**Plans and Progress**

**Development Environment**

The main goal of work on the development environment research was finding the most effective and economical software for developing a mobile application. This is quite a challenge, as really high-quality development software is often expensive. It was the first dead-end that I had to deal with when searching for software, because sometimes there were no satisfactory open source resources. So, I have decided to use a professional and even expensive tools like Sketch when it is necessary.

Mobile application development is divided into mobile app and backend creation. There are some variants of hosting backend: host it in the server or in the cloud. I have chosen the cloud, because it provides better quality of output in lesser time, extreme security, regular updates, integration and etc. The best cloud technology for our project is AWS, since it has a lot of benefits like flexibility, security and API.

Backend also needs a framework. To select a backend framework, it is significant to consider things like community and scalability. Therefore, I chose Django. It is very scalable and has an extensive community.

As our app has an Artificial Intelligence in it, it can’t work without a special framework which will provide primitives for defining functions on tensors and automatically computing their derivatives. TensorFlow is the best variant for our app, it is flexible, easily trainable and open source.

**Mobile app prototypes:**

Mockups are really important part of our project, as it demonstrates the appearance of our mobile app. It was a challenge to find a free application for my aim, so I had to seek it through the Youtube. I decided to create mockups in “Figma” because it is free and easy. I have also found a great website where different IOS icons can be taken from.