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CS-360 Project Three

22EW1

The app I built for release is an inventory app that allows the user to create, view, update, and delete an item in a list. The user will need to create and account and log in to use the application and can enable SMS notifications. The description of the app in the Google Play Store will emphasize the simplicity and quality of the UI while also mentioning the fact that this inventory app can be used for almost any use case. As the app becomes more known and gains more followers, there are sure to be suggestions for new features. These features will be considered and added over time to improve the app and make it more attractive to new users. In terms of the app icon, I think branding is an important way to get more users to trust that an app is legitimate and made by professionals. I decided to use a “+” sign floating action button that allows users to add items to their inventory. Since this will be the most pressed button in the app and it has a modern look to it, I think this would be a good app icon. The icon doubles as a logo because the idea of the app is to *add* items to an inventory list, so I think this icon sums up the app.

It is important that the app run on the latest API version of Android. I built the app while testing on API 29, but also ran the app on API 33 (the latest version in Android Studio), and the app worked just as well. As newer versions of Android are released to developers, I will need to test all aspects of the application within that API to make sure there are no bugs that have been created due to the introduction of new components in the operating system. If the plan is to grow and continue supporting the app, it will be important to do this review as early as possible so that users are not negatively affected and leave bad reviews on the Google Play Store.

All apps need access to some parts of the device to run properly. Android apps that require access to certain parts of the device will prompt the user for permission. In the app’s current state, the only permission that will be needed would be for SMS access so that the app can send SMS notifications to the user when an item in the inventory has reached zero. In the future, I would like to be able to add more attributes for items, such as pictures or audio recordings. This will require the user to grant permission for the app to have access to media files and the camera. Something important to keep in mind is that the Android Manifest should only access these parts of the device while the app is running and when the user explicitly needs to access those areas. This is not only ethical in terms of privacy but will also improve battery life which is a key factor in how people perceive the quality of an app and whether it’s worth the drain on their device’s power. When I have more time to create a more complete app, I will plan to review other inventory type apps to see what kind of attributes they include to influence what I include in my app. Users of the app will also hopefully give me feedback for the types of attributes they would want to see in the app.

To keep supporting the app in the long term, the app will need to make some money to make it worth the time an effort. I would like to monetize the app by offering a free version and a monthly subscription. The free version would contain small banner ads along the bottom of the app. If a user wants to remove the ads, I will charge a $7 per month, or $70 per year subscription fee. As more features become available over the lifecycle of the app, I would also offer special access to these features to subscribers. For example, to add more attributes for items besides the basic ones already available in the current version of the app, the user would need to be a paid subscriber. The free version of the app will hopefully be enticing enough for users to want access to these advanced attributes and the removal of ads. If a user is fine with ads and the basic attributes, then I will still collect ad revenue from that user, so it’s a win-win situation. Charging a little bit less per month when a user pays for an entire year up front is not only a great deal for users, but it also gives me a better idea of what my revenue will be for the year. Finally, I would include a “Donate” button somewhere in the app if someone likes the app enough that they would feel inclined to support my efforts via a custom donation amount. I don’t think this would be a method to rely on for income, but you never know when someone might feel generous.