In traditional software users interact with the program using a graphical user interface. This is usually a wrapper over the program to make its functionality available to users.

In mobile the opposite is true. Due to their simplistic and event-based nature, mobile apps are built around their interface. This means that we can break down the functionality of mobile apps into a set of “building blocks”, which can be quickly combined (with some customisation) to create new apps.

The aim of this project is to create a web based tool (using the jQuery library) for users to develop mobile applications using drag and drop building blocks, which have some degree of customisability. Server side software will then convert the designed app into source code that can be compiled using Appcelerator Studio – a platform that allows a single codebase to be built for multiple mobile operating systems (notably Android and iOS).

The implication of this project is that the development time and cost of mobile apps will be reduced significantly, making mobile development an option for SMEs with a restrictive budget.

Alternatively, the project could be used for rapid prototyping, or perhaps by larger enterprises to develop a large number of apps that have many common components.