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Course: CS 360 Mobile Architecture and Programming

Assignment: Project Two

App Launch Plan:

1. 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?

For my app I will use an icon of a crate or package to represent inventory. The descriptions will read: “An app for tracking and managing inventory designed for use in retail stores” This description captures the app and what it does as well as highlights the simplicity of the app.

1. 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.

My app will run on android versions 28 through 31. This includes the most current version of android and represents approximately 70% of devices.

1. 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 uses send sms, read phone number, and read phone state, and read sms, in order to send the sms notifications. These are not critical for the app to run.

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

At this time there is not a plan. I would ultimately design this app using a subscription service. Since it is focused on business use this is the best way to get it in front of people.