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**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?**In my apps description I think that it would be pertinent to include all its features, with a primary focus on the actual purpose that my app is looking to accomplish. In other words, I chose the band application, where I could describe the actual implementation of my application in real-time, how it tracks different bands, and allows you to add concerts to a roster, or even register for concerts that you find that maybe uploaded by other users in a greater network.   
  
In addition to this, I find that it is incredibly important to discuss application security, and the how-to for signing up, what happens if you forget your password, potentially collecting data (if required), the permissions of notifications in the application, how to use the application, and any potential future updates that maybe coming to the application such as bug fixes, or future goals for the development team.   
  
As for the icon, I think that some type of company logo maybe best suiting. Although I think that another option in addition to this in the case that no company logo maybe available, some type of icon that indicates action. We need to have some type of figure that is supposed to replicate the user, such as our target audience (which can even be an amorphous colored in figure) jumping into the air with its arms outstretched, like it’s having fun at a concert. Realistically, this is an important attribute, but I am unsure exactly how important it is, because I find that the most important part of the application is the actual value that you offer your users. Meaning that if your image is not offensive in some way, and it is thoughtful to a degree, that you will likely be okay with what you choose to use, as you can always change it in the future.

**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 versions of Android that my app will successfully run on are only pertinent to those which have an API level of 29/Android 10/Quince Tart, or higher. The target SDK in this case is 32/Android 12/Snow Cone which means that this is the level that it is designed to run on. Anything older than Android 10 and the application will not run. In addition to this, it is important to note that past SDK 32, it is entirely possible that certain features and functionalities may start to become depreciated, meaning that the application may not run the way it was originally intended.  
  
We have not included the most current version, Android 13/API 33/Tiramisu, though the target API that we are using is for the past year. This is not bad though, as the target audience for brand new phones have a lesser cumulative usage, meaning that the audience for the application will be smaller. The cumulative usage for our API choice is 74.0%, and our target SDK is 26.47% which is a great spread to have, as our application and the audience ages, this means that the application will stay relevant for quite some time.

**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?**  
There are not many permissions that I will need past the initial question of whether users will be okay with getting SMS messages, and potentially asking users if they would be okay with sharing their user data. One last permission that I must ask for would be access to a user’s photo library as to upload images to the application, we would need to have access to this, and their storage. Talking about permissions prior to signing up for the application as well is important, as user security is a serious matter, and assuring that users feel as if their privacy, as well as their data is protected is becoming rapidly more important more-so than it had been. This exponential growth means that developers must hold themselves to higher standards to assure that everything is consensual, as even one small mistake can cost hundreds-thousands, even millions of people harm, in addition to being incredibly costly for the company in the case of a data breech.

**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 hate ads with a passion, in addition to this, I think that applications that require payments can easily go overboard if the payment model is not set up correctly. I think that the best way to monetize an application is through providing value, as the best type of value leads to other types of monetization. For example, if you were looking to market something to somebody, the best way to do this would be through word of mouth, meaning that some type of social network or reputation would be best to use. In other words, if a band had wanted to sell tickets to see their concert, or a venue wanted to get the word out about hosting concerts in the area and who they are hosting this PR is invaluable to have. I think that charging the vendors for the public relations and leaving the application free to the users that are not selling is the best pricing model. This offers value to both vendors, and the users of the application as both have the opportunity to interact with one another, and the more value that the application offers in way of tools that give the companies more of an ability to reach the audience, such as in-app marketing analytics, or even the ability to assess their own page and who visited and what audience bought more tickets to what show, will be incredibly successful.