App Action Plan

* What will be included in your app’s description and what kind of icon will best represent your app once it is made available in the app store?

Description: An easy-to-use inventory tracking solution that allows and enables small business, collectors, and other inventory needs to easily keep track of what you have and how much you have of it.

I used the tools in Android Studio to create a logo that appears on start up and when users search for the application in their Android Device this will help to ensure that my application is easy to find and have a unique look compared to other applications.

A clipboard with check marks

Description automatically generated with medium confidence

* Which version(s) of Android will your app successfully run on? Have you included the most current version? Note that with each version of Android, new components are introduced that add considerations and challenges in the development.

My inventory application has the minimum SDK of version 24 and the target version being version 33. This allows me to create an application that will run on most older devices and the new versions the issue with trying to ensure an application is working on older devices is that the old devices has versions that are not as well secured and could have possible security loopholes while also it being harder to develop since code standards change so documentation could be a bit older.

* What permissions will your app ask for? Be sure these are only permissions that are necessary for your app to run. For example, does your manifest ask for permission to record phone audio when your app does not use it?

My inventory application only asks for SMS capabilities to be able to send a notification for when your inventory is low of that item so that the user can be aware of it and know if they need to stock up on that item.

* What is your plan for monetization of the app? Consider whether your app will include ads, require a one-time payment, both, or neither.

I plan to make it a one-time purchase where the user can use it without having to play any advertisements or having to do any microtransactions. For making it a one time purchase I will have to increase the cost of the application but by doing this I can ensure that my users are able to use the application without having to worry about ads and such interrupting them when using the inventory application.