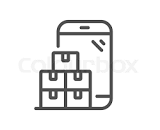
Alex Casanova

CS-360 Project 3

* 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 icon for my app will be something like the following:



This icon shows the app’s main purpose, a phone app for a warehouse. The description could be an overview of its features, such as user management, inventory control and item creation / deletion.

* 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 application is built with API 28, which runs on devices using Android 9.0 or newer. This means about 84.1% of Android devices are compatible according to Android Studio. Since this application is light on advanced features, I suspect this added compatibility will help warehouses with older inventory management equipment to use the application long into the future.

* 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?

The only application permissions asked for are the SMS notifications for low inventory.

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

Typical business app monetization is through either a yearly or per-user monthly subscription. I would ops for a yearly, unlimited-user subscription model, as this gives businesses a clear understanding of the price associated with using the application.