GUIDE 02 / 06

Mobile apps *explained simply.*

What an app of your own can do for your business, when it is worth it and how it gets into the app stores.

01 What is it about?

An app is a program for a smartphone or tablet that you download from the App Store (iPhone) or Google Play (Android). It sits as an icon on the home screen and opens with one tap.

An app can do things a website cannot: send notifications, use the camera, capture signatures or keep working without internet.

Ergon Code builds apps with Flutter: both versions, for iPhone and for Android, come from one shared foundation. That saves time and money without the app feeling out of place on either device.

> AN EVERYDAY COMPARISON
>
> *You visit a website; you carry an app with you – like a tool in your jacket pocket instead of a cupboard at the office.*

02 Typical examples

- Time tracking and site documentation for your field staff
- A customer app for orders, appointments or loyalty points
- A staff app with tasks and internal news
- A companion app for your web application

03 Do I need this?

It is worth thinking about when …

- ✓ Your people work on the move: on building sites, at customers' premises, in the warehouse.
- ✓ You want to remind customers actively – about appointments or news – instead of hoping they read emails.
- ✓ Photos, signatures or scans should be captured on the spot.
- ✓ Work has to continue where there is no signal.

04 What you get

01

One app for iPhone and Android

One shared foundation, natural behaviour and fitting design on both systems.

02

Works offline

Entries are stored on the device and sent as soon as there is a connection again.

03

Notifications that lead somewhere

Messages that take you straight to the right place in the app with one tap.

04

Publishing in the stores

Submission to Apple and Google, test groups before launch and later updates.

05 How it works

1 **Idea and planning**

Who uses the app, for what and where? This becomes a clear scope with a fixed price or an estimate.

2 **Draft**

You click through the planned screens before any programming starts.

3 **Development and testing**

A test version runs early on your own devices so you can have your say.

4 **Release**

The app goes into the App Store and Google Play. Updates follow when Apple and Google renew their systems.

06 What you contribute

- → Developer accounts with Apple and Google in your company's name (currently about USD 99 a year at Apple, a one-off USD 25 at Google) – I help with the set-up
- → Texts and images for the store listing – or we create them together
- → A few testers from your team
- → Feedback on the test version

07 Frequently asked questions

Do I need two separate apps?

No. With Flutter both versions come from one foundation, so you do not pay twice.

Why does store approval take time?

Apple and Google review every app and every update, usually within a few days. We plan for this in the schedule.

What are the running costs?

The store fees and – if the app stores data – a server. Because Apple and Google renew their systems every year, a maintenance contract makes sense.

Do I own the app?

Yes. It is published under your own developer account, and once paid in full you receive the rights of use to the individually developed code.

08 Mini glossary

App Store / Google Play	The official "shops" for downloading apps on iPhone and Android.
Push notification	A short message from the app on the lock screen.
Offline	Without an internet connection.
Flutter	A tool by Google for building an app for iPhone and Android at once.
Deep link	A link that opens a specific place inside the app.

About Ergon Code

Ergon Code is a web and mobile development studio from Bochum, Germany. Behind it is Obih Uchenna John: from the first conversation through development to maintenance, you talk to the same person.

Every project gets its own client portal. There you see progress, milestones, contracts and invoices in one place – in the browser and in the Ergon app.

Fixed price
or a transparent estimate

24 h
response time on enquiries

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Let's talk.

Briefly describe what you have in mind. Within 24 hours you get an honest, no-obligation assessment – even if the answer is that you don't need something.

→ ergon-code.dev/en/contact hello@ergon-code.dev

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