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7-2 Submit Project Three

**1. App Description**

The app will be marketed as a weight management tool. The description will highlight the following features:

* Effortless tracking of daily weight entries.
* A clear visual display of progress compared to the target weight.
* A simple interface for setting and updating target weights.
* Congratulatory notifications to motivate users when progress is achieved.

**2. Supported Android Versions**

The app will support Android versions from Android 8.0 (Oreo) and above. Supporting Oreo ensures compatibility with a wide range of devices still in use while utilizing newer Android features. The app has been tested on the latest version of Android to confirm it works without issues on modern devices.

This compatibility range provides:

* Access to newer APIs for smooth functionality.
* Backward compatibility to work with older devices where possible.

**3. App Permissions**

The app requests only the necessary permissions to ensure user privacy and security. These permissions include:

* SMS Permission: To send congratulatory notifications (only requested when this feature is enabled by the user).
* Internet Access: For retrieving updates or advertisements (to be added later).
* Storage Access: To save user data locally.

Unnecessary permissions like microphone or camera access are excluded since they aren’t necessary.

**4. Monetization Plan**

The app will initially launch as a free app to gain user adoption. Strategies to make money include:

* Freemium Model: Core functionality is free, with optional paid features such as advanced analytics or personalized fitness recommendations.
* Advertisements: Ads to be displayed in small and non-intrusive locations on the screen. Like a banner.
* One-Time Purchase Option: Users can pay for an ad-free version of the app through a small one-time payment.

**5. Pre-Launch Checklist**

To ensure a nice launch, the following steps should be completed:

* Testing: Thorough testing on different Android devices to confirm functionality and performance.
* Beta Testing: get a small group of users to gather feedback to make fixes.
* Documentation: Include a user guide within the app and prepare documentation.

**6. Post-Launch Plan**

After launch, the following actions will support the app’s success:

* User Feedback: Actively collect user feedback to help dictate future updates.
* Marketing: Use social media and fitness pages to promote the app.
* Updates: Fix bugs and add features based on user feedback.