

# Mobile App Projects: How to Forecast Time and Costs with More Precision



# Presenting Today

- Michael Facemire
- Dave McCormick
- Robin Bennett
- Clive Swanepoel
- Scott Lines and Tom Simon



# Alpha Software Survey

## Mobile Application Time and Cost

We are currently conducting research on the time and costs required to build and run mobile applications. We greatly appreciate your participation in this study, and we will share with you our results. Any information you provide will be kept strictly confidential. Results will be aggregated and your anonymity is assured.

These questions relate to your development of one or more mobile applications. If you have not built (or are not building) a mobile application, please disregard this survey. If you have built multiple mobile applications, please choose just one.

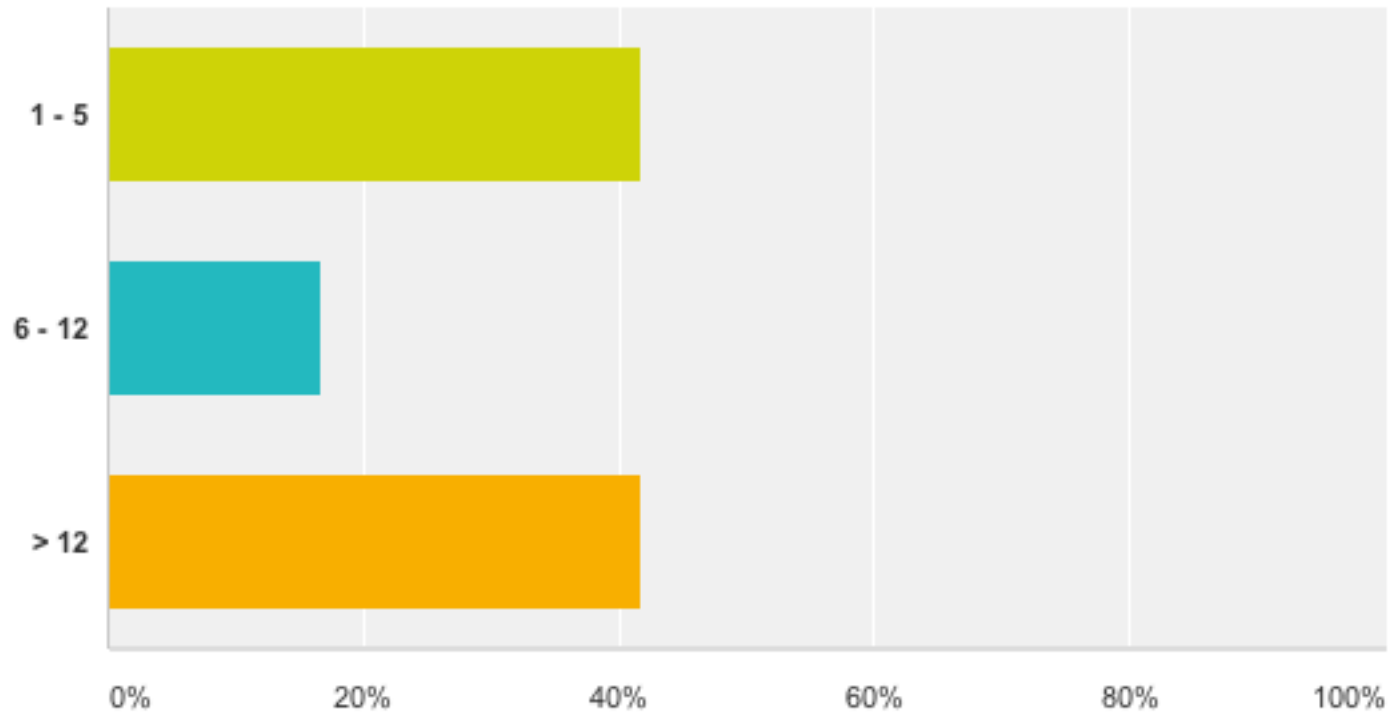
### 1. Have you built a mobile application already?

- Yes
- No

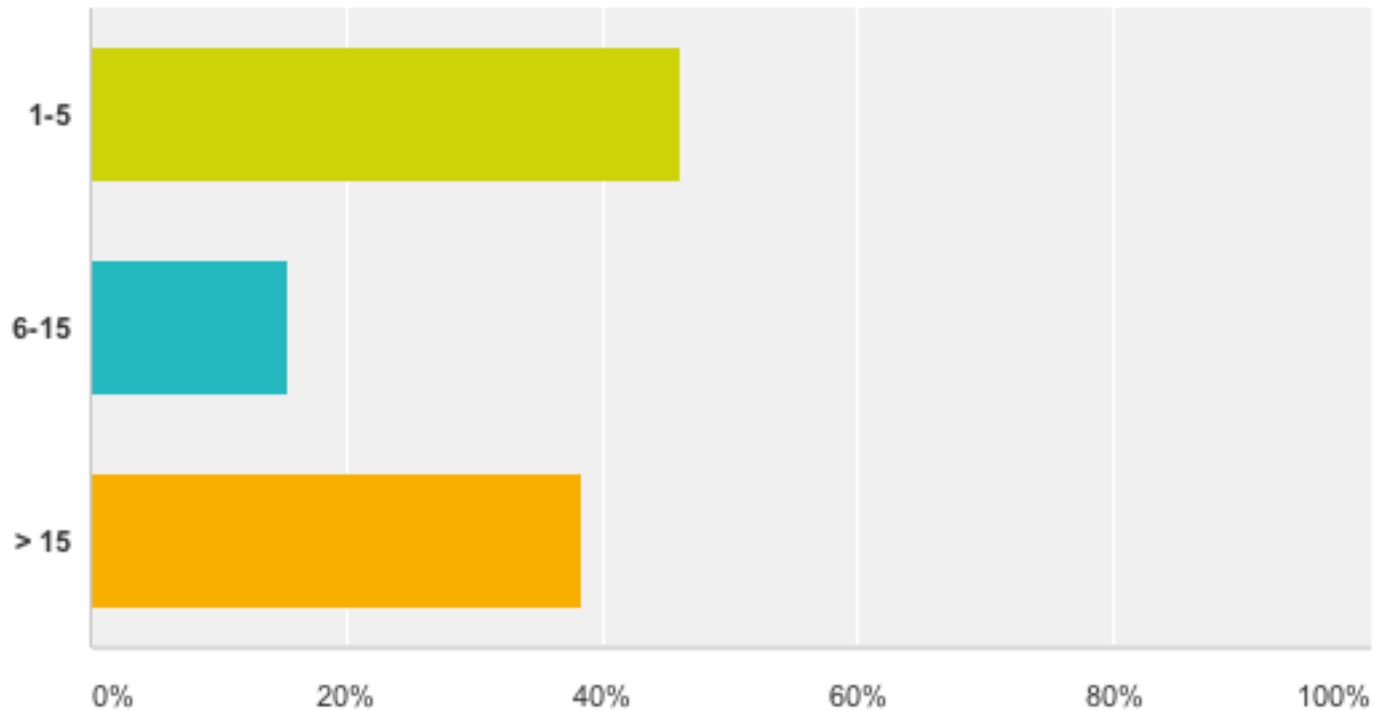
# Size and Complexity

- Number of screens
- Number of tables
- Number of users (designed)
- Number of users (actual use)

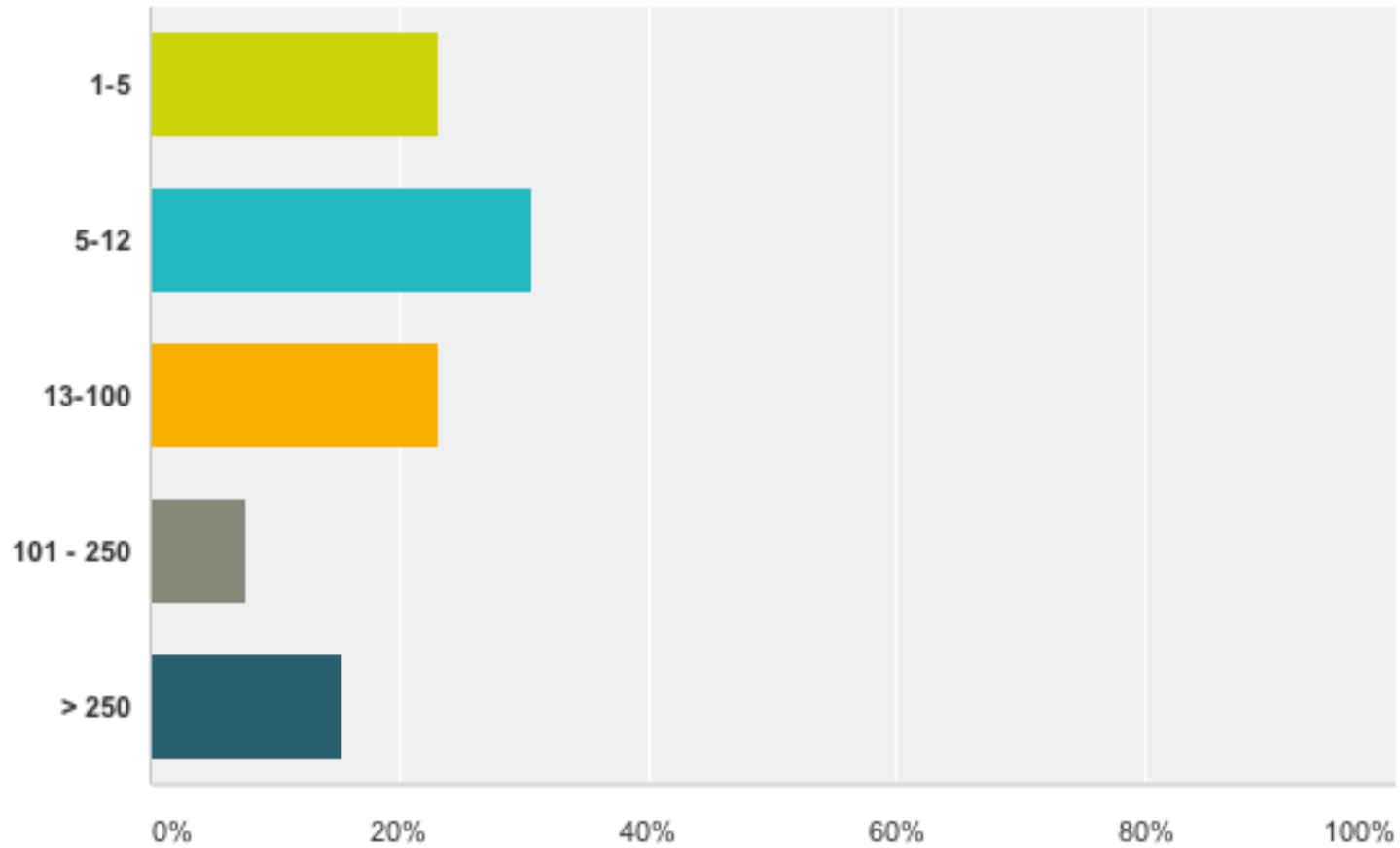
# Number of Screens



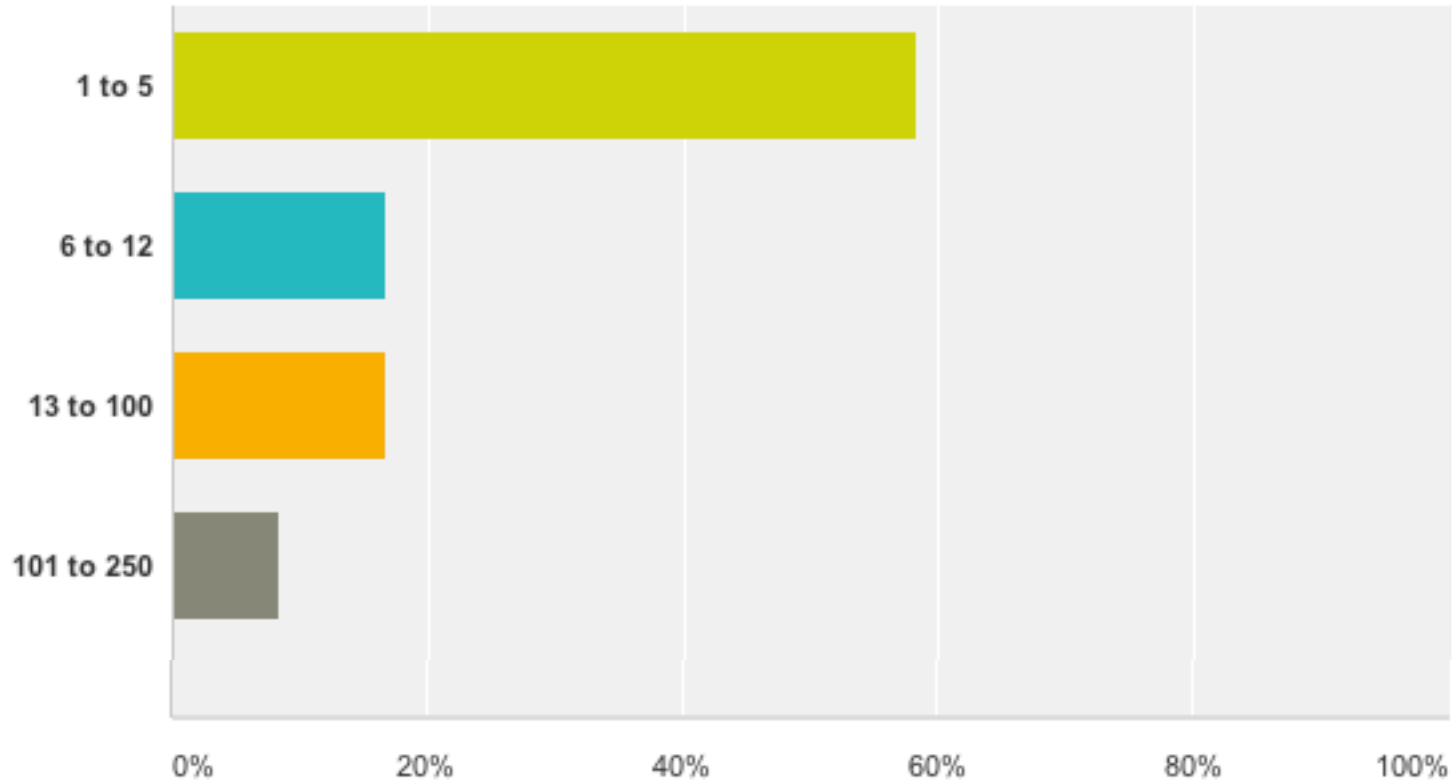
# Number of Tables



# Users Supported

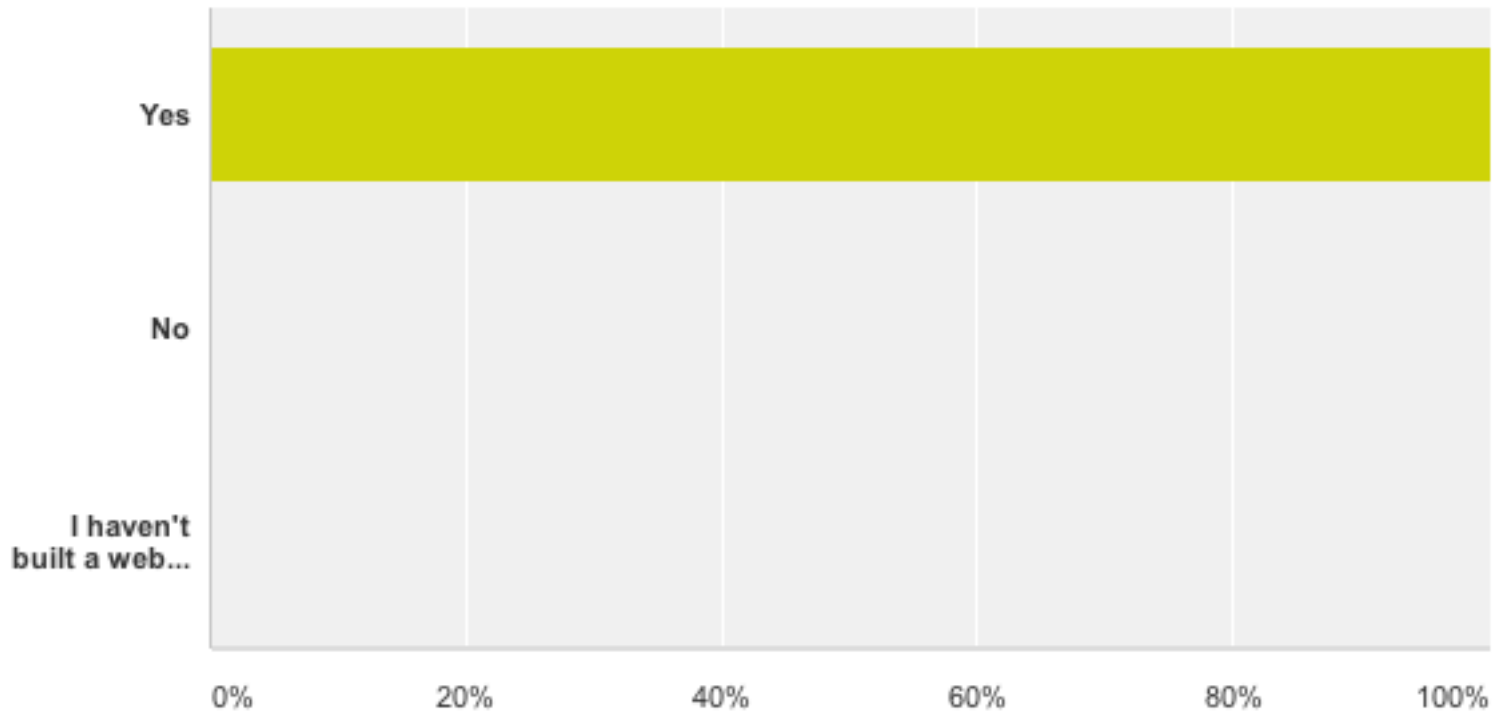


# Users During 1 Hour of Heavy Usage

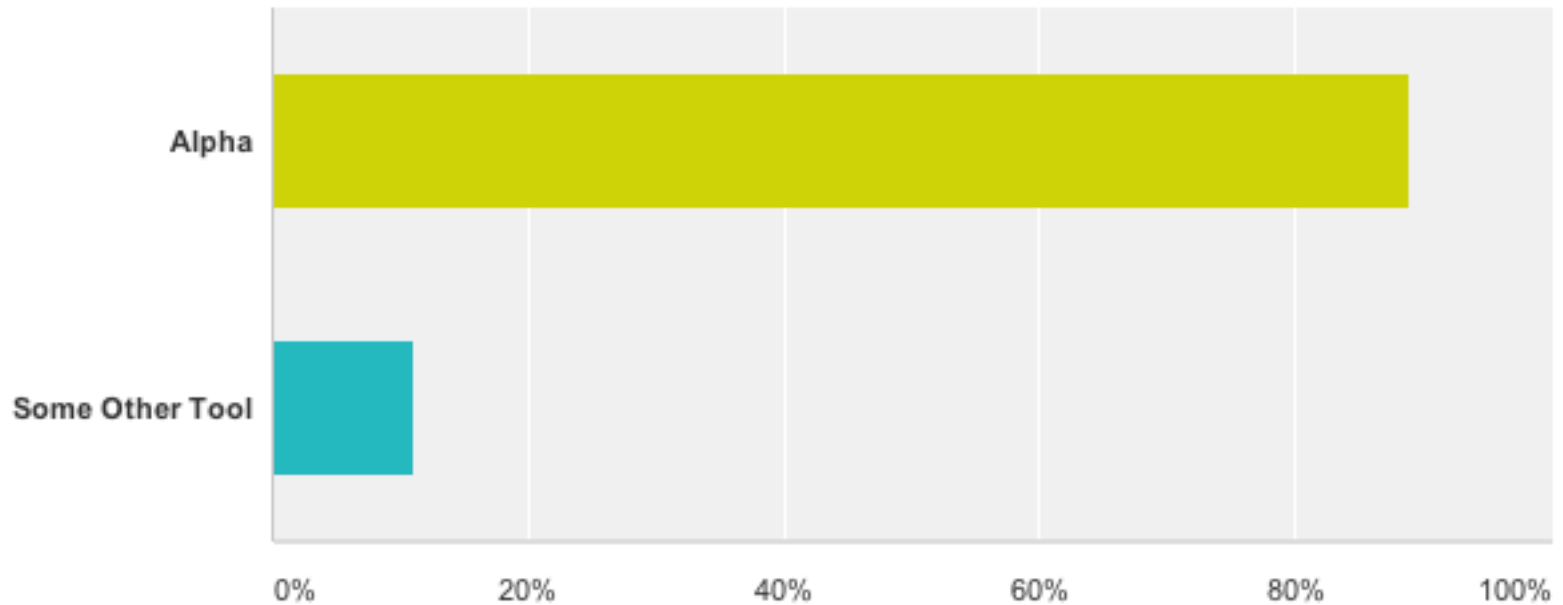




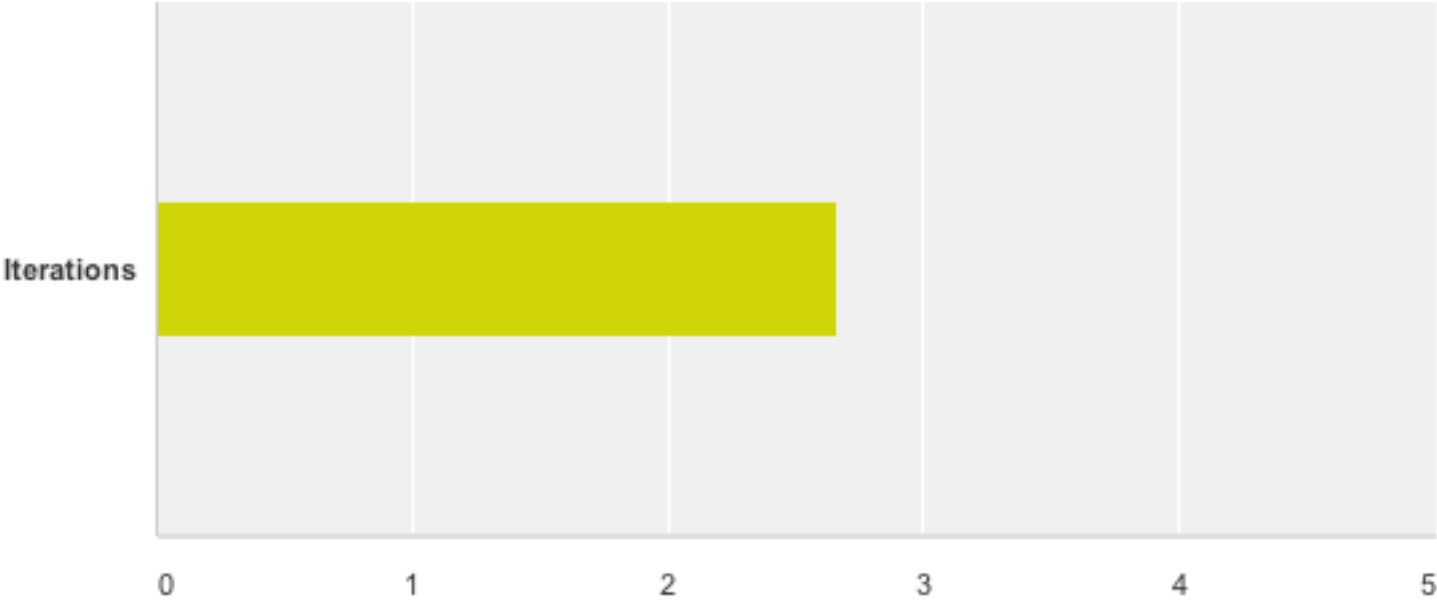
# Does the Application also have a Desktop/Web Interface



# Did you use Alpha Anywhere or Another Tool to Build a Prototype?



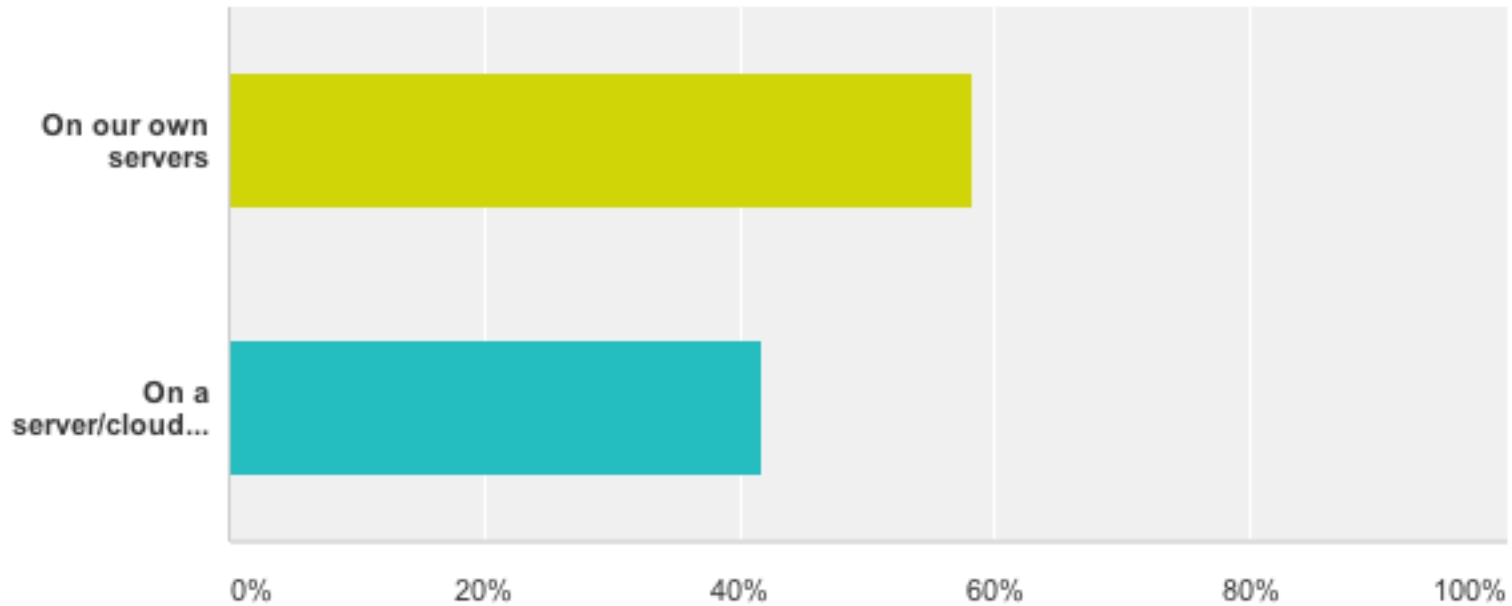
# Number of Prototype Iterations



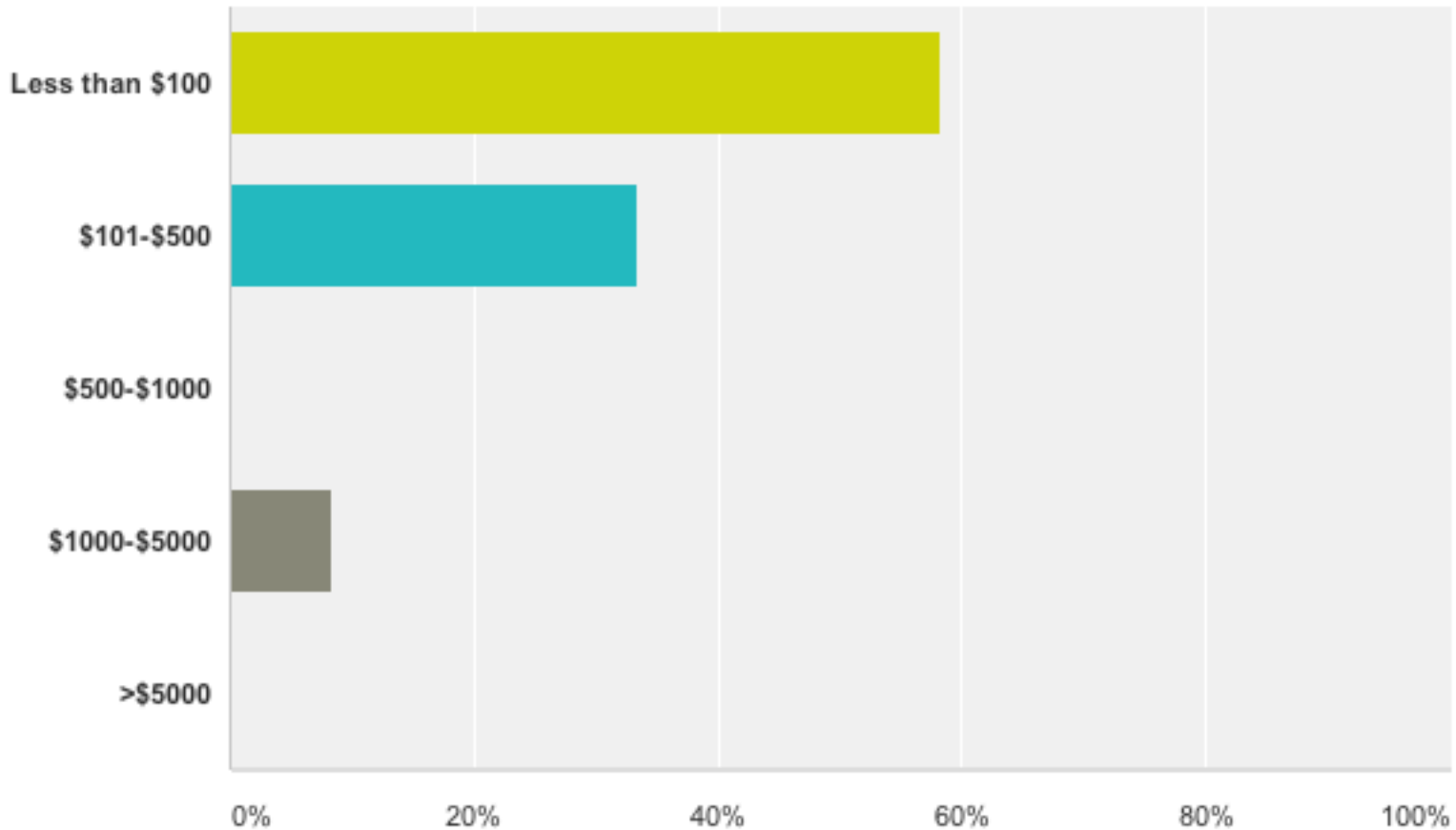
# Developer-hours to Complete Application

- 1- 2 weeks
- Up to 5 months
- Average 1 month

# Where is the application hosted?



# Monthly Cost to Host Application



# Summary: Time and Cost to Build a Mobile Application with Alpha Anywhere

- That supports 20 to 100 users
- Contains 12 screens or panel cards
- Has a Web Interface
- Including 2–3 Prototyping Iterations
- Takes about 1 month to develop
- Costs about \$14,000 in Labor
- Costs about \$100 Per Month to Host either on premises or offsite.

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