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CS-360

Project 3 – App Launch Plan

The inventory tracking application I have created for this project will have a short, yet to the point description. It will contain something to the effect of “Keep track of all items in your inventory with this simple app! Add as many items as you wish to allow for stress-free accountability of the amount of product you have on stock.” An icon that would best represent the app may vary, but there are some ideas of a small, 3D vector drawing of a filing cabinet, shelving, or a folder with the app’s name drawn across it. The theme of the icon should be something that says “Organization”, and a description that promotes the idea as well.

This app will successfully run on Android API 31, or Android 12, which will cover about 13.5% of devices on the market (according to Android Studio). The most current version is not included due to the limited availability of devices. Also, the app will be able to run on earlier versions of Android, as all of the testing has been done with API 29, or Android 10, which covers about 63% of devices. The reasoning behind this is simply for versatility, being able to keep up with newer devices as well as older devices. The newest API does not have a large device compatibility percentage; therefore, I opted out of including it. It is possible that if more work is done to this application, the newest Android version may be included.

There are only three permissions that the application asks for. One is to read and write to external storage. The other two are for sending and receiving SMS messages. The ability to write to external storage is incredibly necessary to create the databases and store inventory information. The whole basis of this app is essentially storing information, so if the app could not use the storage – the app couldn’t possibly exist. The permissions for SMS are somewhat arbitrary to the user, as they do not need to allow for SMS permission to successfully use the application.

Although the ability to make some money of this application, currently, there is no plan for monetization for the app. There is no space for ads in this app, and on top of that it would hamper the user experience a tremendous amount if there were. Because of the quality of the app, especially compared to others similar on the market, there will be no one-time payment either. Possibly upon future versions, there can be a free version and a premium version with added features for a cost to the user – but that is very far down the roadmap.