* I think for the description, my best course of action would be to advertise the simplicity of the app, and not try to beat other apps through features. A lot of people just want to do 1 thing and are bombarded with a million features they’ll never use, so that would be my strategy. In terms of an icon, probably I would hire an artist and communicate back and forth with them on what they think. I’m not really an artist myself, so I have a hard time answering this, probably it would be something simple and catching to the eye.
* Likely the app would run on the most recent versions of android, as adding backwards compatibility too far gets very difficult to do, and generally not worth it. I do think relative backwards compatibility makes sense. Like if someone hasn’t updated their software in 6 months, it would be bad if the app just wouldn’t work. I think this can be handled in 2 ways. One, just avoid using the latest functions until they’ve been out for at least a year. 2, modularize the software for different versions (again I don’t think this is worth it).
* I will make sure the app only ever asks for permissions that are used, and not use anything unnecessary. I think the only relevant permission here is the SMS permission nodes, for sending the user text messages.
* I think monetization is the wrong goal here. For example, if my tiny new weight app is locked through a pay wall, no one would ever use it. I think a logical approach would be to focus on advertising itself and try to build up a community of people before ever considering making money off it. But even if the app had 1 million users, I can’t think of any way to monetize it without ruining the overall app. I think with basic functionality apps like a weight tracking app, trying to make money off it just doesn’t make a lot of sense, especially if it’s a simple app. If I were to genuinely finish this app, and try to perfect it, I’d do it for my portfolio and to learn more about app development.