Launch Document

* 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?

If I managed to finish, the description of my inventory app should include the main functions of the app as well as some “buzz” words to catch the attention of users who are browsing for similar apps in order to catch their attention. The main function of the application includes logging and maintaining a list of inventories created by the user. Add, delete, or modify inventory to your liking and receive notifications when your stock is running low.

* 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 inventory app should run on older versions of Android including API 28 and up. Older versions may be used but the app was not built to run on versions much older than that. Creation and testing were done on API 34 which is the most recent version of Android.

* 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 permission needed for the application is the permission to receive notifications. Permissions for internal storage use to store the internal database should automatically be granted.

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

Since the app is relatively simple and has little room to squeeze in advertisements without obstructing the user too much, I would choose to not monetize this app. There are no unique or complex features that warrant a payment or ad space.