Joshua Morris

CS 360 App Launch Proposal (Inventory Manager Application)

In its current form, the Inventory Manager application is best used for small, local inventory tracking. Because data is maintained on the device, the app does not require a network connection in order to function. This could be included in the description as a selling point, although future editions would ideally be expanded to use a cloud-based database, and support access from multiple devices. The app maintains a local database of items, with a count for each. Users can add, remove, and edit items from the item list to reflect the physical on-hand inventory. Optionally, the application can send text notifications to alert the user of changes to the inventory, or when inventory of a particular item reaches 0.

Representing the application by icon is somewhat challenging, but I feel that something simple, perhaps incorporating a cardboard box motif, would be appropriate. I imagine something like a bar graph made of cardboard colored blocks on a blue background, representing ‘inventory levels.’

The application is designed to run on Android API 28 or higher, meaning it will support approximately 84% of android devices. Backwards-compatible issues would include older APIs not supporting the RecyclerView widget, certain dialog methods, and the method used for sending text notifications.

The only external permission required by the application in its current form is permission to send text alerts. The application still functions when denied the permission; it simply does not send the alerts. Additional permissions that might be required for expanded versions might include networking permissions (accessing a cloud-based database), read/write permissions (saving database logs to external files), and photo/camera permissions (adding item images to the database).

Monetization of the application in its current form would be through one-time purchase only. Since the application is a single downloadable package that functions without connection to an online content server, the assumption would be that the user may not have a consistent network connection while using it (and therefore may not be able to load ads). This would also make the idea of a subscription untenable, since verifying the subscription would require a network connection as well. Future versions that use a cloud-based database could instead make use of a subscription-based service, with users paying a monthly or yearly fee to maintain access. Ad-based revenue does not necessarily make sense in the context of an inventory tracking application, since it would likely be used in a professional setting and ad content would be distracting.