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App Launch Plan: Grocery inventory tracker

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1.What type of Icon would you create when the finished product is out? What is your Product Description?

Most Companies have a main color, and I would use that for the backdrop of the app. With the addition of a three-shelf bookcase for the Icon, and the bookcase would contain an several boxes in the middle that look like cereal, and a Banana on the bottom, placed on its side so it looks like its smiling, and a bag of chips on the top shelf, this would signify to the user it’s a store shelf, or an inventory app.

In the app description I would put something like the following: Using this app will allow the user to keep up with stock as it is needed to. Automatic reorder for the items that have a zero or less on hand. Username and Password protected to keep unauthorized users out.

1. 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.

The App is a basic app so it should run off ninety-eight-point eight percent of machines. So almost all of them. anything after Android studios application Program Interface version of Lollipop. This means that the features used in the app are very basic and does not contain any fancy versions or methods.

1. 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?

In the current version of the app, there are no permissions that will be asked for. In the future version we could ask for permission for the camera, to take pictures of the barcodes. There could be asking for permission to send files to your Inventory supplier.

1. What is your plan for monetization of the app? Consider whether your app will include

ads, require a one-time payment, both, or neither.

While the App itself helps to make money, for the app to make money, it would have to contain updated features that the user must buy. The User would be a worker, so banner adds, nor advertisements, would be helpful while the user uses the app. So, the future apps that are placed in above could cost a small amount of money to help monetize the app. We could also make it a Pay version to help monetize it, but that will make people less likely to download it in the present.

I believe the best decision is the second one, the yearly subscription fee, that all the

updates would come with the app. This allows the user to become familiar with the app before

making the decision to buy the premium version of the app.

Citations:

1. Waking Science, 4 Different Mobile App Monetization Strategies to Consider, <https://www.wakingscience.com/4-different-mobile-app-monetization-strategies-to-consider/>