Sammabine Admettre

CS 360

8-3 Journal

Project Submission

A short, bulleted list of the features my software offers would be the first part of my introduction for the public launch of my app. I would argue in my application not only how simple it is to use, but also why the person should do so by achieving its purpose. Additionally, I will demonstrate how to utilize my smartphone app for those who are not experienced with weight monitoring tools. An app icon that probably comes to mind first is a scale of some kind that measures weight. My app's features would be fully known if this happened. This kind of app is already pretty common in the app store, so I would definitely make the picture look as nice and finished as I can.

To take advantage of the Google Play App Bundling feature and the ease of using the most recent Android APIs, I will make sure that my weight tracking app works on Android versions 29 and up. It's clear to me that this keeps a big chunk of the possible market from using my program. Users who are on an older version of Android will not be able to download or use my app. This is something that a lot of people are seeing. When it comes to rights, my app will only ask for permission to send alerts to the user. That way, the app can let the user know when they've reached their personal weight goal. There is no need for the app to ask for any more permissions because it already has everything it needs to work.

After much thinking, I've decided that my app will generate revenue via both in-app adverts and a one-time payment for a tiny banner ad that appears at the top of the screen upon a successful login. Users may make a one-time payment to permanently disable advertisements and enable Cloud Sync for their data if they wish to use the app on several devices. The individual may then utilize the application on several devices.