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7-3 Project Three

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If this app were to be released in the Google Play market, the description would state that it is an app meant for anyone who needs to keep track of specific items. I would mention the different types of people an app like this could benefit, such as business owners, teachers, and even collectors. Once I state the basics of what this app does and who would find it most useful, I would finish the description off by mentioning that taking a few seconds to sign up, users will be able to start building their inventory by pressing a few buttons. As for the icon, I would want something that symbolizes what the app does. One idea is to have a 3 x 3 stack of squares that could represent a database or a shelf of items. From the corner, a small hand will be pressing one of the squares in the corners, and that square will be a different color than the others to show it is being selected. Coming up with a name is sometimes a process that takes longer than the product being created; therefore, I will say that whatever name manages to find its way to this inventory app would be somewhere on the logo as an acronym or abbreviation of the full app name.

According to Android Studio, my app will successfully run on 98% of phones (API 32: Android 12L). I started to look at the different versions available until I found the highest API available as well as the lowest. The lowest API that I found was nougat which had an API level of 24. I ran this on the first, oldest version of the Pixel phone. To me, it felt like things loaded a bit slower in this version but, overall, there were no major changes in the to the functionality of the app itself. I was still able to register, login, add items, request SMS permission, and so on. As for the highest API level on the newest model—the Pixel 6 Pro that uses Tiramisu at level 33. I felt that the app ran smoother when I used this version. Everything not only loaded faster, but the UI itself felt more polished.

The main permission that this app will ask for is permission to receive SMS messages. As recommended, I did not make app permission requests that were not necessary. Once released, the app may need permission to write and read internal storage in order to save files that will make the app function better for users who use it regularly. Future updates may allow users to do things like take photos of their items; therefore, the more the app updates with new features, the more permissions the app may needed—though it would be ideal to keep requests at a minimum to avoid inconveniencing users.

In order to monetize the app, I would offer the option to purchase a premium account which would allow users to do things like upload items in bulk by uploading spreadsheets, linking to online retail stores to instantly add items from the app to the user’s store inventory, make inventory changes through text messages, and other optional but useful features. I would not do a one-time payment option because my app does not have enough notoriety to convince people to pay just to use it. As for ads, it is not an option that would completely dismiss if my goal was monetization, but at the same time I would want to avoid it is possible. The general feeling that most app users have towards ads is that they are a nuisance and, at times, untrustworthy since they may introduce viruses and malware if clicked by accident. If ads were necessary then the ad itself would have to be small. Perhaps a header at the very bottom of each page that is thin in its height. If apps were used to monetize this app then the premium version would definitely offer the option to remove them.