Here is a 10 step How-To Guide on Creating an Application

Step 1: Decide on the features for your app

To create an app, you first need to come up with ideas on what your application will do. Decide on certain features you want to include. For our groups technology, we had an idea to create something that is helpful and more efficient for Indiana University students. We wanted to identify a problem which can be resolved through our app.

Step 2: Name your application

Within every application you need a name that draws people’s attention. If it is something dull it may not become as popular. For our application name, we decided on Tether because it’s different from other apps, so people might be more interested. Most of our group lives in Teeter and that’s how we came up with Tether.
Step 3: Identify

To create a successful mobile app, you need to identify what it’s about. Having a clear vision on the understanding of the app can success the popularity and ratio for the app. For our application, we came up with the idea to create a combined app that controls your AC, unlocks your dorm, controls the noise level and opens your curtains all in one application!

Step 4: Design your app

Designing your app is another important factor for success. It should be simple rather catchy design that speaks out to current students. Our group created our design through a programing software download called Java. Java helps create the design and give the C++ language look.
Step 5: Approach to develop the app

It’s important to develop an app that’s easy for users to use. You can develop an app by using HTML5, CSS and JavaScript. Make sure that your development approaches with your time and budget.

Step 6: Check your app

Check your application by getting another person’s opinion. You could show your demo to your family and friends or anyone willing to view it. They will give you the correct feedback to improve your application before it’s released.
Step 7: Identify beta testers

By reviewing feedback from beta testers is your first opportunity to make sure that your application works. Beta testers will either give good or bad feedback, but this allows you to know what you should improve in your app. This leads to better success in the application.

Step 8: Release the application

Releasing your application allows live users to download the app. It’s important to revise your application right before it is released. After you release your application all of that hard work pays off.
**Step 9: Upgrade your app**

Over time to keep the customers interested you should upgrade your application with improvements and new features. It’s important to keep customers engaged with your app because then it’s good for success in the future. More success means more buyers leading even more success on the application.

![Graph showing growth](image)

**Step 10: Market your app**

If you don’t market your application once it’s released, there is a chance of it being lost in the multiple apps available. This is highly recommended for your own benefit and success for your application.

![App marketing](image)
REFLECTION QUESTIONS:

- What did you most/least enjoy about engineering/developing?

  What I enjoyed the most about engineering/developing was learning and researching on how to actually make an application. I never knew how easy it is to create an app. Then, what I enjoyed the least was coming up with descriptions for each step. I knew what I wanted each step to be it was just hard to describe it.

- What challenges did you encounter while engineering/developing?

  Some challenges I encountered was coming up with a tenth step, I had to do some researching on what to do once your application was released.

- What skills did you utilize in order to complete this project deliverable?

  Some skills that I used to complete this project was researching on about the background on how to make an application. I had to think about the process first before I could come up with the steps.

- What questions, thoughts, or ideas do you have about engineering/developing as a tech career option?

  What do you do after you complete the steps, do you just start making the app?