Proposal

- What problem does your app solve?

UseMyTools is an app which allows users to share their tools with others. There's no need for everyone to have the same stuff in their toolshed. Save time, money and storage space by borrowing the tool you need from someone else.

- Be as specific as possible; how does your app solve the problem?

No-one likes to bother their friends and neighbours with constant requests to borrow their tools. Now you don't have to. Just check UseMyTools to see if they're willing to lend the tools you need to borrow, and if not borrow them from someone else!

UseMyTools allows you to:

● Create a toolshed of tools you're willing to lend out
● Keep track of tools you've lent to others
● Keep track of tools you've borrowed

- What is the mission statement?

Make borrowing better than buying for infrequently used tools of all kinds.

Features

- What features are required for your minimum viable product?

● Create a toolshed of tools you're willing to lend out
● Keep track of tools you've lent to others
● Keep track of tools you've borrowed

- What features may you wish to put in a future release?

● Easy to maintain list of favorite tools to borrow

- Statistics:
    - Number of times each tool lent / borrowed
    - Earnings from each tool lent
- Integrations to commercial hire shops so users can always find the tools they want to borrow locally. Possibility of arranging preferential rates / terms with commercial hire shops for UseMyTools users.

- What do the top 3 similar apps do for their users?

- Reviewed:
    - www.streetbank.com
    - www.borroclub.co.uk
    - www.my-shed.co.uk
    - Toolsity.com
    - www.libraryofthings.co.uk

- All enable lending and borrowing.
- Some allow charging a daily fee / deposit.
- None enable commercial hire.
- None provide lending / borrowing statistics.
- None provide lists favorite tools to hire.

Frameworks - Libraries

- What 3rd party frameworks/libraries are you considering using?

- Less

- Do APIs require you to contact its maintainer to gain access?
- Are you required to pay to use the API?
- Have you considered using Apple Frameworks? (MapKit, Healthkit, ARKit?)

Target Audience

- Who is your target audience? Be specific.

- Hobbyists, DIYers and Charities who need tools for a one-off project.

- What feedback have you gotten from potential users?

- I'd use this service.

- Have you validated the problem and your solution with your target audience? How?

- I lend to and borrow from my neighbours every now and then. I'd love to have a service like this to keep track of things I've lent and borrowed, charge if I want to, and remind me when they're due to be returned.

Research

- Research thoroughly before writing a single line of code. Solidify the features of your app conceptually before implementation. Spend the weekend researching so you can hit the ground running on Monday.

- See Design Files.

Prototype Key Feature(s)

- This is the "bread and butter" of the app, this is what makes your app yours. Calculate how long it takes to implement these features and triple the time estimated. That way you'll have plenty of time to finish. It is preferred to drop features and spend more time working on your MVP features if needed.

- See Design Files.