Start mobile app planning by following a user through a task. For a booking, that means choosing a time, supplying information, confirming the request, and understanding the next step. Use the journey to explain the screens you need, rather than treating a set of screen designs as the entire product definition.

Choose one journey to define the first release. Describe who starts it, what information they have, and what counts as completion. Then work backward through the steps. If an account is required, explain why. If the user must upload a document, decide what happens when they do not have it ready.

The mobile context deserves its own requirements. Someone may switch apps halfway through a form, lose connectivity, or return after a long interruption. Specify whether the app should preserve their progress and how it should explain an unfinished action. A request that appears to fail also needs a clear path to checking its actual status before the user tries again.

Choose device features because they make a task easier. Photographing a document may suit the user better than copying its contents into a form. Notifications can support a workflow, but the product still needs clear behavior when someone does not enable them. Specify the purpose and timing of permission requests.

The choice between platform-specific and shared application code belongs in a technical discussion about the product. Ask about device integrations, supported operating systems, expected interface behavior, and the team's Ein Des Ein maintenance plan. A proposal should explain its trade-offs in the context of those requirements rather than treating one approach as the answer to every project.

Keep the service behind the app in scope. Define how the app receives data, which actions require an authenticated session, and how support staff investigate a failed request. Decide who maintains administrative tools. These parts may be less visible than the interface, but they still need an owner and a delivery plan.

Use realistic tasks when reviewing the app on the devices it is intended to support. Test interruptions, accounts without existing information, and longer-than-expected entries. Ask reviewers what they believe each response means. An action can complete correctly while the interface still leaves the user unsure about the result.

Discuss your mobile app development brief with Ein Des Ein. Start with the journey the first version must support, then use that journey to set priorities for design, implementation, and release testing.