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CS 360 Final Project App Launch Plan

Overview:

I chose to make the “Weight Tracking App” for my project in CS 360, and for now will be using that as a fill in name until I decide on something more unique. I used inspiration from other fitness tracking apps on the market and although my build is a bare bones design at the moment, I believe it is a good foundation for something more feature rich in the future.

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 my app the description will read: “The Weight Tracking App is a great tool to keep tabs on your daily weight as you strive towards a new goal and a new you. Built for Android, Weight Tracker will alert you daily to input your new weight to keep you on track and send a notification once you reach your goal!” Currently I am using an icon of a person on a treadmill for the app but would like to build something more custom in a program like Canva, to give a more unique feel and presence to the app on screen and in the app store.

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.

My app will run on Android 14 the most current version of Android and is set up to be easily updated with each new update Android releases. Currently nothing in my project is out of date with any of the dependencies or plugins, but if something new is added, I will be sure to take note and make sure all packages are up to date and any deprecated code is removed or updated.

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 now only asks for permissions to send SMS notifications to the user to alert them on their progress of reaching their goal weight and to notify them if they haven’t input a weight that day. I believe these are the only permissions needed from the user unless other features are added like a workout tracker or location-based tracking is needed.

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

I plan to keep my app completely free to build a user base as I add more functionality to the platform. Once I reach a sizeable user base and analyze how users are interacting with the app, I would consider adding a premium version that would include access to more detailed statistics for weight tracking and no ads, while the free version would require the user to view an add after they input a weight for the day. This would hopefully encourage users to try the premium version which I would add a month free trial for, but not feeling left out if they can only use the free version.