Project Three

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**Application Description**

The weight tracker application is designed for users that want to keep track of their daily weight. This allows the user to see how they are trending in the process of reaching their goal weight. The application includes a real time list of all the data that has been entered by the user. This is populated by first a goal weight then the daily weight entered by the user. The user will have the ability to create, edit and delete any entry. Once the user reaches their goal weight, they will receive a text message indicating that they reached their goal. The icon needs to be something to that explains what the application is at a glance. This is a weight tracker so the icon will have to show something related to that theme. The best representative of the application is a weight scale the background will used the same blue that is used within that the application. Then a white or black scale shape with a box that shows a random weight.

**Application Version and Permissions**

The version that was chosen for this application is API 28:Android 9.0. It is never a good idea to use the most current version of the program due to the fact that many users have older phones that cannot handle the newer versions. According to the Android studio API 28 will work on about 60% of the devices if the newer version of API 32 only works for 1% of devices. There is a balance game of using the API with all the needed features with the newest version and using the oldest version to allow more phones access. With the version that has been chosen all newer phones will have no issues running this version at the same time allowing older phones to have access.

The weight trainer application as it currently stands only needs permission to send out SMS messages. This allows the application to send out text messages to the user when they reach their goal weight. In the future if the application is expanded, it is most likely including more permissions such as allowing access to the internet. With access to the internet the data could be saved to a cloud, so the user data is not lost if the phone breaks or program uninstalled.

**Plan for Monetization**

The best way to monetize the application is to offer two versions of the application. The first version of the application is a free version with advertisements. Advertisements allows users to use the app for free but at the cost of seeing the ads. The next version will be a onetime purchase of the app. This version will not have advertisements and possibly it could include more features. By offering more features in the paid version of the application, it could entice users to buy the application. This is a common tactic used by applications because when you give the user a few choses, it impowers them and makes them more like to but the application.