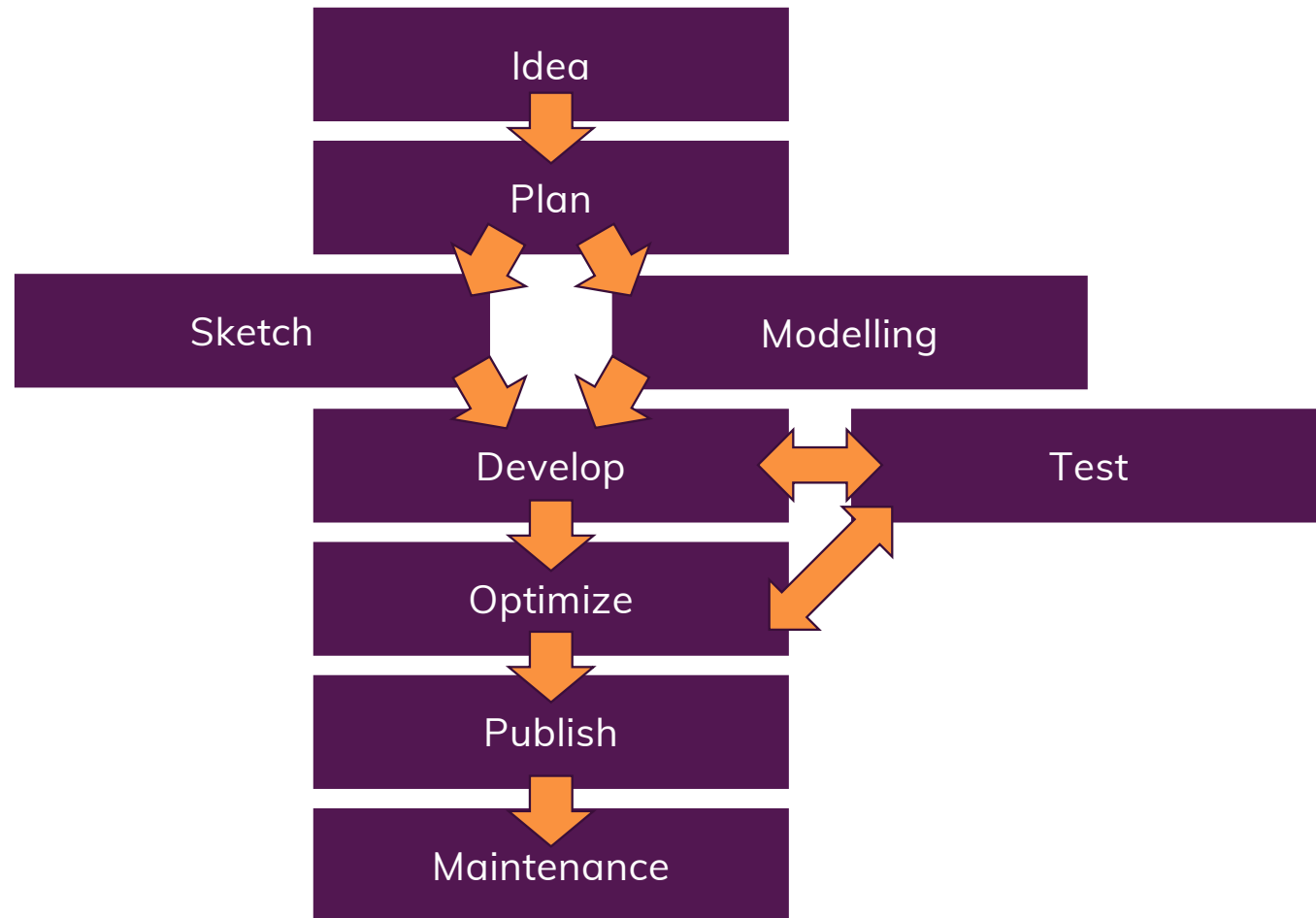# App Development Phases

Idea + Planning Phase

What do you want to build?

How's the market?

Who are your users?

How should it be monetized?

Which core features do you want to offer?

...

Sketching Phase

Design the App

Wireframes (technical layout)

Design / Graphics ("Look & Feel")

Sketch the screens and main widgets of your app

Sketch the navigation & data flow

Data Modelling Phase

What are you main data models?

Plan main classes, properties, methods

Think about data dependencies & data sources

Where and how should data be stored?

Developing Phase

Implement your planned layout & data models

Deviate from the plan!

Write a prototype, "dirty" first version

Improve app step by step

Testing Phase

Test your code (manually) all the time, after all big changes

Test on different devices (and emulators)

Test on real devices

Explore automated tests

Publishing Phase

Add icons and splash screens

Polish your app

Set up the store page (images, description, ...)

Think about your audience!

Maintenance Phase

Listen to user feedback

Improve your app, fix bugs

Provide clear and understandable patch notes

Keep an eye on analytics & crashes