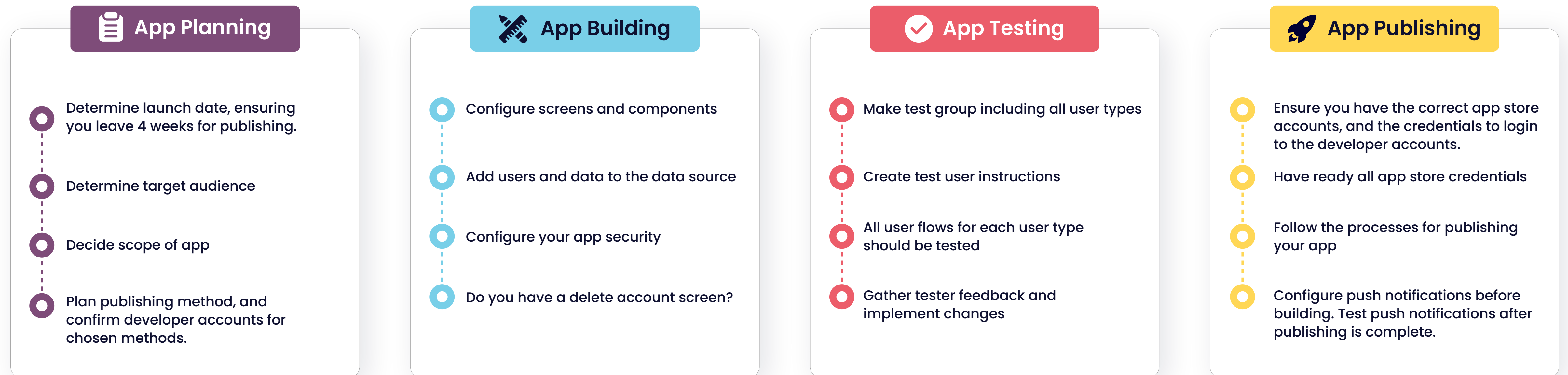


App Development Timeline



This timeline is the recommended schedule for ensuring a successful app build. Please note that every app is unique, and we recommend starting even earlier, and allowing more time for each stage for larger or more complex applications. Failure to adhere to these timelines may result in issues. Some issues require more time to resolve and could cause launching delays or poor user experience. Fliplet will help support in responding to, and resolving issues within our SLA. More information on our SLA is available [here](#).



We recommend involving all stakeholders early into the planning process to avoid last minute requests that could impact the timeline. App planning helps define the project's goals, scope. It also helps by identifying potential challenges early, streamlining development, and improving time management for a smoother launch.

It is crucial to allow enough time for the build. If adequate time is not given for this stage, this may cause frustration for stakeholders and users, which could impact the overall success and efficiency of the project.

App testing is important to ensure the app functions correctly and meets user expectations. If you test too late, Fliplet may be unable to help fix the issue before your go live date.

Apple and Google don't guarantee specific timelines for the app review, we cannot guarantee a launch date. 4 weeks should be enough to go through the publishing process and Apple/Google approval, but they might have inquiries and request changes, which can delay the launch. Fliplet cannot control that.

For more details on each stage of the app-building process, please review our [app-building checklist](#). We highly recommend creating a project plan early in the process, with clearly defined timelines for each task, working backward from your target launch date.



The best way to build a mobile and web app without any coding.