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CS-360 Mobile Architecture and Programming

Project Three Application Launch Plan

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My application is named Happy Weight. The description of the application is an application for tracking and monitoring a user’s weight inputs over time. Set a goal weight and track your daily weight and view on a graph the trends towards your weight goal. Enable SMS messaging and get an SMS message when you have reached your goal weight.

There are various design aspects that need to be addressed for launch into the app market. One of these is the icon for use by the app. A new logo needs to be created with a picture of a scale. This would be the icon used throughout the application that allows a user to quickly identify the application.

Additionally, the compatibility of the application will be targeting Android 10 and newer with API version 29. These features of this application such as Navigation Components and the use of fragments and safe arguments is why the application will target these systems. The development and testing was done on both a Google Pixel 3 XL and a Google Pixel 5 device. These were physical devices that were tested. There were also several emulators used as well to test the code on to ensure there was a wide compatibility amongst different phones.

The application will require several permissions. The manifest file is configured to ask for storage system access to read/write to the local filesystem such as SQLite. Additionally, there are permissions to allow the application to access the internet. The internet is required for the authentication mechanism of the application. And last there are permissions defined for being able to send SMS messages.

Monetization of the application is going to be an iterative approach. The application initially will be free to all and will have no monetization. However, the idea is to implement ads to generate ad revenue for the app. The user’s will have an option to purchase the paid version as well in order to get an ad free experience.