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CS-360 Mobile Architecture & Programming

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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?***

The application that I’ve developed is a weight tracking app and it is relatively straight forward. When downloading the app and viewing the description, it should be really easy to immediately know what it’s all about. “No more pen and paper necessary! Track the progress in your weight journey easily. Set a goal for yourself and work towards it each day. With weight tracking and motivational messages, you will reach your goal in no time!” I believe this is a brief and informative description that is befitting of the app. The app’s icon I was thinking would be similar to the arm flexing emoji or the dumbbell icon.

***Which version 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.***

Ideally, I would like the app to be compatible with all modern Android versions. The app should in theory be very compatible since the app does not require many permissions and doesn’t require use of any sensors. The device I did all my testing on was the Google Pixel 3a. It ran with Android 14.0. Since development occurred on the latest Android update, it should be compatible with nearly all modern android devices. As updates for Android continue to release, the app will need to regularly be updated as well to ensure that nothing breaks. Following the best practices for developing for Android should also help in this regard.

***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?***

When developing the app, I tried my best to keep the permissions down to a minimum. The only permissions that it asks for is for permission to send notifications. It still however will run fine without granting it permission to send notifications. This allows it to run on nearly all devices that run android since it does not rely on sensors that may not be available on every device.

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

If I were to release this to the public I would allow for two options for monetization. There is plenty of space on-screen, so I would place an ad banner at the bottom of the page. It would be out of the way but still visible to the user. This would bring in a small income. The other option would be to place a remove ads button in the settings of the app. This would permanently remove advertisements from appearing on the app. This option would cost a few dollars at most. Since the app is intended to be used everyday by users, it’s possible that the ads could get annoying to the user. That is why the purchasable remove ads button is there.