Digital faith service

I would start by figuring out what is not out there already. Maybe go to a few local church services and find out what people want from an app or use already, and/or ask on social media faith groups.

Then, after you have compiled that information and determined where you will focus first, I would move on to creating a mockup (could be as simple pencil drawings on a piece of paper)

With the purpose and outline squared away, then you can get down to the technical side of things, figuring out what programming languages, frameworks, and templates you will use. Then you can get down to coding.

Of course, if are just learning how to code, learning how to code will factor in there somewhere, but one of the best ways to learn how something works is to get your hands dirty with an actual project.

How would you go about looking for funding (Berthiaume Center For Entrepreneurship <https://www.umass.edu/entrepreneurship/> may be a good place to start)?