Things that will be included in the description of the application will be the author, title, version, and date. The description will detail the application and what is includes. It will list what the application will do such as letting the user know what their experience will be like. The description will be read as this simple and easy to use inventory application will save you time by being able to add, delete, and update inventory items. It keeps track of them, so you will not have to. It keeps all items in one place for each to find access. The best icon that will be used to represent the application would be a storage box. The application is like a box holding items. This icon will go well with the purpose of the application.

When creating this application, it was created using Android 9 Pie and newer. This version API level is twenty-eight. This version can be run on thirty nine percent of devices. This version features indoor positioning with Wi-Fi, display cutout support, channel settings, broadcasts, and Do Not Disturb mode, multi-camera support and camera updates, imageDecoder for drawable and bitmaps, animation, HDR VP9 Video, HEIF image compression, and media APIs, and many more. The most current version is available.

The only permission the application asks for right now is to receive SMS notifications. Before launching, the application will ask for permission to save log in information. The SMS notification permissions will allow the user to be able to have text messages sent to them if the inventory drops below one. It has an option to either allow or deny the permission. The application will still function properly after the user accepts or declines

The plan is to monetize the application by having an email list, monthly subscriptions, ads and free and premium versions, free trials, and SMS marketing since there will be SMS notifications for allowing users to get information about low item inventory. The email list form will sign users up to receive email alerts for subscriptions, sponsorships, and low inventory alerts. This will be an in-application form for the user to use. Ads will be displayed throughout the application. There will be some listed at the bottom of the screen. There will be banner ads and full screen ads. Users will have the option to use the application for a small subscription fee to remove all ads while using the inventory application. Monthly subscriptions will be for users who want access to all inventory functions. Monthly subscribers will be able to add to the inventory, but monthly subscribers will be able to update and delete items and change the quantity while updating the item. Regular users will be able to view the inventory and add up to five new inventory items a day. Sponsorships will be in place for other applications to feature the inventory application on there application or website. This will be great for people looking for a great inventory application but just has not found the right one. In the future, strong code will be used to for possible having other brands to reskin and reuse the application without destroying the code and layout. SMS messaging will be used to notify users about subscriptions, ending subscriptions, and updates to download newer versions of the application. The free version will be not as interactive as the premium version. The free version will not allow the user to have access to all features in the application. Free trials will allow the user to have full access to the content of subscribers but only for a limited amount of time. After the time expires, users will have the option to subscribe or cancel to continue to use the basic version of the application. Free trials will also be at a lower cost than the actual subscription prices. Subscription prices will be monthly, and the free trial will only seven days. The user will have the option to subscribe before the seven days are up or pay at the end of the seven days for the subscription. Users will have to call to cancel the subscription on or before the seven days, otherwise they will be charged the monthly subscription price.

REFERENCES:

Blair, I. (2016). 10 Effective Ways to Monetize Mobile Apps | BuildFire. Retrieved 18 October 2020, from <https://buildfire.com/ways-monetize-mobile-app/>