Choosing iOS Only

Why iOS?

I have decided to make the app iOS exclusive for iPhone and iPad. Only three months in my hand keep me from getting distracted and will let me do everything in my power for the app to work perfectly on those devices.

Since my target audience uses Apple devices largely, this option is most definitely well in line with that. However, the decision is still made in the tentative list. I plan to check that with my team, and we are going to see if this is, indeed, the way for us to go.

Using Swift and SwiftUI

What Swift and SwiftUI Mean to Me?

I will develop the application in Swift, which is a very functional and efficient language designed by Apple. That is exactly what I need. SwiftUI is just a means by which I will create an interface for the application. It will help integrate with Swift; in fact, I will be able to see how my design looks. That is a preliminary choice, and of course, I will discuss that again with my team.

No Cross-Platform Development

Why I'm not going cross-platform?

It will be like thinning me out if, with a timeline of only 3 months, I start accommodating both iOS and Android. Staying with iOS will mean that I will be able to fully focus on my app and thus channel all my time and resources into ensuring that it comes out perfectly, utilizing all the detailed features iPhones and iPads offer for a better user experience. Of course, that could change, and I will revisit that decision with the team as we get closer to having more of a handle on what our project goals will be. These are strategic decisions I have made to touch on iOS with Swift and SwiftUI development since it was to help optimize my resources and focus on quality output within the available constrained time. However, these are tentative decisions, and I look forward to discussing them with my team members.