

7 things to plan, build & ship your own app

Christian Menschel, 25.4.2024

Short intro

Christian Menschel

Published 6 apps

Since 2009

Indie Christian Menschel

2 active apps

SolarDashboard (December 2018)

Groupetto (since June 2021)



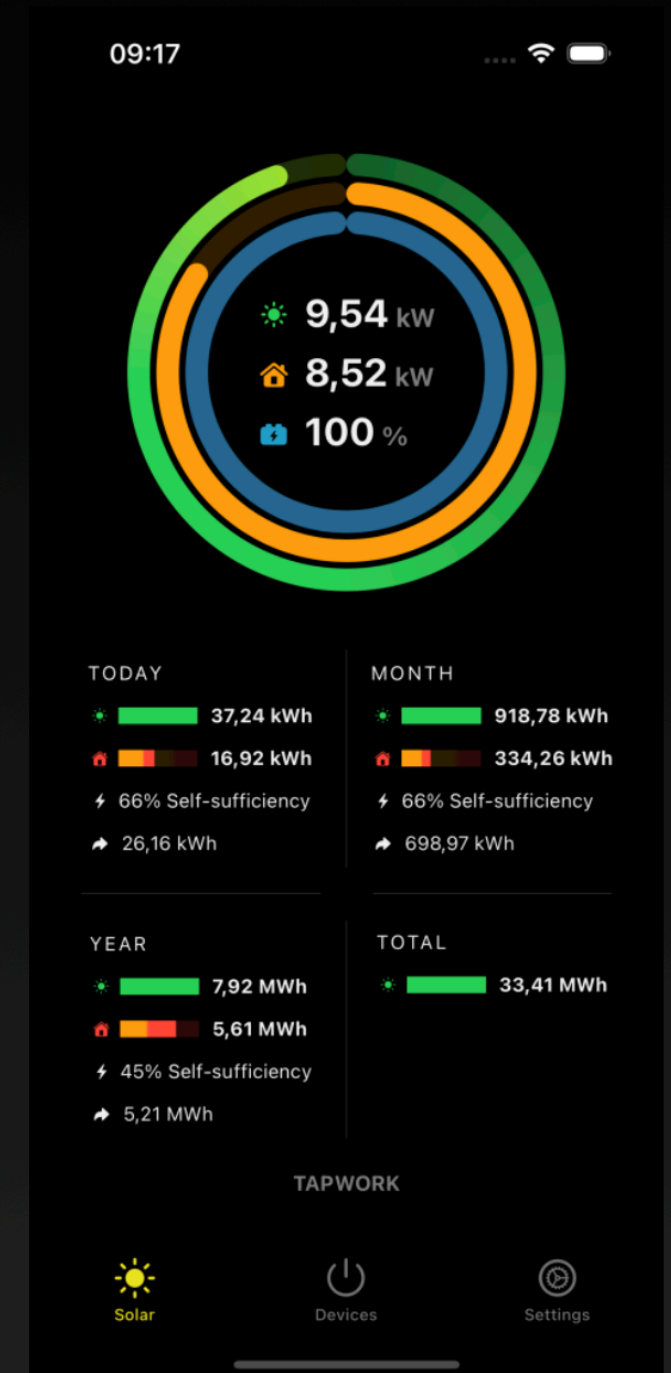
Charge your EV with green energy

Use excess solar power to charge your electric vehicle or activate HomeKit devices. Save money and reduce your carbon footprint.

Get SolarDashboard as iPhone, iPad or macOS app!

iOS app ↓

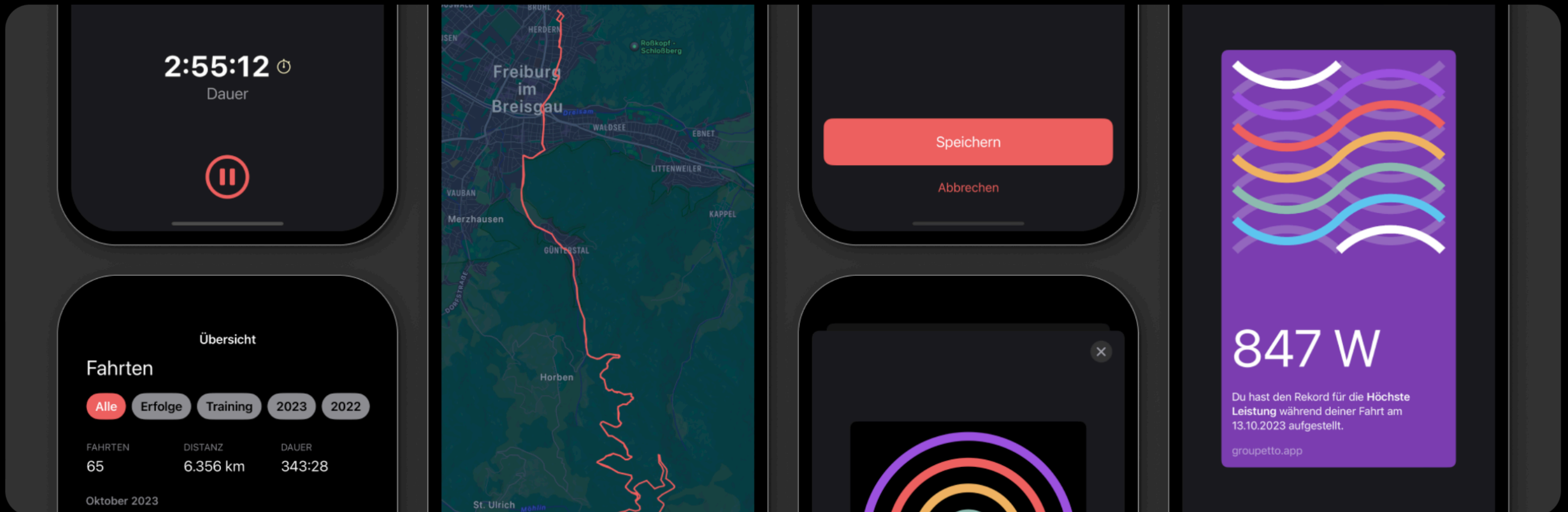
macOS app ↓





Dein smarterer Fahrradcomputer.

Jetzt für dein iPhone herunterladen



7 things

- Motivation
- Research
- Concept
- Coding
- Legal
- Tools
- Most mistakes

Motivation

~ 4 mio apps

Why should you build another app?

What's your objective

Hobby vs. professional

- **Playground?**
- **Want to earn money?**

Playground

- Experiments
- Break things fast
- Put new knowledge into practice
- Try things out: New architectures, Swift Updates...
- Don't care about Unit Tests or good citizen style

Earn money

- Build rock solid code instead of experiments
- Start without payment first
- Start lean and iterate
- Categorize features in Growth, Engagement and Monetization
- Focus on three main features that fall into those groups
- Interview users & make support

Research

**Skip Research & Concept
for playgrounds apps**

**What problem are you
solving that people
would pay for?**

**Or just build the
better app?**

Research

- Market analysis: Your place in the app ecosystem
- Interview a potential user group
- What are user needs?
- Learn from others (UX/UI design, patterns, content) instead of starting from scratch
- Technology / Architecture
- Backend needed?

Concept

No Xcode

**Describe your
idea**

Describe your idea

- Write down your idea
- Find some key words that describe your app
- Describe the idea in few sentences
- Prepare some kind of elevator pitch for yourself
- Write yourself a press release about your app

Apple Design Resources

Apple Design Resources

Design apps quickly and accurately by using Sketch, Photoshop, XD templates, guides, and other resources.



iOS & iPadOS



macOS



tvOS



watchOS



visionOS



Technologies



Fonts



SF Symbols

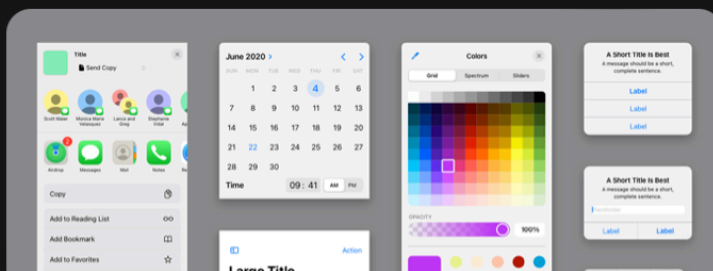


Product Bezels

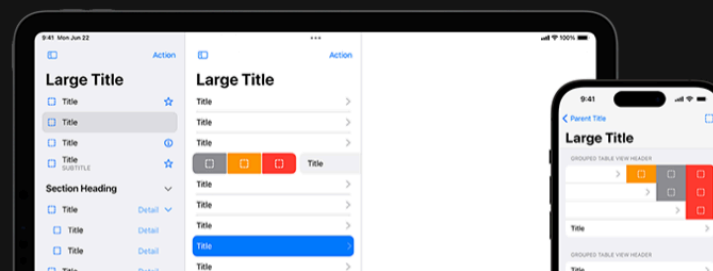
iOS and iPadOS

iOS 17 and iPadOS 17

Sketch Library

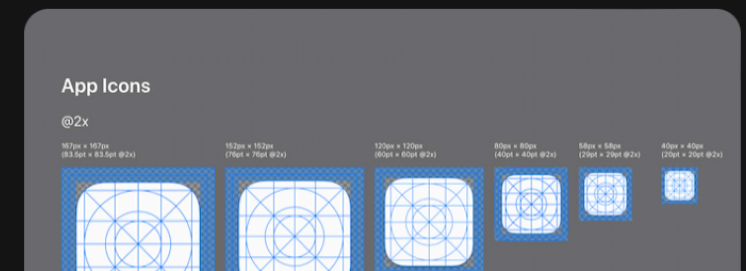


Design Templates



iOS 16 and iPadOS 16

Production Templates



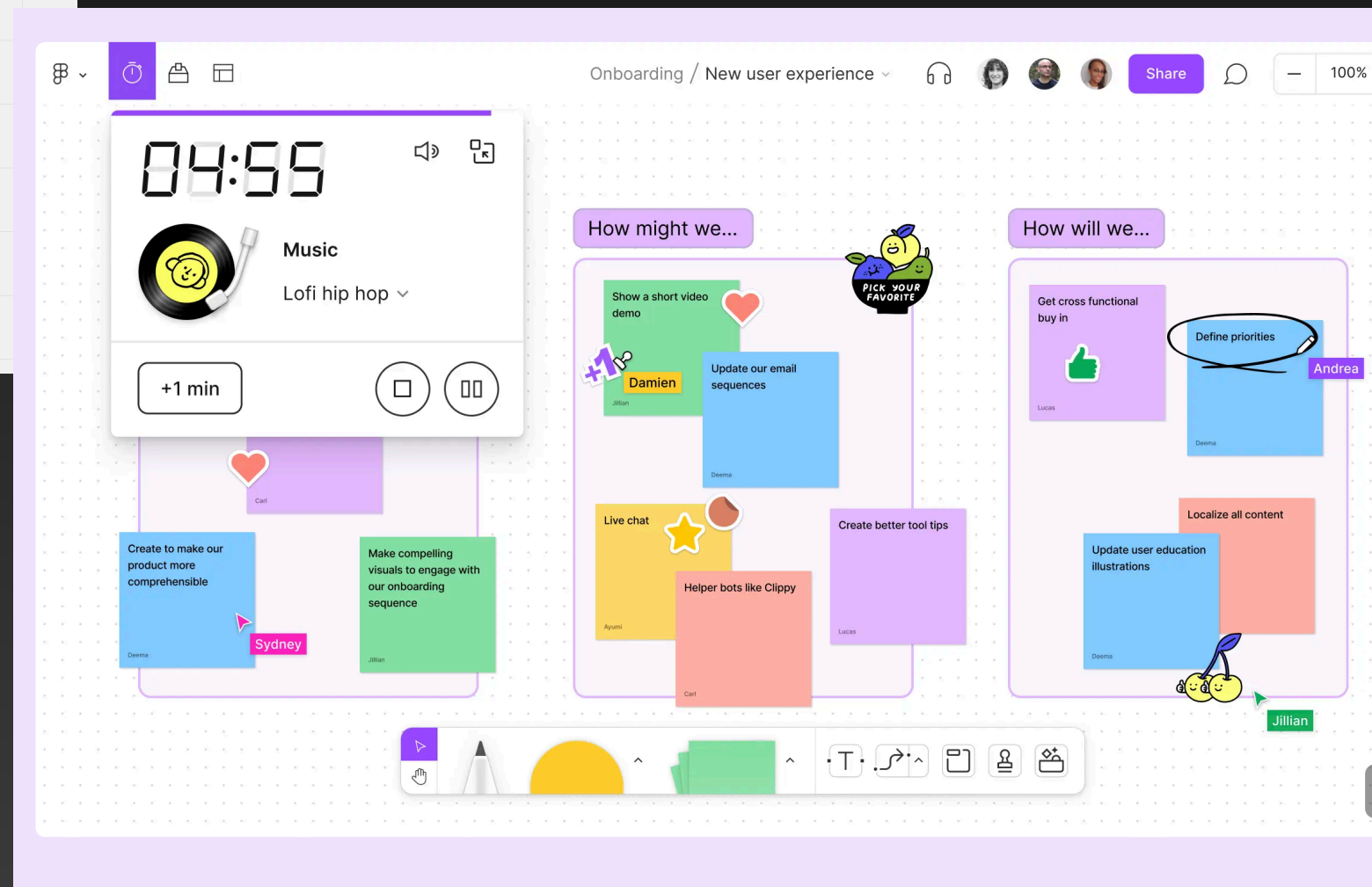
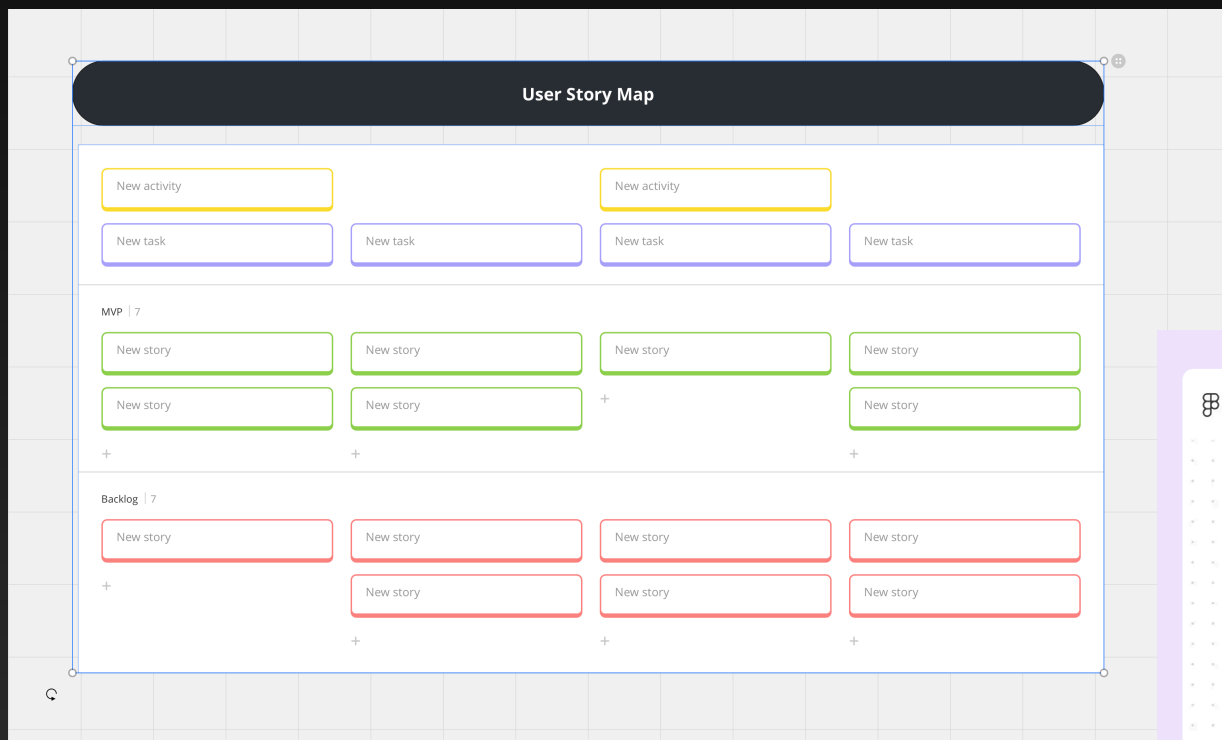
Apple Design Resources

- Templates for Photoshop, Sketch and Figma
- Product Bezels
- Icons / Badges / Logos
- SF Symbols Tool
- <https://developer.apple.com/design/resources>

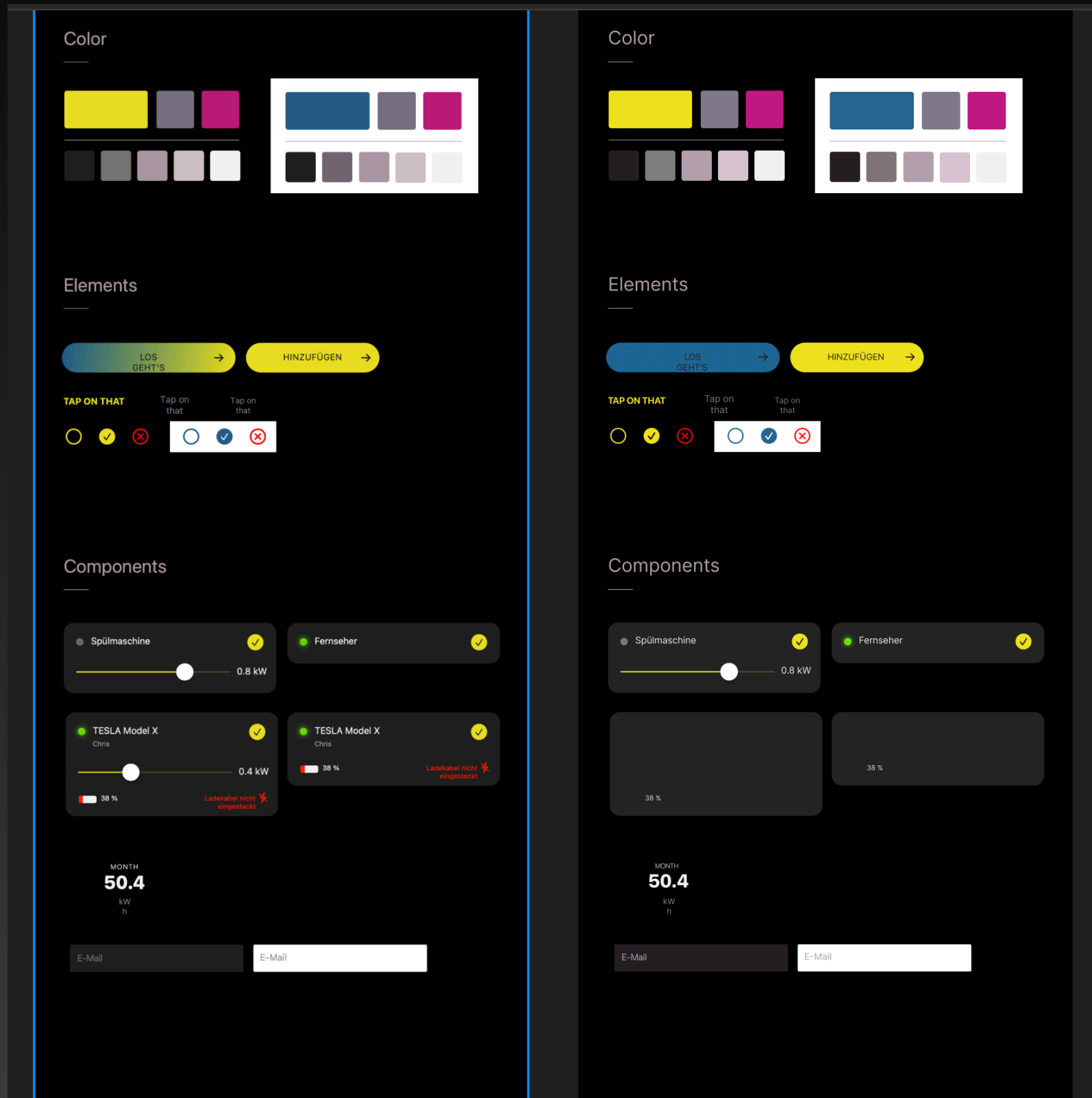
Figma

FigJam or Miro

Sketch and plan your ideas with digital whiteboards



Figma as UX/UI tool



**It's good to
have a concept**

However, be prepared to adapt to user feedback.

**Start lean &
iterate fast**

**Stay laser
focused**

Check your hypothesis quickly

Check your assumptions about feature
acceptance and willingness to buy

Coding

Playground vs. sustainable app

Keep it simple

No full-time job? Prepare to understand code after months.

Coding Playground

- Experiment with code, techniques, architectures
- Use it to learn to new Swift features
- Drop old code fast and break things
- Drop old iOS versions quickly

Coding sustainable

- Consistency
- Clear and precise
- Not too complex
- Stay to the standards - Don't fight the framework!
- Not too much attention to details
- No rewrites
- Don't jump too fast on the newest stuff

**You are alone? You
want to be fast!**

Avoid too much beauty in the code

Unpopular opinion: Don't write complex Unit Tests

or even skip them to be faster & more flexible

Legal

Apple Developer Account for distribution

\$ 99 / year

Add legal entity information

Bank account

Tax information

Legal entity In the App Store

Just indie with your name?

GmbH?

UG?

Limited?

Found a real Corporation

Create a corporation (UG, GmbH, Limited, Inc.) to appear with
a favorite name in the App Store,
otherwise your personal name is used

D-U-N-S

You must apply for this D-U-N-S (Data Universal Numbering System) in order to appear with your company name!

You also must tell Apple (required by DSA) if your are a Trader

New

<https://developer.apple.com/de/support/D-U-N-S/>

Found a small corporation

In Germany, you can set up the "UG" as a legal entity for around EUR 2,000 including EUR 1,000 start-up capital

<https://www.lexware.de/wissen/gruendung/ug-gruenden//>

Earning money?

Pay taxes when reaching the tax-free allowance in your country

Legal work!

You must have:

Privacy Policy

App Storer Nutrition Labels

Terms of use

Privacy manifest

New

Consider consulting an attorney

3rd party services

Using Google Analytics, Firebase Crashlytics?

Be aware of the GDPR and obtain user consent

Avoid external services if you are not sure

Using external Open Source

Please note the licenses

List all open source tools with version & the license in your app

Export of cryptography

No Crypto: ITSAAppUsesNonExemptEncryption = NO in the info.plist

You're required to provide documentation if your app contains:

Advanced Encryption Standard (AES)

RSA

Elliptic Curve Cryptography (ECC)

Diffie-Hellman key exchange

Tools

Xcocode

Deployment

Crash reports

TestFlight for Beta testing

Fastlane not needed for indie projects

Backend

- You should not use CloudKit -> does not scale well
- Backend as a Service
 - Contentful
 - Hasura
 - Firebase
 - Realm

Firebase

Remote Config

Functions

Respect privacy concerns

Analytics

Understand and measure your features

Google Firebase Analytics

Telemetry Deck

Matomo

Respect privacy concerns

Crashreport


Xcode vs Firebase Crashlytics

Xcode brings less reports than Firebase Crashlytics

Higher approval rate for Firebase?

Checklist

Checklist

- ✓ Build a real app. Nonsense or Web Container will be rejected
- ✓ Enough time & Endurance
- ✓ Apple Dev Account
- ✓ Add legal entities (address, tax information, banking, and more) in App Store Connect
- ✓ Website with legal & privacy policy
- ✓ App Privacy Nutritions Label
- ✓ Term of Use (mostly custom)
- ✓ App Meta data: App Icon, Screenshots & Promotion Text
- ✓ Export compliance information
- ✓ Privacy Manifest 

Most mistakes

**Endurance for
last 20%**

All things apart from coding

Design, Website, Legal, Marketing

**Poor work structure,
many things in parallel**

**Test in real
world scenarios**

No clear objective and loss of focus

Too much attention to detail

**No feedback or
ignoring it**

**Too many
features**

App rejections

- Too many features at the beginning
- Short time planned for app review
- Rejection loop with Apple
- Neat picky review for in app purchases
 - i.e. I had to paste my custom Terms of Use in App Store Connect (very hidden)
- Expect arbitrary app rejections from Apple