One of the best ways to be sure you are setup to handle different screens and densities is to ensure that you have separate versions of your assets available for each of them. Having layouts and bitmaps for all 4 densities and sizes will allow you to easily adapt to whichever is being used on the specific device.  
  
The way this is done, is by having individual folders for each size and for each density. So, you have a layout folder for small, medium, large, extra-large. Also, you have a bitmap folder for Low, Medium, High, and ExtraHigh DPI for the density.  
  
Something else to look at is the minimum and target SDK versions. You want to ensure that you aren’t designing for something too old, as well as not going too far ahead that no current platforms can operate it. You do this, be adjusting the AndroidManifest.xml file, which allows you to set the minimum and target SDKs.