

Mobile Application Development

Week 5: App Development

App Development Process

The waterfall development method has been around since 1970 and treats the software development process as a single path through different phases where each phase is completed before the next starts.

Analysis – design – development – testing – deployment – maintenance

The advantage of the waterfall process is that each phase is well defined and forces the client and development team to spend time thinking through the requirements and design up front.

The disadvantage is it creates a long development process where all requirements and design must be done up front and there's no opportunity to modify, improve, or fine-tune along the way.

This comes more from the hardware industry and is being used less in the software industry.

The agile development method takes an iterative approach where smaller chunks of the product are worked on in 2-4 week sprints after an initial high-level wireframe is agreed upon. Each sprint receives feedback and is reviewed by a cross-functional team, then priorities and tasks are set for the next sprint. This allows for client feedback, early user testing, and the ability to modify and fine-tune along the way if needed. Some form of the agile development process is most commonly used today for software development.

Although we don't have time for 2-4 week sprints within one semester we will be using a similar iterative design process for our projects.

How do we take our designs to the next level to get feedback and eventually build a fully functional product?

60 Second Prototyping, Guillaume Ardaud, Apple Designer, WWDC 2017

<https://developer.apple.com/videos/play/wwdc2017/818/> (10:40)

make – show – learn (iterate)

Discuss milestone 2