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CS 360 Mobile Architect & Programming

Project Three

* 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?

I think the main thing I would include is its free aspect that a lot of other apps don’t have a completely free model as most of the apps that I’ve found have locked at least something that a user wants behind a paywall, for instance the thing I’ve seen requested the most in a lot of the one star reviews of these apps is the ability to add price information to certain objects or the need for a constant WIFI connection are two of the ways that I could see my app being better than what is currently available.

* 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.

The two versions I tested and made sure my app worked on was Android 13 (Tiramisu) and Android 14 (Upside Down Cake) with 14 being the most recent release of android, with the very earliest my app could support being Android 8 (Oreo). I currently found the opposite to be true in the case of this prompt where I had more problems trying to use older versions of android in my development as they didn’t have certain things I needed and used during development. I think as time goes on some of the code and ways I did things in this app will change to be a different way and require a different approach

* 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 only permission I have asked the user for is the ability to send text messages and that is only if they select for it in the menu of the app I made otherwise the app won’t request any permissions.

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

I don’t have any plans to monetize the app at least in not a direct way such as in app purchases or a one-time payment. I also don’t think I would allow Ads on the app as they don’t add much value to the user experience and often can cause a worse overall experience. I believe this especially as this app is rather simple and didn’t require much in the way of development time as opposed to other apps on the google play store. I think the only way that I would allow this app to have any sort of money making opportunities is through a donation site like Ko-fi that would allow users to support the overall development of the app while also not shoving it in their faces or making them feel bad about not paying for the app.

Apps Referenced:

Inventory Management by Industrial IT

<https://play.google.com/store/apps/details?id=nl.industrialit.warehousemanagement&hl=en_US&gl=US>

Stock and Inventory Simple

https://play.google.com/store/apps/details?id=com.stockmanagment.next.app&hl=en\_US&gl=US