Ismael DeRocco

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CS-360

Professor Parker

Inventory Application

When looking at releasing an android application there are many variables that need to be considered. First having the program working is the most important first step besides thinking about what the program will be designed to do. When releasing the application onto the app store, they will need to be a description of what the said program does so people can read on its features before installing the product. In the case of the inventory application, I will want it to state that’s it’s an easy to use, user friend interface for taking inventory of everyday objects. I will also state that it can be used for business or just every day at home inventory. By having the application on the android store, users can review and say what they don’t like or like about the product meaning the application can evolve over time.

When thinking about which version of android it would be built to work with, I’d probably go with building it using an older version of android. This will ensure that the application is more future proof. This isn’t a 100% fix on compatibility, this just makes it work on the most machines possible. That also being said, if problems start to occur due to a new release to android, I will have to possibly make 2 version of the applications for legacy-based devices, and then the new top of the line models with the newer android.

As of right now, the application only asks for permissions to access the SMS so it can text notify the user in the future about low inventory objects. This feature isn’t implemented just yet but the permission to access the SMS is still in the android manifest. A feature that I would love to add would be a GPS Geotag, that can track were the item was put into the inventory, to help showers remember where they found certain items if using the application for a shopping list. This would then need permissions to use the GPS as well. The application can also run completely fine without even saying yes to any permissions as well.

The first version on the application I will be using ads to create revenue. Im thinking when the application is more polished and has had some time to evolve into a more finished product, id release a second application of the same thing, just with the ads removed. This ad-less version will cost a dollar or two. It won’t be that expensive, so people won’t be turned away to buy it. Thinking in the logic of yes id only make a dollar per purchase or so after android takes their cut, but if 100,000 people buy the application then there is more money to be made. Most applications don’t fly into being famous overnight, so it will take some time and a lot of ads to start making some constant money over the application.