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**CS-360 Mobile Architect & Programming**

**Warehouse Inventory App Launch Plan**

* **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?**

My app is a simple warehouse inventory app and will have an icon of an arrow pointing into an empty box. The name will be Simple Warehouse Inventory, which shows the app is useful but simple. The description will highlight that the app allows a user to create multiple logins and add items to a list of items and amounts. Item amounts can be changed, and if the user chooses to allow permissions, when stock of an item reaches 0, the user receives a text message.

* **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.**

This app uses an older version of android, and any device with API 33 or greater will have no issues running this app. The only issues that might arise are for different screen sizes, as the layout may change. I tried to keep constraints centered, so hopefully on larger and smaller screens everything should be displayed correctly. Using newer components, while useful, make it so older versions of Android and older phones will not be compatible. Because of this, using an older version creates a higher userbase.

* **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?**

This app only asks for SMS permissions. This is the only permission needed, and the app will work whether the permission is granted. If enabled, the user will receive an SMS message alerting them that stock has reached 0 on an item.

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

Because this app is so simple, I do not plan to have any monetization implemented. I feel that the complexity of the app should be considered when determining how much to charge, and while useful, this app is not unique enough to garner payment before purchasing. I feel that any addition of ads would greatly hinder the app, as because of its utility the adds would stick out and be intrusive. If I do receive large interest and downloads of the app, I may consider a one-time payment of 99 cents.