

Application 1: Simple Task Manager

This application would be a simple task manager. The user would be able to add in a task with a time and would be reminded when the task needs to be completed, similar to an alarm system.

The most basic feature that this app would require is to be able to create the task. To do so, would require “sub-features” within this, such as naming the task, being able to set the time, set the type of alarm (ringtone, volume, etc...), frequency (how often per week? month?). In total, the creation of the task should take at most a week. In addition to creating the task, user should be able to edit existing tasks as well, giving the user the ability to modify the task, as well as being able to delete the task. Being able to edit tasks should take less than a week, if I did the task creation portion correctly. I'd assume about 3-4 days. Then, I would also need to complete the overall framework of the app, such as making everything look nice, transitions, and that sort of thing, which could take upwards to a week or two, depending on how much time I want to invest into this portion.

The sheer amount of task manager apps is overwhelming. I just chose the first two apps that popped up when I searched “task manager”, which are the following below:

<https://apps.apple.com/us/app/wunderlist-to-do-list-tasks/id410628904?mt=12>

<https://apps.apple.com/us/app/evernote/id406056744?mt=12>

In addition to these, the built-in alarm system could also be an alternative to a task manager, given that it functions almost exactly the same as a task manager.

Because of the sheer amount of task manager apps that already exist on the market, this is most likely not very profitable. Since most task manager apps are free, it wouldn't be a good idea to charge a price for this app. I don't intend for this app to generate any sort of revenue, as I simply want to develop this app for the sole purpose of learning how the mobile app development process works. Though, if I had to in some way gain some sort of revenue off of this, I would just develop this app and make it as clean as possible, listening to the reviews/requests as they come in to gain customer trust. Then develop some other app, using this platform that I have if this app becomes big enough.

This would be a good app if you included two major technologies. This can be backed by Core Data and maybe use Core Location to augment the task data and use geofencing to alert users when they're in a particular area. Make sure there's enough there technically as originality is part of your grade and this is simply a to-do app, as you already know from the massive amount of other similar apps.

Application 2: Remote Desktop

This application would be a remote desktop app, used to access a desktop/laptop and control it through the iOS device.

As this is more of a pipe dream, developing this app would most likely take a lot more knowledge and expertise, something which I don't have in mobile app development. The reason as to why I'd create this app is just simply because I'm not a huge fan of the current remote desktop apps that are available.

To develop this app, I would need to figure out how to establish a connection between a desktop/laptop and the iOS device. I'm not too sure on the complexities of this, it could be as easy as importing a package (which in this case it will take at most, 2 days) or I would have to dive in a lot deeper into this with research, which could take upwards to months if it gets complex enough. Adding the mouse controls, such as being able to click, drag, right click, etc... would probably take around two weeks. And then, adding a keyboard option would probably take at most 2 days. Finally, doing the framework of this app, like layout and making everything look pretty might take around a week or two as well.

I found a couple of remote desktop apps, but two of them have insanely low reviews, all stating that there are some issues in the app.

<https://apps.apple.com/us/app/apple-remote-desktop/id409907375?mt=12>

<https://apps.apple.com/us/app/microsoft-remote-desktop-8/id715768417?mt=12>

The one that I did find which had high reviews and decent download numbers was

<https://apps.apple.com/us/app/jump-desktop-rdp-vnc-fluid/id524141863?mt=12>

Though this app costs \$30 to download.

Seeing that some of the remote desktop apps charge a decent price to download, creating a fairly stable app with a pretty low price would probably be the best option to try to generate revenue off of this app. However, I'm assuming the high price goes into the time and effort in maintaining and developing their app. This makes me think that developing a (good) remote desktop app is going to be very difficult.

You're mostly at the mercy of the desktop OS that you're trying to use and overriding the input and getting the output from it. It would require a desktop client and probably a server to facilitate communication between the two devices easily. Definitely not sure if there's a framework you can use and I'd imagine that you could find something. If you wanted to do this as a final, just getting the active desktop display and maybe some very basic input would be enough for a final. But it's a big risk if you're not familiar with interacting with the OS on a low level.

Application 3: Hot Potato

This application would just be a simulation of the game “hot potato” in which there would be variations of this game.

I would implement the following versions of the hot potato game:

Quick-Play:

There would be a “quick play” option where when clicked, it would just queue straight into a hot potato game. It would start with a green screen and you simply pass around the phone until the screen turns red. The app would have a built in timer that’s not displayed, but will make ticking sounds, with the sounds getting higher in frequency as the time is about to expire. Once the time expires, the iOS device would start vibrating and turn red. Initial time is randomized between 20 seconds to a minute.

Tap-Potato:

Instead of a timer, there would just be a green screen and you have to tap the screen and pass it around. In a sense, it’s kind of like russian roulette but a player can tap the screen as many times as they want and pass it on. The number of initial taps is randomized between 20-40.

There would also be a settings option that can change the ringtone, change default values, and other settings that I might deem necessary.

In the future, I could also add graphics to these, which shouldn’t be too hard as well.

These two app features are the only ones I can think of at the moment. Developing the green/red screen vibration should only take about 3-4 days. The logic behind both of these features should also only take about 3-4 days. And then, the settings tab should also take at most 3-4 days as well. Then with overall layout, which should take a week tops, this is probably a 2 and a half week project.

I’m not sure what to look for in the app store (I just typed in hot potato) and it came up with no results. So I decided to google hot potato application and it came up with these two links

<https://apps.apple.com/us/app/hot-potato-timer/id864224706>

<https://apps.apple.com/us/app/hot-potato/id455597821>

Which both seem fairly underwhelming. I think if I were to try to monetize an app, this would be the best one to do so, by making this app free and potentially including ads. Another option could just be charge somewhere around fifty cents to a dollar for this app.

There’s not a lot here technically. It might be a fun app, so if you wanted to do this one, you’d have to think of some more features to implement and/or make the design incredible to make a good final. Also, even though there are already existing apps out there, it could be a risk if Apple rejects it since having an app that encourages throwing around a phone is against their policy. Language like “passing” around might be enough but still a risk to be aware of.