

Starting Guidelines to Develop a Mobile App

Mobile Apps Camp
Summer 2017
Tech Em Studios




Objectives

1. Define your goal
2. Create a sketch
3. Research
4. Create a wireframe and storyboard

Define Your Goal

Clearly define the purpose and mission of your app



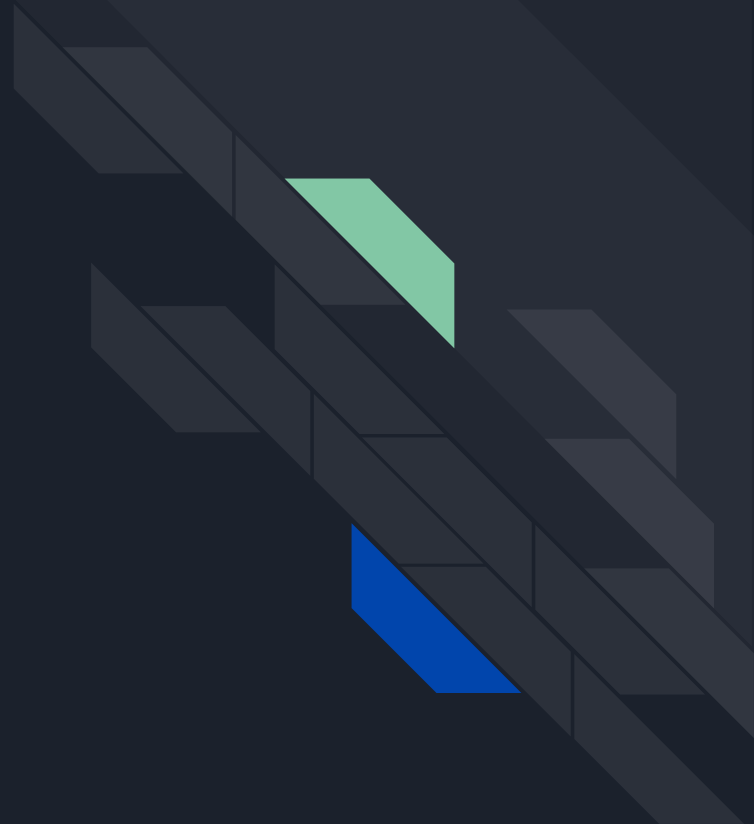


Defining a clear goal for your app will help you reach your goal

- ❖ What is your app going to do?
- ❖ What makes it appealing?
- ❖ What problem is it going to solve, or what part of life is it going to make better?

Create a Sketch

Draw the interface





❖ **Icon**

❖ **Splash Screen**

- What you see when you first open the open
- Like a loading screen (test out seeing one on your own mobile device)

❖ **Interface #1**

- What the user sees when the app is loaded and waiting for a username/password/sign up

❖ **Interface #2**

- What the user sees after logging in or after creating an account

Icon



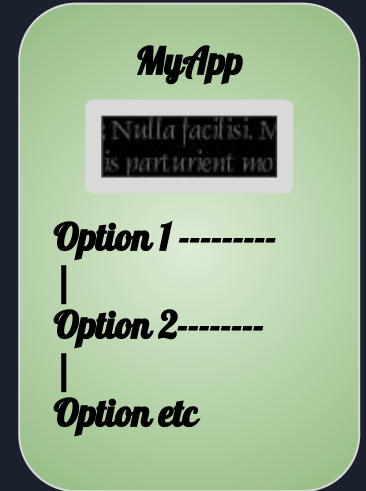
Splash Screen



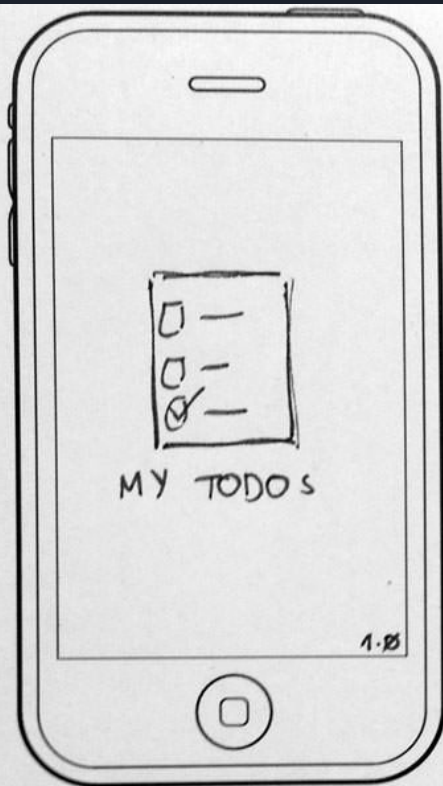
Interface #1



Interface #2



EXAMPLE SKETCH



SPLASH SCR.



OVERVIEW
SUB MENU II



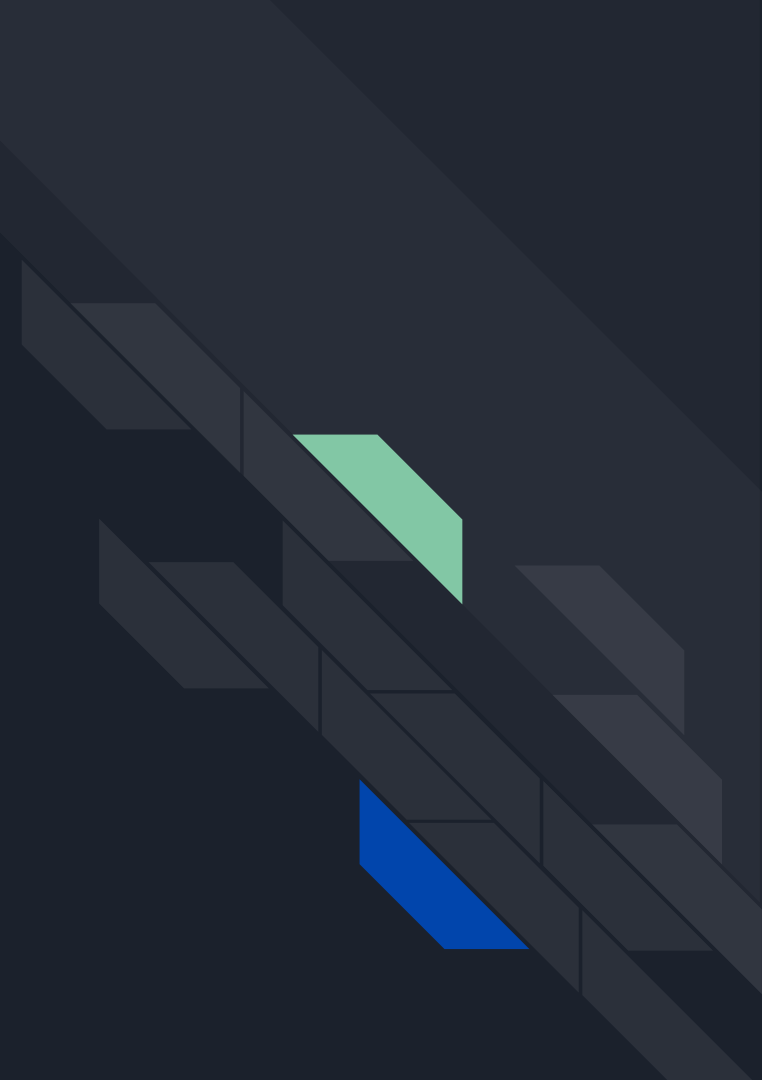
OVERVIEW
SUB MENU I

TODO: REMOVE
ONGOING

Your sketch will help you
visualize main features
and the app's structure

&

These sketches will be
used as a reference for
your wireframe



Research





Four Main Research Points to make

- Has someone already made a similar app?
- Are there any technical requirements for your app?
- Get inspired
- How can you market and make money from your app?

Wireframe & Storyboard





Wireframe

- ❖ Essentially a mockup or prototype for your app
- ❖ Buttons , features, etc.
- ❖ You can use one of these websites for wireframing
 - [Hotgloo](#)
 - [Basalmiq](#)
 - [Moqups](#)
 - [Kinetise](#)



Storyboard

- ❖ Essentially a road map outlining the paths the user would take depending on what button they tap in the app
- ❖ If the user presses this button, then go here, and so on
- ❖ You can add this to your initial UI (user-interface) sketch