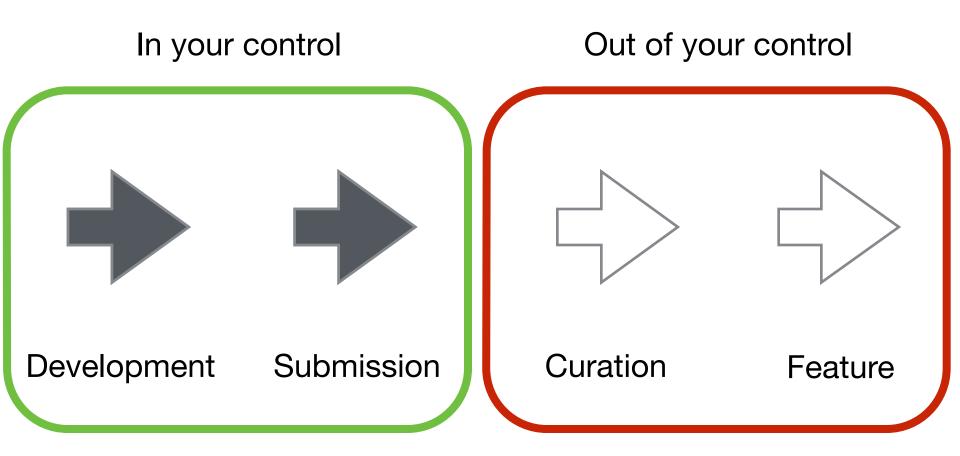
Material Design

Apple Design



http://www.google.co.uk/design/spec/material-design/introduction.html

https://www.apple.com/ios/whats-new/design/



lcon

Simple Textures

Captures Idea

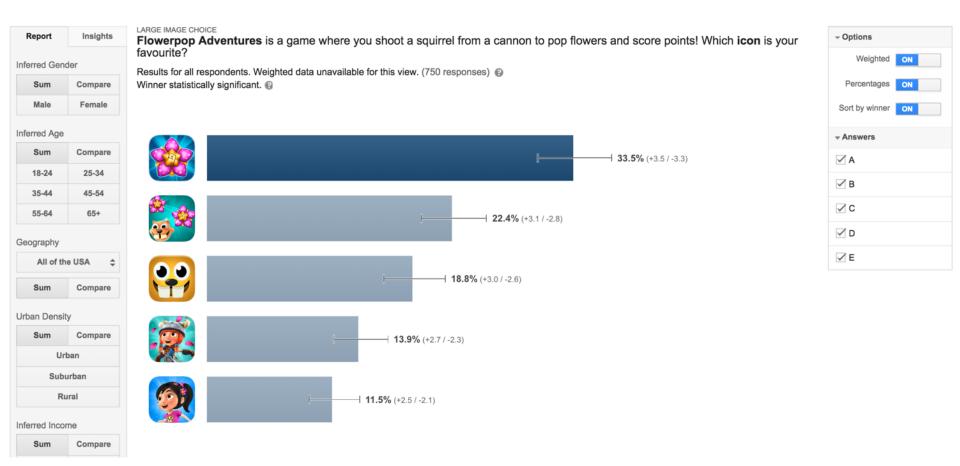
Represents Art Style



High Contrast

Single Character

Represents Game



PLAY	
INFO	
SETTINGS	
HIGH SCORES	
RATE ME!	

Video

- Unique Gameplay
- Communicate 1 thing
- Voiceovers help complexity
- Outsource if necessary

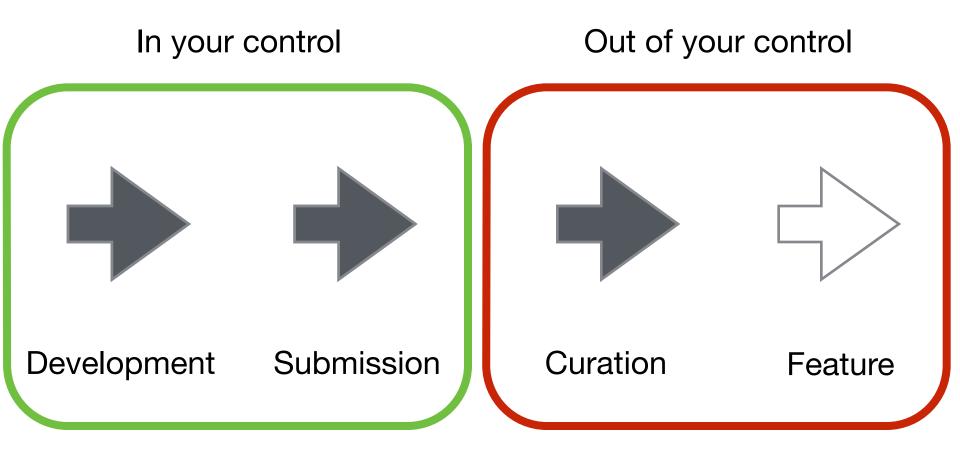


Promo Artwork

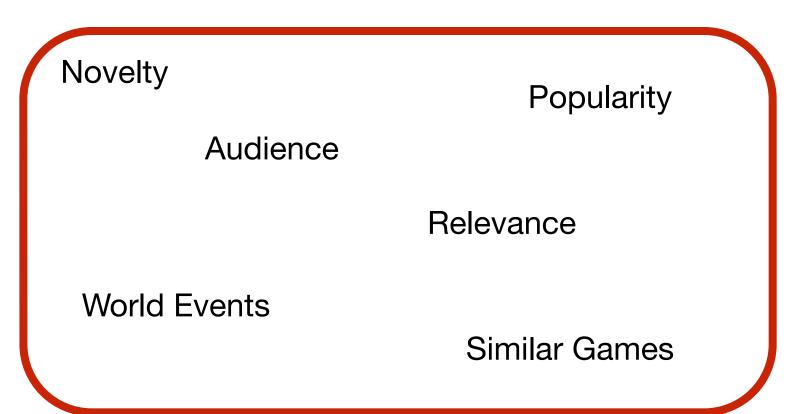








Curation

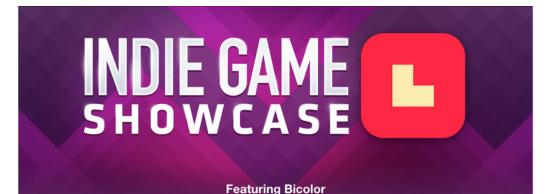


Preparation

- Give the stores time
- Game is bug free
- Have assets prepared
- Be confident of your KPI's







Event Curation

- Holidays
- Themes
- Mechanics
- Audience

Kids Apps & Games



Dr. Panda's Restaurant: Asia Education



82.29

Dora and Friends Education



Tiny Farm -Animals, Tracto... Education 82.49



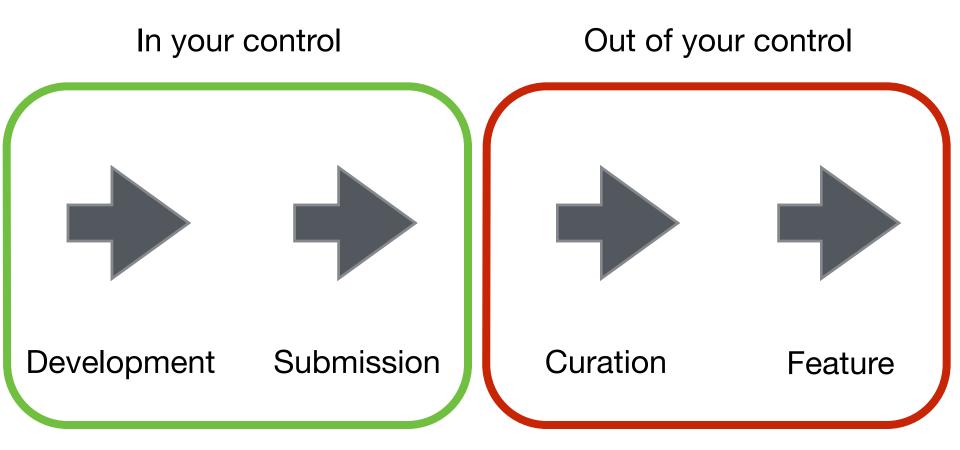


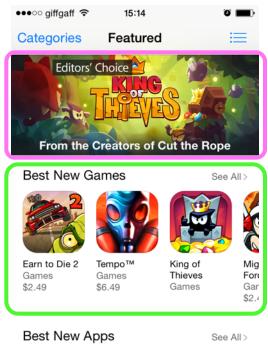
Love Cake Make Tenlogix Games



Crazy Kitchen Zindagi Games





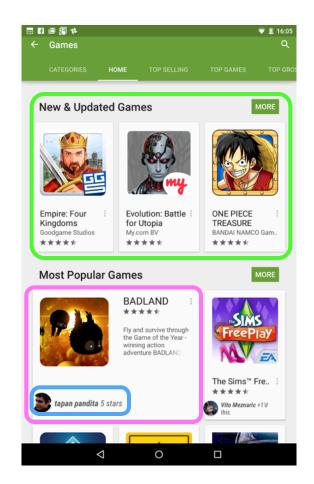




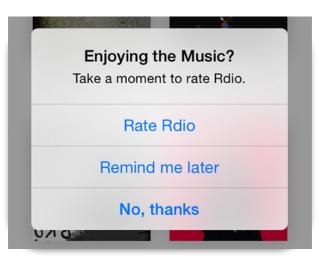
Editors' Choice

Sections

Personalisation



Reviews



- Important for momentum
- Prompt to review
- Ask for feedback

Further Reading



http://android-developers.blogspot.co.uk/2014/11/introducing-new-guide-secrets-to-app.html



https://developer.apple.com/videos/wwdc/2014/

Summary

Create a unique "Special Sauce"

Focus on what you can control

Don't be caught in a rush

Test and track as much as you can

Any questions?



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