Jennifer Rebella

CS-360

6/22/2025

Prof. Maylon Walker

Project Three: App Launch Proposal

The application I have chosen to work on is the inventory app. This application will be used to track items in a warehouse. The app must include a database with at least two tables, one to store the inventory items and one to store user logins and passwords, a screen for logging into the app that should also be used to create a login if the user has never logged in before, a screen with a grid that displays all items in the inventory, a mechanism by which the user can add and remove items from the inventory, a mechanism by which the user can increase or decrease the number of a specific item in the inventory, a mechanism by which the application will notify the user when the amount of any item in the inventory has been reduced to zero.

The user interface and UI for the app will follow Android platforms guidelines. The app will have three screens (concepts of them are below). The first screen will be the login screen where users can enter their username and password. This username and password will be contained in a table to verify the user. Users can enter their information via typing then hit the login button to submit it, Then the app will open to the main page that displays all the items in the inventory. From this screen you will be able to add and remove items from the inventory as well as increase or decrease the quantity of the items. This information will be contained in the second table. Users would be able to add the new items by hitting a plus sign that will add another line to the inventory table and a minus that will let you select a line to delete. To change the quantity the user can press and hold on the desired item and type in the new quantity. Lastly there would be an option screen. To access this screen users will press a gear icon in the main page. This screen would allow users to log out and enable notifications for the quantity of items reaching zero via a switch. Users will have to accept permission to use SMS text messaging to send the notifications to the user. If the user logs out it will bring them back to the login page.

To grab attention in the app store the icon for the app should be bright and eye-catching. This could be accomplished by using the same orange as the app with for the background and a can with “x24” next to it. This will draw interest while users are browsing the app store as well as keeping the overall theme and UI similar. The application will run on androids with Oreo or higher. For profiting off the app there are multiply options. My top option is a free version of the app that after every update (i.e. adding a new item, changing the description and so on) to the inventory database an ad will play with the option to stop ads for a one-time fee of $5. This way we have advertising profit as well as app sales.