

CS-360 Mobile Architect & Programming – Project 3

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## Project 3

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?

For this application, Option 1: Inventory App, the description will cover the app's functionality and features. Additionally, it can give some basic information as well about how to use the app. A significant portion of the app description can be pulled directly from the description for Option 1, such as the "application will be used to track items in a warehouse." The application supports creating and signing into an account. Once logged in the user can add, remove, update, or view inventory items within the app. Lastly, the application has a feature to send SMS notifications when an item is low on inventory. The user can choose to have this feature enabled or disabled.

In terms of an icon to represent this application, I think a simple box icon would work well for it. This is a rather utilitarian app with a specific user case of tracking items in a warehouse. A box is a good representation for what you may find in a warehouse.

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.

I chose to have my application target Android 13 (API level 33). Per the guidelines from Google Play, all "new apps must target Android 13 (API level 33) or higher; except for Wear OS apps, which must target Android 11 (API level 30)." ("Meet Google Play's Target API Level Requirement," 2023) This requirement starts on August 31, 2023, but I saw no reason to target an older Android or API version with that deadline so close.

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?

For this application, the only permission that was needed was access to SMS on the phone. The user has the option to decline this permission request and the app will still work as intended, just without any low inventory notifications. No other permissions are requested to be used with this application.

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

With an app of this nature, the plan for monetization would be for a one-time payment. Ads ruin the experience of an app. I don't use apps that have ads built in, and I don't want to build an app that had ads built in. That leaves a one-time payment or some time of subscription. Given the non-recurring value of the app and no direction for improved or new features in the app, it would make no sense to charge a subscription for the app and I would think there wouldn't be much of an audience for that. That's why I think the one-time payment would be the best means of monetization for this app.

## Reference

Meet Google Play's target API level requirement. (2023). *Android*

*Developers*. <https://developer.android.com/google/play/requirements/target-sdk>