Creating a Mobile App MVP

Picking the Right Tech for Your Startup

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bit.ly/CreateMobileMVP

Check out ZenLeap (startup I work for)

- Simplified Hiring
- No Resumes
- Inexpensive

http://bit.ly/get-zenleap

MVP

"A minimum viable product (MVP) is a product with just enough features to satisfy early customers, and to provide feedback for future product development."
— *Wikipedia (Arbiter of All Knowledge)*

Where are you taking us?

- Considerations
- Landscape
- Pros and Cons
- Some Demos

What are we considering when making MVP?

- Speed
- Development Cost
- Disposable (Yes/No)

Other Considerations

- Security
- Out of Box UI Components
- Scalability
- Platform Maturity

Caveat Emptor

- Not an expert
- Its hard to compare all the platforms
- Prototype or Die
- Just a starting point

3 Main Types

1. Native Solutions
    - Java / Kotlin (Android)
    - Objective C / Swift (iOS)
    - C# with Xamarin (Androis / iOS)
2. Hybrid Solutions
    - Use Native Components
    - Allow You to Reuse Code
3. WebView Solutions
    - Use phone browser
    - Allow You to Reuse Code

Coded Solutions

- React Native
- NativeScript
- Flutter
- Ionic

Visual Code Solutions

- Bubble.is
- Thunkable

Objective C / Swift and Java / Kotlin

Pros

- The best performance you can get
- You can build on top of your MVP

Cons

- Need a larger Dev Team
- No Code Reuse

Xamarin

Pros

- Runs pretty much as fast as "Native" Solution
- .NET all the things

Cons

- Small Talent Pool
- Stability?

NativeScript (Hybrid Native)

Pros

- Angular, Vue, TypeScript, Vanilla JS
- 100% Access to All APIs via JavaScript
- Share Your Code with Your Website (in Angular)
- Backed By Progress
- Documentation

Cons

- Need to Train Devs
- Smaller Community (Less Support)

Getting Started With NativeScript

Starter Apps/Code - https://www.nativescript.org/app-samples-with-code

Docs - https://docs.nativescript.org/

Playground - https://play.nativescript.org

Flutter

Pros

- Native Like Performance
- Backed by Google
- Huge Following
- Fast to Develop

Cons

- Uses Dart

Getting Started with Flutter

Starter Apps/Code - https://github.com/iampawan/FlutterExampleApps

Support: https://gitter.im/flutter/flutter

Docs - https://flutter.dev/docs

React Native

Pros

- Native-Like Performance
- Backed By Facebook

Cons

- Gotten some bad press lately (AirBnB ditched)
- Different Programming Paradigm (not bad, just different)

Getting Started with React Native

Starter Apps/Code - https://github.com/ReactNativeNews/React-Native-Apps

Docs - https://facebook.github.io/react-native/docs/getting-started

Playground - https://snack.expo.io/

Ionic

Pros

- Just need HTML/CSS/JavaScript Skills
- Can use Angular, React, JS, and Vue
- Backed By Facebook
- Can Look Native

Cons

- Slower than other solutions
- Doesn't Feel Native

Getting Started with Ionic

Starter Apps/Code - https://market.ionicframework.com/starters/

Docs - https://ionicframework.com/docs

Playground - https://stackblitz.com/edit/ionic-v4

Bubble ("No Code/Visual Coding")

Pros

- No Code needed (Visual Coding Only)
- Themes Available see Zerocode or Visualpro
- Expandable with Plugins (via JS)

Cons

- Completely reliant on 3rd party
- Performance

Visit http:\\bubble.is

It's demo time

Thunkable (Visual Code)

Pros

- Quickly create app
- No Code needed (Visual Coding Only)

Cons

- Performance

Takaways

1. There are a ton of technologies
2. Timeblock some research or prototypes
3. Go Build it soon!

Additional Technologies to Checkout

Mendix - Visually Build Ionic Apps in 1/6th the time of traditional

Tabris - Similar to NativeScript

Appcelerator - Another Native JS Platform

SuperNova - Spin up prototypes of Web Apps Quickly

Glide Apps - Mobile app from Google Sheet

More Resource Links/References

http://www.motionmobs.com/blog/why-flutter/
https://www.altexsoft.com/blog/mobile/pros-and-cons-of-xamarin-vs-native/
https://academind.com/learn/flutter/react-native-vs-flutter-vs-ionic-vs-nativescript-vs-pwa/
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