**App Launch Plan**

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**Changes to Application**

This part was not required but I did want to add here that my application ended up looking a lot different than I originally was hoping. I wasn’t too happy with how much I had to change but it was necessary since the application got to confusing to follow and I was way out of my time scope to get it fully to how I wanted it. The color scheme at least I was able to salvage. I am hoping after this class though, I will be able to make it look more like how I wanted it. I’m still proud though of what I created regardless. I am a little upset though the notification doesn’t send to my phone but maybe it’s because it doesn’t work with the iPhone. Not sure but hopefully I can keep working on it afterwards.

**App Description & Icon**

For my app description, I would say something along the lines of “Ever have trouble keeping track of your weight? Well, Weightly is a weight tracking app that not only lets you track your weight daily, it also helps you to keep track of your goal weight too. Try it out today and get started on your health journey!” As for the icon, I’d make it a scale since the app is about tracking weight. I’d want it to look like the scale on the login page just so my app is recognizable.

**App Versions Included**

My application will most definitely include the newest version of the Android SDK, which is API 34, since that’s the most updated version and what most new Android phones will use. I still would want to keep the app with older versions like API 28 that I mostly worked with this semester so that some older phones can work with it. The challenge though I found with API 34 is that there are some elements that changed like certain methods that used to be offered can’t be used anymore so that can be cumbersome if you’re going from a lower API to a higher one. But it can be a good thing since it forces you to learn new “tricks”.

**App Permissions**

My app will only ask the user if they want to enable SMS notifications when they reach their goal weight. That’s probably the only permission I’d need to ask the user to either enable or decline. But to get the full experience, the user would need to enable notifications. Fitbit for example offers other sort of permissions like asking if it can sync to a Fitbit device, which would be cool to add but my app is not a fitness app now.

**App Monetization Plan**

I personally don’t think I’d add monetization to my app. I feel that if I were to do that, I’d need to make sure the subscription or one-time payment is worth the price. Right now, my app isn’t “flashy” and very bare bones when it comes to features. I would consider monetization if I felt the app had worth. Many weight tracking apps like Fitbit and Apple Fitness have other feature such as “classes” or breathing/meditation exercises that give the apps more features worth the money.