

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 app that I created is a weight tracking app. This app would require a description for the App Store that covers a few things. The biggest part of the description would need to talk about my weight tracking app being an app that is a fast and simple way to track your weight and measure your goals. Second, I could need to describe that the app will help motivate you by sending texts to you as you meet goals.

The icon that would describe my app would be a simple scale. Much like the one I have created inside the app. While a dumbbell is often used for fitness apps, this app needs to stand out as being a simple place to keep your weight progress.

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 version of android that my app can successfully run on is APK 34, with a minimum APK of 31. That will include android 12 through android 14, I believe. I have included the most recent version to ensure more people have access to 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 has minimum permissions that it needs to ask for. The only thing it asks for is SMS permissions. I wanted an app that would be as minimally invasive as possible. Weight can be an uncomfortable thing for a lot of people. By keeping the app as private as possible, I can help people feel more secure in using it.

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

To monetize my app, I would likely try to make it possible to release it on the Apple AppStore as well. That ensures I hit a wide audience. I personally like having an app that is a one-time payment. I would make my app one flat rate for yearly use or a lifetime purchase. This would monetize the app.

If I decided I wanted to make more money from this app, I would switch to ads or a monthly subscription.