Final

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?

My app will have a description that states the functionality and use of my application. Since it is a database app, I will explain to users that it will allow them to create an account and then add data to their personal database that they can change the values on. I will mention that it can be helpful for grocery lists, managing warehouses, and keeping track of stock among other things. I think a picture of a book will be a good icon since it represents data and text. I will also include images in my description that will show the user the different screens in my app and how they can use it. I will also include ratings and any good feedback users have mentioned about my application, so new users know that other people enjoy using my app. This will draw in more users as they see my app is beneficial to others.

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.

My app will run on android API 33, which includes all the latest versions of android available. This includes android S, R, Q, Pie, and Oreo. It was developed with the importance of being able to run on all devices in mind so I used the latest version available to me during development. I also implemented android developer guidelines to make my app functional and responsive on the latest versions of android. If new versions of android are released in the future I will update my app to be functional on it also. My app may not work with very old versions of android, like 4.0 or less, as these are too outdated to work with the newer functionality added in in later versions of android for android studio. This will lead to compatibility issues for people running on older mobile devices who may be unable to use my app.

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?

My app will only ask for permissions to send SMS notifications. This will keep my permissions requests to a minimum that is needed for functionality. It does not use any permissions that are not used in the app. This will make it easily accessible to all users. I have decided to ask for SMS permissions because I have SMS functionality in my app that allows users to get notifications when values reach low numbers and need to be replaced soon.

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

My plan for monetizing my application will be to charge users a one time fee of $0.99. This will make it easy for users to access my application and support my development efforts. It is a small amount of charge that people can easily justify to have it improve their lives. I feel like this is a better monetization method vs ads that will interrupt the user experience and possibly drive them away from using my app. It can also raise a larger amount of money for my efforts as every user will be paying me for my app. I can also provide a more premium experience since my users are paying customers for my software, and I can respond to user feedback and update as they request it as the users have more priority vs a free app since they are providing payment to support my development efforts.