CS 360 Module Seven Project: Mobile App Launch

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For this project, I was required to create a fully functional mobile app that could potentially be launched on an Android application. To be able to launch this app, I needed to come up with a plan that includes particular details about the app.

The icon that will best represent my app is one that depicts the title of my app, Inventory Me. I could also include some type of counting or checkbox picture. As of now, my title looks like this:

A black text on a white background

Description automatically generated



and my icon could look something like this:

For my app’s description, I would write the following:

“Introducing Inventory Me!, an innovative inventory system that will solve all your company’s needs. Forget annoying paper records and email-cluttering excel sheets; you can now streamline your inventory system with our user-friendly app. Use of our subscription-based service includes secure storage of your inventory items with the ability to track inventory, sales, and orders, as well as implement your individual items’ barcodes for easy scanning capabilities. Works across all types of devices and platforms, and can be exported to your computing system easily and quickly. Download now and take advantage of all the amazing things Inventory Me! has to offer!

This app is designed to run on API 33 (Android 13), with a minimum SDK of API 28. I chose this because I wanted to target the widest possible audience, up to and including some of the latest devices. That said, not every device is supported by Android 13, but approximately 86 percent of Android devices will run using this version. Android 14 (API 34) was released in October, but only a small portion of devices are able to use it, namely Google Pixel phones, so far (Kostadinov, 2023). Additionally, Wear OS apps function a little differently, and therefore can only target between Android 11 and Android 13 (Developers, 2023).

My app asks only for text and camera permissions. Text permissions are designed to text a user with updates to the inventory system, while camera permissions are designed for two purposes: (1) so the user can take a picture of an item to place in the system for easy recognition, and (2) so the user can scan barcodes to make ordering items easier and more streamlined.

To monetize the app, I will provide a subscription-based system. This will be a tiered system that will unlock more features for each tier of service. For instance, a Tier 1 subscription (lowest level) will allow the user to add 100 items to the database and will not automatically track purchases and sales. Tier 2 will allow 500 items, and the user can track incoming and outgoing items. Tier 3 will allow unlimited items, will track incoming and outgoing sales, and will allow users to work with features such as barcode scanning. Finally, users can pay a one-time fee that will unlock Tier 3 features and will eliminate the need for the user to pay monthly or yearly subscription fees. All new users will be able to experience a 30-day free trial to explore the app and its features. For programs such as these, ads only get in the way; therefore, there will be no ads involved in my app.

Android Developers (2023). *Meet Google Play’s target API level requirement*. Retrieved from

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

Kostadinov, P. (2023, Nov. 29). *Android 14 release date predictions, supported devices, and*

*must-know features*. Retrieved from <https://www.phonearena.com/android-14-release-date->features-and-device-list