

My First iPhone Game - Built with Flash!

Posted At : October 5, 2009 9:11 PM | Posted By : Stefan Richter

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The time has finally come to lift the lid on this. As you've probably all heard by now, Adobe today announced a brand new feature for the upcoming Flash Professional CS5: Export as iPhone app. Insane! Essentially what this feature will allow you to do is a cross-compilation from SWF to Objective-C - the resulting app is a totally legit iPhone/iPod Touch app which can be submitted to the Apple app Store. In my case that process has already happened, and the app has been approved!

I will post more details about the development process when things have calmed down a little, but for now I'm super excited to announce the immediate availability of my **first application** for iPhone and iPod Touch: my good old **Just Letters** game.

I figured this Flash game of mine which stems back from around 2005 would make an ideal candidate for a touch screen device, and I think I haven't been completely wrong with that assumption. Not only is **Just Letters** one of the first games built in Flash to ever hit the App Store but I have a feeling it is the very first game that use Flash Media Server to provide the real-time features.

In celebration of the launch I am distributing 10 free voucher codes for the US App Store (sorry, the vouchers do not work on App Stores outside the US). The **game** normally retails for \$0.99. Just leave a comment below and I will pick a random 10 later today (leave your email too!).

Please help me spread the word about this game by blogging about it, tweeting or getting your grandma to buy a copy. Don't forget to review and rate it on the **App Store too**. please point people to the following page when you link to the game: <http://www.muchosmedia.com/justletters> (muchosmedia is my company, the 'official' developer behind the game).

Last but not least, if you need the game's icon or some screenshots then you can grab a small zip (1MB) from [here](#). It also contains the game description in text format.

Thanks for your support!

