

M A V E R I C K A I

Let ChatGPT Build Your Side Hustle

IT INTERVIEWS YOU, BUILDS THE APP, AND HANDS YOU THE
LAUNCH PLAN

Your hobbies, your skills, and the little problems you deal with every day are a business you haven't built yet. Let ChatGPT interview you, turn it into one clear app idea, build a working version, publish it live, and hand you the plan to get your first users. Four prompts, one afternoon.

Have ChatGPT interview you and find your app idea

Get the full plan for how it works and earns

Watch it build the app and publish it to a live URL

Get the exact plan to land your first 100 users

The honest path from 'live' to actually making money

A one-page cheat sheet of all four prompts

2026 Edition

From Your Life To A Live App

Building an app used to mean a developer, months of work, and money you didn't have. That wall is gone. Now you can go from "I have an idea" to "it's live on the internet" in an afternoon, and the raw material is just your own experience: what you're into, what you're good at, and the annoying little problems you'd pay to solve.

This is four prompts, in order, in one chat. ChatGPT interviews you to find the idea, plans it, builds it, publishes it live, and hands you the launch plan. Let's go.

4

prompts, in order

1

afternoon to go live

\$0

to build and publish

WHAT YOU NEED

The ChatGPT desktop app, set to Work at the top (that's the mode that can build and publish things). Turn on voice-to-text so the interview goes fast, you'll answer out loud. That's the whole setup.

Prompt 1: Let It Interview You

The idea doesn't come from thin air, it comes from you. Open ChatGPT, choose Work, and let it dig for the gold you don't realize you're sitting on.

PROMPT 1

Interview me about my hobbies, my skills, the ideas I keep coming back to, and the daily problems I actually deal with. Ask me one question at a time. Then, based on my answers, find one profitable app or tool idea I could realistically build and sell.

What happens next: it asks you a series of questions, and out of your real answers, it pulls one clear, sellable idea. The best ideas almost always come from a problem you personally have, because if it bugs you, it bugs other people too.

TIP

Turn on voice-to-text and just talk. Answer every question honestly and in full, the richer your answers, the sharper the idea. This part is basically a free brainstorming session with someone who's really good at spotting opportunities.

Prompt 2: Get The Full Plan

Now turn the idea into a real blueprint. Stay in the same chat.

PROMPT 2

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Now build me the full plan for this app: exactly what  
it does, who it's for, how someone uses it step by  
step, how it makes money, and how the back end would  
run.
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What happens next: a complete plan, the what, the who, the how-it-works, the how-it-earns, and the behind-the-scenes. This is the part that turns a vague idea into something you can actually build, and it's worth reading closely before the next step.

PRESSURE-TEST IT FIRST

Before you build, ask one more question: "What's the simplest possible version I could launch this week, and who would pay for it?" You want the smallest thing that solves the problem, not the giant dream version. Small and live beats big and imaginary.

Prompt 3: Build It And Publish It Live

Here's the part that feels like magic. Using ChatGPT's Sites feature, it builds a working version of your app and puts it on the internet at a real URL.

PROMPT 3

Now use Sites to actually build this app for me and publish it live to a web address I can share, a working first version I can start using and showing people today.

What happens next: ChatGPT builds the app in front of you and publishes it to a live URL you can send to anyone. In ChatGPT, you can pull Sites in by typing @ and picking it, or just tell it to "build this with Sites."

BE REALISTIC ABOUT WHAT YOU'RE LAUNCHING (IN A GOOD WAY)

Sites is genuinely great at building a working first version, a tool, a calculator, a simple web app, a landing page that does something. That's exactly what you want: a real, live product to put in front of people and improve. Bigger apps with logins, lots of data, or heavy payment systems may need more tools down the line, but you do not need any of that to launch and start today.

TIP

To take payments, add a simple payment link (like a Stripe or PayPal link) to your site, ask ChatGPT to "add a buy button that links to my payment page." You can start charging before you build anything fancy.

Prompt 4: Get Your First 100 Users

This is the prompt that actually makes the money, because a live app with no users earns nothing. Have ChatGPT hand you the launch plan.

PROMPT 4

Now give me the exact step-by-step strategy to get my first 100 people to sign up or buy. Tell me where to find them, what to say, and what to post, tailored to this specific app. Give me a simple day-by-day plan I can follow.

What happens next: a real launch plan, where your people hang out, what to say to them, and what to post, laid out so you can just work down the list.

THE HONEST PART (READ THIS, IT HELPS YOU)

Building the app is now the easy part. The money doesn't come from the code, it comes from a real offer and real people using it. So don't expect a fixed dollar amount a day on autopilot, treat your first version as something to launch, get actual users on, and improve based on what they say. That loop, launch, listen, tweak, is where the income actually comes from. The people who win aren't the ones with the fanciest app, they're the ones who keep showing up.

Bonus Prompts To Go From Live To Paid

Same chat, keep going. These turn a live app into a little business.

Name and brand it

NAME + BRAND

Give me 10 name ideas for this app, a one-line tagline, and a simple description I can use everywhere. Make it clear, not clever.

Price it

PRICING

What should I charge for this, and how, one-time, monthly, or a free version with a paid upgrade? Give me a simple pricing plan and why it works.

Write the launch posts

LAUNCH CONTENT

Write me 5 social posts announcing this app, in a real, non-salesy voice, each with a different angle (the problem, a demo, a result, a story, a call to try it).

Learn from your first users

GET FEEDBACK

Write me a short, friendly message to send my first users asking what they'd want improved and what they'd pay for, without being annoying.

The One-Page Cheat Sheet

All four prompts, in order. ChatGPT, set to Work, voice-to-text on. Go.

1. INTERVIEW ME

Interview me about my hobbies, skills, ideas, and daily problems, one question at a time. Then find one profitable app or tool idea I could build and sell.

2. THE FULL PLAN

Build the full plan for this app: what it does, who it's for, how it's used, how it makes money, and how the back end runs.

3. BUILD + PUBLISH

Use Sites to build this app and publish it live to a web URL I can share, a working first version I can show people today.

4. FIRST 100 USERS

Give me the exact day-by-day plan to get my first 100 sign-ups or buyers: where to find them, what to say, what to post.

YOUR ACTION PLAN

1. Open ChatGPT (Work, voice-to-text on) and run the interview. 2. Get the plan, then ask for the simplest version to launch this week. 3. Build and publish it with Sites, add a payment link. 4. Run the launch plan and get your first 10 real users. 5. Listen, improve, repeat. That's the whole game.

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The idea was always yours. Now you can actually build it.