

Mobile App Development Cost 2026 (iOS + Android): Real Numbers

AI Pinnacle — <https://www.aipinnacle.pk>

The honest 2026 breakdown of what an iOS + Android app costs to design, build, ship, and maintain — based on 40+ apps AI Pinnacle has shipped since 2022.

By Complexity

- **Simple app (USD 32K–55K)** — 8–12 screens, auth, one integration, no offline sync. React Native or Flutter, single codebase.
- **Mid-complexity (USD 65K–120K)** — Offline-first, push notifications, payments, real-time features (chat/tracking), 3+ third-party integrations.
- **Complex / regulated (USD 140K–260K)** — HIPAA, PCI, biometric auth, on-device ML, native modules for camera/AR, App Store + Play + enterprise MDM distribution.

Cross-Platform vs Native

React Native and Flutter save 35–45% vs building twice in Swift + Kotlin. Native still wins for: heavy AR/ARKit, sub-16ms animation-critical UX, deep Watch/Wear integration. Everything else — pick RN or Flutter.

Recurring Costs Nobody Quotes

- Apple Developer + Google Play: USD 124/year
- Push infra (OneSignal/FCM): USD 0–300/mo
- Crash + analytics (Firebase/Sentry): USD 50–400/mo
- Ongoing OS updates: 12–18% of build cost per year

Why Teams Overpay

Building both platforms in parallel with two agencies. Skipping design system work. Not scoping App Store review rejections into the timeline (add 2 weeks).

AI Pinnacle ships fixed-price mobile builds in 12–20 weeks with a 12-month post-launch warranty.