Homework Assignment 1: Reflections, ideas, and planning

1. Based on the reports of your fellow classmates during our last class (2023-09-25), please briefly summarize any new ideas for apps to solve people's problems that you have come up with as a result of listening to other students.

An idea to create a finance tracker app which can not only track what each person spends but also help in keeping track of taxes which are to be paid and declared for each product.
This idea might help in having a one stop shop for anyone who might struggle with doing taxes or keeping track of their finances.

2. Several people mentioned the "conflict" between the desire to have a free app, and developers' desire (and need) to get compensated. Can you suggest any ways by which developers can reap their creativity's and efforts' rewards without alienating their "customer base" by inundating them with ads and/or charging them?

Developers can find ways to monetize their apps without alienating users with ads or charging high upfront fees. Some strategies include like Freemium Model which offers a free basic version of the app with limited features, and then provide a premium version with additional functionality for a subscription fee. Affiliate Marketing in which partner with relevant businesses and earn commissions for driving sales or leads through the app. And dive users the option to make voluntary contributions to support the app's development like a Donation. Collaborate with companies for sponsored content or exclusive features that align with the app's purpose.

3. Please point to any app/software/website that offers in your opinion an excellent UI/UX. Briefly explain in what ways you find its UI/UX to be so good.

An example of an app with an excellent UI/UX is "SleepWatch." The app offers meditation and mindfulness practices which helps to sleep and also tracks your activity in sleep.

The UI/UX is Simple and Intuitive and Guided Onboarding in which the interface is clean and easy to navigate, making it accessible to users of all experience levels and provides a smooth onboarding experience with clear instructions and a personalized approach to users' needs. Engaging Design and Progress Tracking in which the app uses appealing visuals, animations, and soothing colors to create a calming atmosphere and also offers clear progress tracking, sleep history, and audio recordings of dreams and sleep talking, keeping users motivated and engaged. The app tailors content to each user's preferences, ensuring a personalized and relevant experience. It provides feedback and support for users during meditation sessions, helping them improve their practice.

4. Have last class's discussions and/or items #1-3 gotten you closer toward a page / app you would like to pursue as a project for this course? Please discuss briefly.

The last class discussion and the survey has given me an idea of what people are facing and need help with. It has given me a fair Idea of what my project idea should look like.
I have a rough idea of making a website which suggests Fitness Tracker app
Engaging in discussions about fitness apps can be a valuable way to explore potential project ideas for a course related to app development or fitness technology. Here are a few ways these discussions might influence your decision:

Through discussions, you can gain insights into the specific needs and challenges that people face in the fitness and health domain. This can help you identify areas where a new app could make a meaningful impact. By talking to potential users or researching existing fitness apps, you can learn about the competition and discover gaps in the market that your project could address. Discussions can lead to the generation of ideas for unique features or functionalities that could set your app apart from others in the same space. Conversations about fitness apps might also introduce you to different technologies, APIs, or data sources that you could leverage in your project. If you are working on this project as part of a team, discussing various fitness app ideas can help your team members align on a project that interests all of you.

In summary, discussions on fitness apps can be a useful starting point for project ideation, helping you better understand the domain, potential users, and market opportunities. It's essential to take the insights gained from these discussions and conduct further research and planning to narrow down and refine your project idea.

Hence, this is the rough idea I have for the project