**7-2 Project Three: Option 1 Inventory App Launch Plan**

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My app is an inventory tracking system, geared towards small projects. You can create multiple user accounts with a persistent local database. Each account has its’ own inventory of items— which include an item name and quantity. The user can add new items to the inventory, which populate the main grid screen. Clicking the edit button allows the user to search for an existing item by name. Once that item is found, the user can input new values to update its’ name and quantity. The user can also choose to delete the item by typing its’ name twice. I would like to use a metal shelving unit as my icon for the app, as it is a very simple and distinctive image for storage.

My target SDK is 34, and my minimum is 26. I did this because the google play store requires new apps to target API 33 or above. I chose 26 as my minimum because of its’ high coverage and a similarity in how notifications are done. I did not want to go too far back for a simple app.

I would ask for SMS and Notifications. The app can use these to send alerts for low inventory amounts, any changes to the inventory, or reports. Camera, and Photos permissions are also an interesting idea for future versions of the app. The user could use the camera or attach an existing photo to an item— that way the user can have a small reference image attached to each inventory item card.

For such a simple app, I do not think any monetization is required. However, I believe a small one-time payment would be an appropriate if more functionality was added. Features to add include: editing account names and passwords, creating new tables, sorting and filtering tables, editing items by clicking the card, adding QR codes to load products from a site like amazon.

**References**

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