CS 360 Project Three

**Weight Tracker App Launch Plan**

Daily weight, activity objectives, and progress are tracked using the mobile Weight Tracker App. A simple, easy, and compelling weight control solution without overkill is the app's major goal. Register, record daily weights, and select a target. For cross-session storage, the program stores all data in SQLite.

Users can organize their weight history chronologically. The app sends SMS when users attain their goal weight. These characteristics encourage consistent interest and reward positive behavior.

Easy use, minimalist design, and inspiration will dominate app store descriptions. Possible description: "Weight Tracker App is your weight management buddy. Track daily weight, set achievable goals, and stay motivated with milestone alerts. People may use it quickly and successfully."

App icons indicate their functions. I like a prominent, professional-colored weighing scale or weight trend line. This mark will distinguish the app in the store's health and fitness apps.

**Supported Android Versions and Compatibility**

The Weight Tracker App works on Android 8.0 (API level 26) and higher, supporting most active devices everywhere. It was tested on Android 14 (API level 34) to verify all components operate on modern systems.

Compatibility factors include:

1. Screen size adjustment for phones and tablets using ConstraintLayout and LinearLayout.
2. Programs can work with runtime SMS notification permissions even if users reject.
3. Older Android versions may not support deprecated APIs.

This strategy lets many individuals use current Android features smoothly.

**Required Permissions**

Protecting user privacy, the software only needs authorization for core functions. This app needs:

* **SEND\_SMS**: This permission enables the app send SMS alerts when users reach their weight goal.

Program runs well if user declines SMS permission. This lets you track weight, goals, and history without revealing personal information. The app meets Google Play's privacy and security criteria and simplifies installation by requesting just essential permissions.

**Monetization Strategy**

The Weight Tracker App will be free to increase adoption. Users may use all main features for free. Monetization options include:

1. Non-intrusive ads: Subtle ads that generate cash without distracting users.
2. Premium version: Includes graphical weight trends, tailored reminders, and extensive statistics. This might be a one-time or subscription payment.
3. Core functions are free, but customization and motivating elements require in-app purchases.

This method monetizes development and maintenance while letting customers experience the product without buying.

**Pre-Launch Steps:** Steps must be performed before app release to assure quality, dependability, and user satisfaction:

1. Beta testing: Find and resolve problems and usability issues with a limited number of internal and external users.
2. UI verification: Ensure intuitive displays, responsive layouts, and multi-device controls.
3. Database testing: Check that SQLite saves, retrieves, and updates user data, including daily and target weights.
4. Test the app's operation when users grant or refuse SMS authorization.
5. Optimize app performance for fast loading, low power, and smooth interactions.

**Post-Launch Plan:** The app must be monitored and maintained after launch. Post-launch activities include:

1. User feedback: Rate and review to improve.
2. To fix bugs, improve speed, and support new Android versions, update the app regularly.
3. New options: Use user input to add email notifications, progress charts, and cloud storage sync.
4. Promote apps on social media, fitness networks, and health forums to increase uptake.
5. Track user behavior with analytics to assist feature development and marketing.