App Research

For our App design project we started by looking at what was available on the Google Play store and the Apple store, after extensive searching we were unable to locate anything that was similar to the idea we have come up with. Our service is unique in the way it offers rewards on such a large scale for students who attend college regularly the achievements and point trading system offers a competitive but friendly atmosphere making sure students interact with each other.

Finance

As we delved further into the idea we looked at the cost of the app in a whole knowing that it has limitless potential, we started by looking at how much the app would cost to host seeing as how an app could possibly be developed for free with the right tools, we looked into rolling it out in NCI which has nearly 5000 students and if the app is a mandatory €5, including prizes this is how the breakdown would look if all 5000 student had the app:

Breakdown

App cost €5 \* 5000 students= €25,000

Hosting costs between €99 to €150 on both Apple store and Google Play Store

College server rental cost based on averages is €1401.60-€3,854.40 per year

Developers will get €3000 to split for maintaining the website and app through the year.

This leaves a Prize fund of in around the region of €18,000. We understand that are some unforeseeable expenses that will get subtracted from this fund.

The breakdown of the prize fund will be done as follows:

1st, 2nd and 3rd Students of the whole school will the highest prize

Top Class from every Year will receive a prize for the whole year decided on by a representative.

Conclusion

The research we have done on our project did not require a lot because we believe that our product is unique and because we could not find anything similar out there ,this means that only the financial implications where left to consider while researching this application and, through research on hosting and client servers we saw that this app could have the potential to be huge at a very low cost.