

How Long Will It Take To Develop A Working Mobile Application?



Let's play a game of imagination. Suppose you have a great idea for a mobile application. In your mind, the idea can easily be transformed into reality as people are engaging in mobile apps and using them because they assist in solving issues. The thought is appealing, as is the desire to make it a reality. But there are some hard questions to consider. How long is this going to take?

This is a regular query posed by various businesspeople, entrepreneurs, and aspirants embarking on the journey of creating a mobile application. Unfortunately, the answers are not always easy to provide. There are just so many moving parts that determine the timeline. From concept to development and marketing, creating a mobile app has a far longer development cycle than most people want to acknowledge.

So we can really comprehend why a functional application is created in the manner it does, what steps are involved, how much time each component takes and how can anyone maximize the process without affecting end quality, let's do it in a systematic way.

A Look at the Development Timeline

We can't really say how much time it will take to complete the mobile app rather there are several parameters which need to be focused as per the requirements such as the app's complexity, the required features, targeted platforms, and the development company.

For instance, creating something as simple as a basic calculator application can take a few weeks but developing a fully functioning app that allows users to order food or a social media app can take months if not years.

Now let's talk about the major factors that affect the timeline of the app development process:

- Complexity of Features: Do you need user authentication, payment integration, or realtime notifications? More features = more development time.
- Design Requirements: Beauty lies in simplicity and intelligence to create it, so the userfriendly option requires time and proper strategy with iterations.
- Platform Choice: Are you building the app for iOS, Android, or both? It is understood that developing for multiple platforms will increase time.

- Backend Development: If your app needs a server or database, backend development will add to the timeline.
- Testing: Avoiding the testing stage will help save time but will cost in terms of quality later. Testing done right makes sure the application has no bugs and does not crash.
- Development Team: The backlog and skills of the app acceleration third party in the United States of America which you engage with, will also affect much in the timelines of the application developing phases.

The Detailed Plan for Designing and Developing a Mobile App

Let's take a realistic view of the different phases of the development process and the time spent on each activity in an average case:

1. Requirement Analysis (1-2 Weeks)

Before the actual coding commences, it is important to put the ideas into perspective in regard to developing an application. It is important to answer the following questions in this category:

- What customers will use the App?
- What issues will the app address?
- What features are the least we can do without?

A lot of brainstorming happens here. Finding gaps in the market and analyzing the competition makes one appreciate what already exists and the gap your application can fill.

2. Wireframe and the Design (2-4 Weeks)

At this time the idea has been understood and designers use their expertise and create wireframes of the application. The wireframe provides a working definition of the application from a micro level. When these wireframes are approved, designers start to put together the fruits of their labor encompassing colors, buttons, fonts, etc.

Design is much more than just looking good. It ensures better usage of the application. Every great-looking application that has not been carefully designed will most likely fail due to poor usability.

3. Development (6-12 weeks or more)

This is the core of the entire process. The developers start writing code that will turn your app idea into life. Depending on the app's features and functions, this step may take anywhere between a few weeks to a few months. Development typically includes:

- Front End Development: This is where the user relies on the UI (user interface) that is created for him.
- Back-End Development: This involves the server, the database, and all the other components that the user does not see.
- API Integration: This is where the services offered by a 3rd party are integrated such as payment systems or map integrations.
- 4. Testing and QA (2-4 weeks)

I believe testing is one of the most crucial steps. No one wants to download an app that crashes out every few seconds or even takes minutes to load. In this phase, developers test the app in terms of bugs and errors as well as the performance of the app. This step makes sure that the application is performing at an optimum level on all devices and platforms.

5. Deployment and Launch (1 week)

Submitting the app to the App Store (for iOS) or Google Play Store (for Android) is done prior to the launch. Approval times vary – Apple's process can take a couple of days, while Google

Play is much faster.

In Conclusion, What Is the Answer?

There isn't an exact answer to this question but if one were to estimate the time required to develop a mobile app it can be concluded as follows according to the target audience's needs:

Maybe the charts indicate it differently, these numbers can be altered depending on variations in the features, target platforms, or the strength of the team that the company possesses.

How To Cut The Time To Market Without Cutting Some Corners

- Focus On Features: Make the app usable first and then add features after that. This will allow you to focus on the primary features of the core product.
- Get The Right Hands: Working with a leading <u>mobile app development agency</u> in the USA in this regard assures you that you're dealing with qualified people.
- Make Sure You Have A Clear Intent: Quite a clarity and summary of chosen milestones are fundamental to keeping the project on schedule.
- Change Bugs As They Occur: This will save effort and time in the future.

Words Of Wisdom

Yes, mobile app development is a time-consuming process and it's not launching the app that is the priority instead it is a cycle of determining what suits the target consumers' strategy and enhancing the minimum viable product and in that case learning the whole process is crucial, thereby making your vision a reality.

If you are looking for app development to move up a level, selecting a reliable <u>USA app</u> <u>development company</u> such as Syndell would be quite advantageous. We are a top-rated app and web development firm and therefore, we have knowledge, skills, and a proven track record on every engagement.

Topics of Interest About the App Development Process' Duration

1. What is the approximate relative cost associated with mobile app development?

The net cost depends on the complexity of the application including the services provided by the development team. Some straightforward apps may only run a few thousand dollars while others that are more detailed and complex can easily reach six figures.

2. What do I lose if I do not test an app?

You might save yourself time at first by neglecting to test, but that choice will come back to bite you. Testing helps to make sure that the app is functional, bug-free, and easy to use.

3. Does targeting the English market mean that I have to create different market apps for iOS and Android?

This however will depend on the demographic that you are targeting. You may develop standard separate native apps or develop an ordinary cross-platform app that runs on both platforms.

4. In what way does an app track its user statistics?

One would have to measure its statistics after its activation when there can be bugs to fix or feedback to be gathered.

5. Is it possible to receive assistance with app updates and upkeep from Syndell?

Yes, as always, Syndell also offers continuous maintenance.