**SDLC: Design Phase Questions to Answer**

1. Provide the name of the first app store you are evaluating.

Apple App Store

1. What is the programming language used by the platform you reviewed?

Swift

1. Where can you find information regarding a developer account or program for that platform? Provide the URL to the information.

Find the app in the Apple App Store and you can either click on the developer link, or scroll to the bottom until you find a description of the game and information on the developer account

https://apps.apple.com/us/app/drops-language-learning-games/id939540371

https://languagedrops.com/

1. Does the platform allow you to monetize an application, if so, how?

Some apps are free, while others will need to purchase them. Apps may also contain ads or in app purchases for add-on accessibility or bonus content.

**SDLC: Implementation Phase Considerations**

This step includes the development/programming, testing, and publishing of the application.

1. Plan what a listing for the app should contain, including:
   1. Write a brief description of the app.

The immersive language learning app that allows users to communicate and practice their lessons with AI-powered bots. The app makes learning an exciting trip by introducing games and speech recognition for rapid fluency. Motivating the user to earn points in games to buy accessories in-app and encouraging them to stay longer.

* 1. Include any reviews you have received from users who have tested your app.

One said “It was so effective I ended up spending hours on the app trying to break my streak and reaching high scores, all in the while of learning a new language”

* 1. Determine which graphics and media you should include.

Fun, colorful and cute apps that will attract a younger audience.

1. Test the features of the app to make sure it works as intended, making sure you consider the following:
   1. What testing tools does the app store console include?

The app store has TestFlight, that allows users to test the beta testing app and app Clips to collect feedback and work on the app more before releasing it on the store

* 1. If your app fails any of the tests, what steps will you take?

Visualize the problem over multiple test executions with tools like Kibana & elastic search. Find any errors in the code using a framework for automation testing to increase the team’s speed and efficiency.

Better reporting and logging to effectively find the root cause of the fail and fix it quickly.

1. Determine the process to publish an application.

Sign-up for the Apple developer program, finalize and clean up app for submission, create a listing via the App Store Connect, capture App Store screenshots and upload the app using Xcode, and finally submit the app to be reviewed by Apple.

**SDLC: Implementation Phase Questions to Answer**

1. How is testing described as working in the chosen app store?

When a beta app or App Clip is released to TestFlight, the app collects and sends crash logs, usage information, and any feedback users submit to the developers.

1. What would happen if you were denied the ability to publish because of a failed test or review of the application?

Review the app, fix any bugs or codes and resubmit the app. Sometimes, the framework, UI or language may not be compatible. Developers have to be careful not to make any mistakes and make sure that their app is compatible with multiple or different software.

**SDLC: Support and Secure Phase Considerations**

1. Review the ratings questionnaire, and make a plan to address and respond to criticism of your app.

Remain calm and professional, acknowledge the feedback being given by users and look for reoccurring problems and ask for specifics. Provide possible solutions to users and take action on fixing the problem, making sure to update and follow up with users. Lastly, encourage further feedback to let users know we value their input.

1. Determine any if additional measures (any quantifiable data like number of downloads) are available you could also review to ensure your app succeeds.

Make sure to focus on the user experience, check on maintaining the app, and set up a good marketing and sales strategy.

**SDLC: Support and Secure Phase Questions to Answer**

1. How can customers interact with your app store listing?

They can give feedback in the ratings and reviews or through the app itself. Find the description and our developer’s site. Find their privacy settings and fix their settings.

1. What security measures does the app store include that help you protect your work and your customers’ data?

Assemble a secure code, encryption of user’s data, security and privacy, high-level user authentication, create a tamper detection method in the app.

Task 3. Competing App Stores

Now that you have looked at one app store, evaluate a second app store that is different using the same considerations found in Task 2. You do not need to provide answers to the questions asked in Task 2 for this evaluation, but you should consider them when doing this evaluation.

Answer the following questions:

1. Provide the name of the second app store you evaluated.

Google play App store

1. Which has the best reviews from developers?

The Apple App Store offers high-quality, safer, and less buggy apps. While the Google Play Store offers android users access to many more free or inexpensive apps.

1. Which do you think would be the best fit for your app?

I believe the Apple app store may be better for our app as we are trying to test our first app with the Apple’s TestFlight, it can help us a lot on any mistakes we make and pinpoint which problems need to be fixed quickly so we can enhance the app as fast and efficient as possible to launch the app to users.