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CS 360 Project 3

* What will be included in your app’s description and what kind of icon will best represent your app once it is made available in the app store?

Included in the apps description will have the uses of the app, the file size, and the basic explanation on how to use the app.

* 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.

I’m not sure which version the app can successfully run on right now I created the app on top of an old file and updated all the android studio options then it wouldn’t let me run the file because of manifest issues. I couldn’t figure out how to make it work. So I would have to start there. Recreate the app on the latest version so that everyone has access to a functioning app. Then id have to do that with all future updates, while I’m at it I might as well add the new content or tools available to make it more efficient.

* 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?

The app will ask for permission to send sms messages for when the inventory is low or out of stock. Maybe in the future we will use location to suggest the app when close to the storage locations.

* What is your plan for monetization of the app? Consider whether your app will include ads, require a one-time payment, both, or neither.

Personally, I hate ad walls to use an app so I think I would just make it a dollar in order to get people on board once the kinks are ironed out and the word is out id make it a dollar a month. That way it isn’t too expensive, and I ca monetize on the situation. Hopefully enough people use it to make it worthwhile.