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Mobile App Development
Homework 2
Application ideas

Idea 1: Hare Cuts
1. The hare cuts app would be an app that would work sort of like any social media to connect individuals. The main goal is to connect an average user looking to get their hair cut by new hair stylists local to them. With the two different account types of either being a hair stylist or a consumer looking for a haircut, the consumer can look through local profiles that may specialize in the hair style they are looking for and give them an opportunity to connect.
2. Feature list
    a. Account login
        i. Will need database, a network/internet connection
        ii. This feature will probably take about 8 hours to set up everything from the login page to every other page working differently and take in the needed information.
    b. Browse/Set up Accounts
        i. Will also need database, a network/internet connection, camera, and location services
        ii. Will take about 3 hours to set up page to view a list of accounts to browse related to your location
    c. Appointment Setup
        i. Will need network/internet connect, access to phone alarms
        ii. Will probably take about 2 hours
3.

4. I was having trouble looking for an app that would be similar so this might be an original idea.

5. The intended audience for this app would be individuals seeking new hair stylists, maybe people new to an area looking for someone they trust to do their hair.
6. The app would be free to use but get money through ads and maybe if that isn't enough profit, charge hair stylist accounts for use since it promotes advertising for them.

Seems like this would be a good final, however, you'll want to make sure the bulk of the work is done in iOS and not on the web server, which sounds like it'll need a lot of features there to make the mobile app work.

Idea 2: Clicker Game
1. I'm thinking of making a strange and funny clicker game based off of my 'bruh' button I did in the first project where there is a timer when the button is pressed, and you gain points by doing so. With the earned points you can reduce the timer and add auto clicking and more to gain more points more quickly.
2. Feature List
   a. Clicking function
      i. Estimated time would be short, probably about an hour or 2
      ii. Touch function
   b. Shop/Upgrades
      i. Estimated Time of 3-4 hours to make sure all of shop is functional correctly
      ii. Touch function
   c. Leaderboard
      i. Estimated time of 4 hours
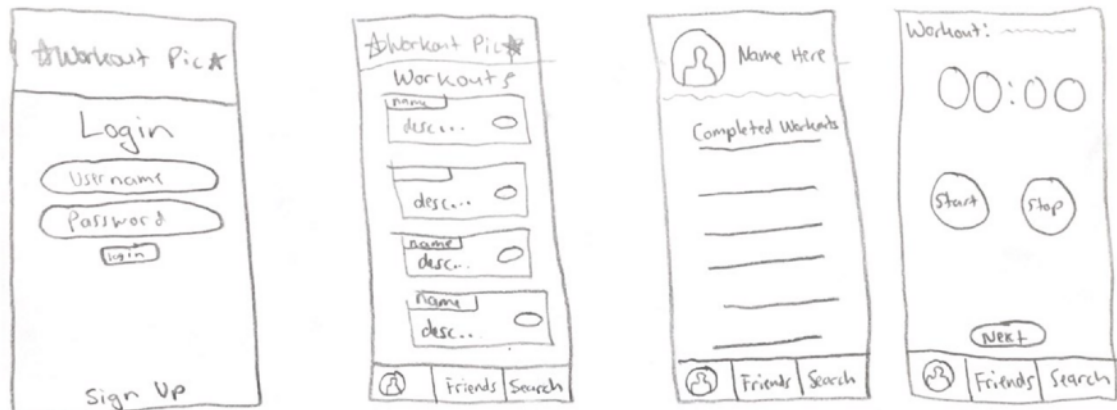   ii. Network/internet, database
3.

4. There are countless clicker games with many different functionalities, so I wouldn't necessarily try and make it specifically better, it would be more about just adding variety to the type of game.

You'll definitely need a lot more mobile-specific features to make this a good app for a final project.

5. The general audience would be users who are looking for games to play when they are bored on their phone. Probably the younger generation specifically.
6. The app would be free and receive revenue from ads

Idea 3: Workout app
1. This app would have pre-made workout plans for the individual. It would also have functionality of timing each workout and must go through this process to ensure full workout for user. Also, good to share workouts with friends with accounts on the app as well.
2. Feature List
   a. Login functionality
      i. Estimated time of 8 hours in total all dealing with login/account stuff
      ii. Internet and database
   b. List of workout options to subscribe to
      i. Estimated time of 3 hours
      ii. Database
   c. Share with friends option/profile
      i. Estimated time of 2 hours
      ii. Database, Internet, camera
   d. Timer for workouts
      i. Estimated time of 1-2 hours
      ii. Touch, maybe internet
3.

4. Plenty of workout apps, mine will be better through easier user interface
5. Intended audience would be people looking for work out plans to do with their friends where they can keep track of each other and them completing them.
6. The app would cost 5$

You'll need more than a better UI to improve upon all the competitors in this field.

This is probably your strongest idea for a mobile app if you include enough mobile-specific technologies. Maybe add some photos for progress and things like that. Looking at the competition, see what other features you could include.