AGENDA

- About me
- App(s) built
- Scope, Planning & Tracking
- Development
- Testing
- Publishing
- Q & A / Discussion

About me

- Certified Scrum Master and Business Analyst for a major swiss bank in the area of work-flow automation
- Coding web and mobile apps in my (rare ☹) spare time
- Stack: Apache, mySQL, PHP, JAVA, Angular[JS], Ionic
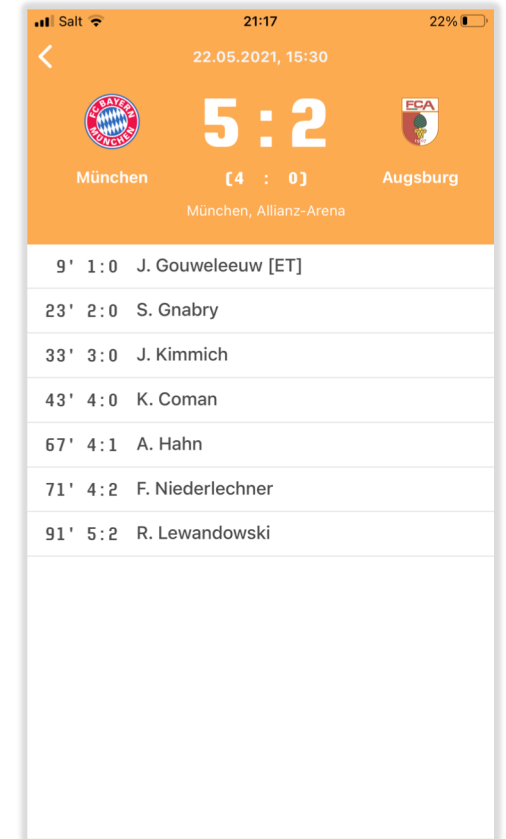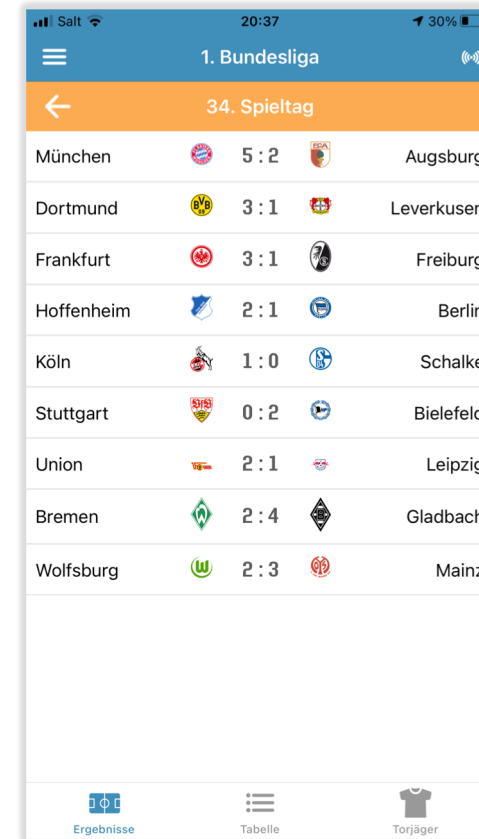- Happy member of Zurich Ionic Meet-up since 2018

My apps: Commons

- Ionic 5 with Angular
- No commercial interest (free, no ads, no in-app purchases)
- No backend or backend not developed / operated by me
- Target: Android & iOS, phones & tablets
- "Lonely cowboy" (No team ☹)

My apps: JustScores

- Shows sports results from OpenLigaDB.de (a community maintained database)

- Currently German Bundesliga only

- Features:
  - Results, standings & goal getters
  - Could show results from any league maintained in OpenLigaDB
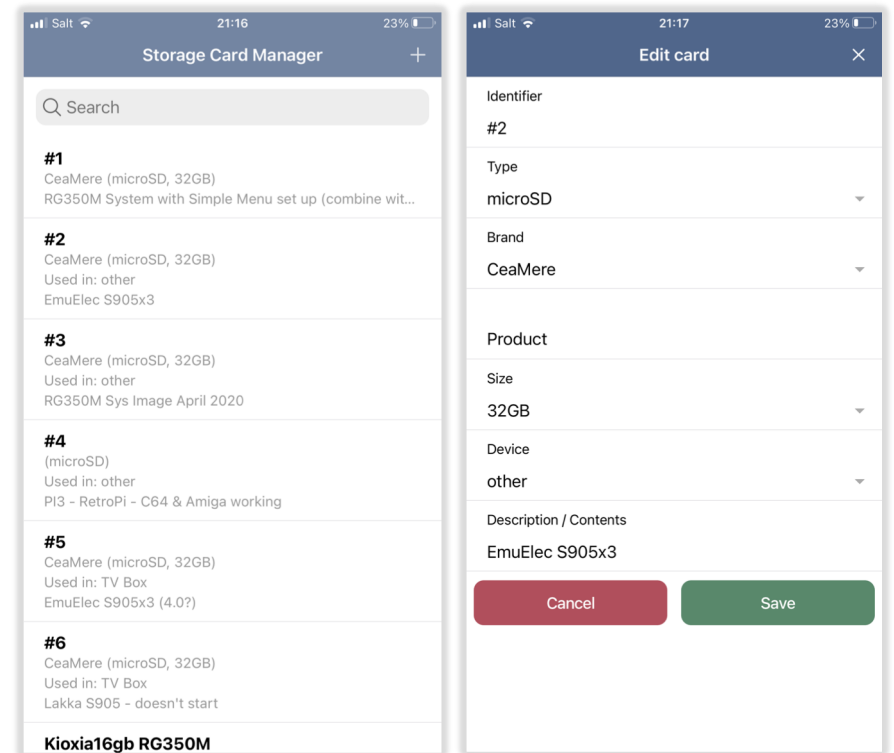 - Push notifications on new results (SignalR)

- 2+ years on-/off project

Apple AppStore: https://apps.apple.com/ch/app/justscores/id1568895300
Google Play Store: https://play.google.com/store/apps/details?id=ch.hoehne.apps.justscores

My apps: Storage Cards

- Background: I have many SD-cards which I use in various devices (cameras, phones, tablets, mini computers (Raspberry & co.), TV-Boxes, Game Hand-helds, etc.

- Simple app to manage the cards (local storage)

- Basically coded within 1 day

- Massive issues with ionic-storage on device (+1 day)

- Haven't managed to implement option to download data yet

Apple AppStore: https://apps.apple.com/ch/app/storage-cards/id1568938617
Google Play Store: https://play.google.com/store/apps/details?id=ch.hoehne.apps.cardmanager

My apps: Quarantiner

- Background: Stuck in quarantine on sunny Gran Canary in May '21

- Simple timer

- 15k+ quotes stored in an const array

- Basically coded in 1 day

- Added some visual effects (+1 day)

- Self-therapy (worked ;-))
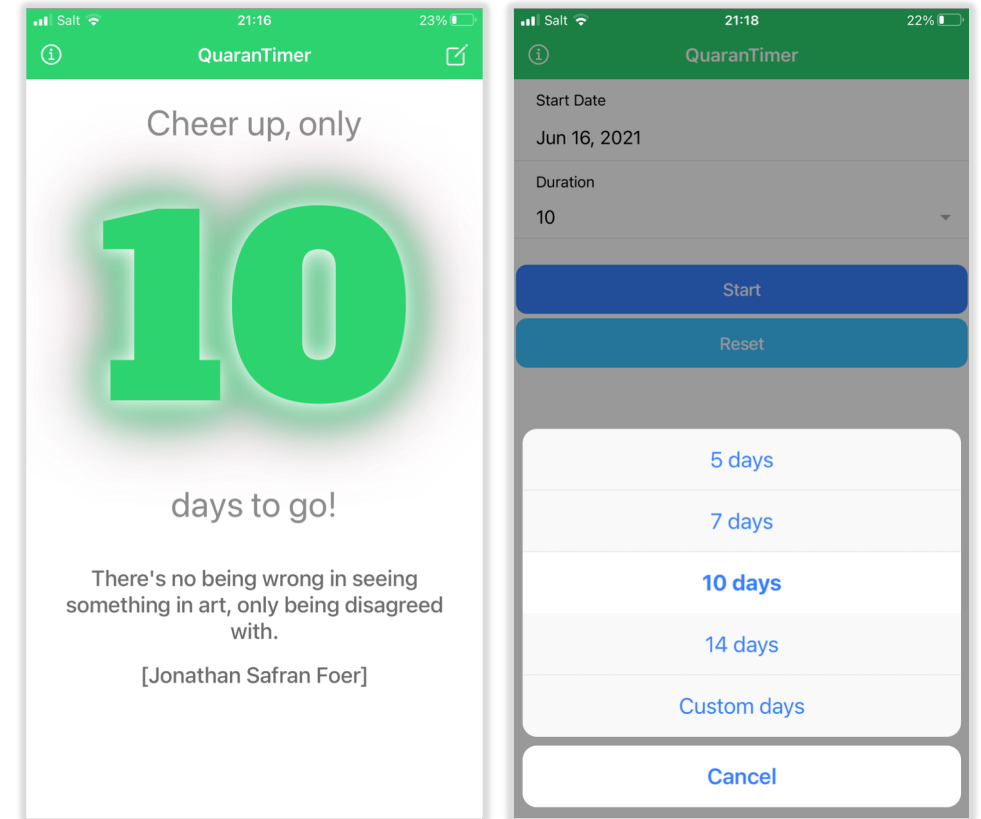
Scope, Planning & Tracking

Focus, Focus, Focus:

- Get clear about what's your **M**inimum **V**iable / **L**ovable **P**roduct
- Avoid gold-plating / think deliberately about every feature you add
- However: there might be essential features – as check for new versions – which should be included
- Time spent on UX / visual design: When? How much?
- Set a target release date even when there is no pressure
- Use a planning / tracking tool (Trello, JIRA, Notepad, Paper …)

"Perfection is achieved, not when there is nothing more to add, but when there is nothing left to take away."

Antoine de Saint-Exupery

Implementation

- Most issues I've faced was with Angular / React concepts itself
- Ionic rarely been in my way, if at all then in styling
- Yet often the tough ones were those which appeared when running on device (e.g. storage, keyboard)
- Read Ionic docs carefully (I found useful option I haven't expected)
- Understand options config.xml (e.g. allowed orientation, splash-screen option, etc.)
- Avoid Ionic version or development platform changes

Testing

- Build for PROD frequently (e.g.: custom components can't be used w/o work-around in more than one component / page in PROD while this is no issue when you just `ionic serve / ionic cordova build <platform>`)

- Test on all target platforms and real devices (e.g. issue on iOS where keyboard covers form fields, navigation on tablets when side menu is always shown because of the default break points)

- When you ask – especially non-IT - people to test then tell them what you expect from them / make clear how important the feedback is

Publishing

- Select / "reserve" app name as soon as possible:
  If there is no app under the name in the target app store(s) it doesn't mean that it is available!
- You need a web server to host you privacy policy
- Quite a number of screenshots is required for different screen sizes and target devices
- Apple: apps are rejected when icons contain alpha-channel (there were some ionic default icon in `/resources` and referenced in `config.xml` which had it)
- Apple: keyword scan, e.g. the word "Covid" in your app will cause a rejection of your app
- Apple: screenshots are not shown correctly in App Store Connect even when they have the correct dimensions
- Apple: there is quite some delay between uploading a new release from Xcode and having that version available in App Store Connect. Just wait…
- Google: (currently?) quite some time (10+ days) until initial release is reviewed, updates are reviewed faster at least

Q & A