Financial Independence

1.) The first app idea that I have is a Financial Independence Calculator. In this app you'll be able to track project net worth growth over a set amount of time. The user will input whatever information they want to about their current financial status. The app will use specific calculation to determine at what age the user will have the option to become financially independent.

2.) I assume the actually app UI will take me close to 50 hours. I then estimate the calculations and charts I plan on incorporating will take me about 30 hours to do research and fully implement them. 15-20 hours on charts and about 10 hours on understanding all the formulas.

3.) Currently there aren't any competitors on the market that I could find.

4.) My revenue model will be an advertisement based system. Unless the features I plan to implement in the future seem like they should require a paid subscription this will be my main source of revenue from the app.

Calendar

1.) A fully web based calendar. The app will be a calendar that will also be connected to an online website. The app will allow for access to your calendar even if you lose your phone or personal laptop. Just log in and check your schedule

2.) Making the calendar I expect to be rather simple. I estimate that will take upwards of 40 hours to learn the methods and implement them. Connecting it to the web and having a database I estimate will take me another 50 hours. Log in verification I estimate will be another 20-30 hours.

3.) There are countless calender apps but these are a few of the top ones
https://apps.apple.com/us/app/planner-pro-daily-calendar/id571588936?l=es
https://apps.apple.com/us/app/schedule-planner/id1360537794?l=es

4.) My proposed revenue model for this would be advertisements both app and web based. Later in development I would move into a subscription based for + features and more management options.

Exercise Tracker

1.) A weight lifting app. This app would allow users to track the weights and reps they are performing each day for each specific exercise.

2.) This app would be very simple. Adding in the inputs for exercise and rep count would take me about 2 hours. Organizing them into different days or workouts would take me about 5 hours.

3.) The first app is actually pretty bad. I've used it a few times and it's not intuitive at all. The second app looks pretty good.
https://apps.apple.com/us/app/repcount-diario-de-entramiento/id594982044?l=es
https://apps.apple.com/us/app/stronglifts-5x5-weight-lifting/id488580022?l=es

4.) Yet again I would run advertisements for my main source of revenue on this app. The only thing I would change is that with a paid subscription I would remove adds and also add more features.

1: For this idea, it would need more than just a calculator app. You can implement a database to keep track of the growth over time and include a lot of other interesting facts about the value of their money. You can also implement local notifications to remind the user to check the app, update it with new information or just check in on the health of their finances.

The more data input you can input automatically, the better. If the user has to enter data consistently, it's unlikely they'll stick with the app for the long term.

2: Since there are a lot of calendar apps and there's no clear way to differentiate your app from the rest, and it's not specifically for mobile you'll need to add more to this idea or decide on something different to make a great final project.

3: I think there's still room for a fitness app in this market if it's differentiated well. A simple tracker would be great and a big request that I've seen is, let people enter in their own exercises rather than choosing from a predefined list. There's a lot you can do with this but it's harder to make it simple and focused and you would use that focused feature set in your marketing materials to promote quickly, why someone should download your app.