[10 Steps To Design A Good Mobile Application](#)

Turning your
Mobile App Idea
into Reality - How?

1 Craft your App's Outline

The blueprint should address some important questions:What does your customer want and how will your app help them in fulfilling that? What is its purpose? This way you can gauge the the demand for your app, know the target audience and features you need to offer.

2 Perform Market Research

To identify the trend, need and competition. You can come up with in-person survey or ask questions in forums and within your network to understand the market size, app features that are unique, ideal persona of the customer, financial opportunities available for you.

3 Be Unique

Research about your competitor's offering and try to introduce something that they don't provide - it can be in terms of app features or app user experience or functionality.

4 Fix Business & Revenue Model

Identify your key partners, resources, activities, value propositions, channels, and costs. Define how will your business generate revenue - can be via in-app advertising, freemiums i.e. offering basic features for free and advanced features paid, affiliate marketing, monthly or yearly subscription fee etc.

5 Choose the Platform

iOS or Android or Both - What is your choice? If you want to choose any one platform, determine where your target audience is?
Are your customers mainly iOS users? Whatever functionalities you are planning are they supported by Android most than iOS?

6 Design the Technical Architecture

Determine the type of device your app will support, UI (simple & intuitive), techniques of navigation etc.

7 Calculate the approximate app development cost

Do basic cost estimation. You can also get quotes from multiple development firms. Hiring an experienced firm with a good track record will go a long way in avoiding re-work.
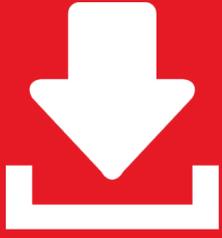
8 Creating a MVP Product

MVP is the first version of your app with basic features. The idea is to entice users to use it, demonstrate what they'll actually get in the app and get their feedback to further enhance the product.

9 Get Feedback

It helps know your customer's expectations, their likes and dislikes about the app so as to make the changes initially, than doing it after launch which will further cost you time and money.

10 Validate your app

Create a test campaign. For this just create a customized landing page where your users can "download" your app – this will give you a clear idea of how willing customers are to buy your app.

Go live, Start marketing your app!

10 Steps To Design A Good Mobile Application

Jump to Make design mockups of your app - If that sounds good to you, let's get started! How to make an app for beginners in 10 steps. Generate an app ...

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