

The Weekend App Playbook

Your 3-Phase Guide to Shipping a Monetizable App Prototype in One Weekend

01

Pick a Problem Worth Solving

The apps making real money right now aren't broad platforms — they're narrow tools that fix one annoying, recurring problem. Look for something you or someone close to you deals with regularly: a tracking task, a scheduling headache, a swap or substitution decision made over and over.

QUICK TIPS

- Favor problems that repeat weekly, not one-time annoyances
- A slightly boring problem (maintenance, tracking, reminders) is easier to build and easier to price
- If you can describe the fix in one sentence, it's the right size for a weekend build

02

Write the Prompt That Builds It

Claude Code turns a plain-English description of the problem into a working application. The more specific your prompt, the closer the first build gets to something usable. Describe the input, the logic, and what the user should see back.

QUICK TIPS

- Name the exact inputs (e.g. 'plant type and last watered date') rather than saying 'plant info'
- State the output you want the tool to produce, not just the topic
- Test the prototype yourself immediately and refine the prompt based on what feels off

03

Ship and Price It Live

Once the prototype works the way you need it to, add a simple signup flow and a price, then put it in front of real users before Monday. Solopreneurs are already charging \$10 to \$20 a month per user for tools built exactly this way.

QUICK TIPS

- Start pricing at \$10-20/month — validate demand before building extra features
- Launch to a small, specific audience first (a forum, a niche community, your own following)
- Use the same prompt-and-build process to launch a second app once the first is live

Ready to go deeper?

This playbook is the short version. Inside the hub you get the full build walkthroughs, the prompt library, and the systems I use to ship this in a weekend.

Join the Build →

<https://hub.digicuratoragency.com/join>