**App Launch Plan**

* **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?**

My application’s description will convey that the app is used for managing an inventory of items. I will highlight the features of the application such as the ability to edit, create, and delete items with ease. I made an icon using an old icon and paint. I implemented it into the login screen on the application.

A clipboard with checklist and brown squares

Description automatically generated

The icon consists of a clipboard in front of boxes. I feel that this conveys the meaning of the inventory application clearly.

* **Which version(s) of Android will your app successfully run on? Have you included the most current version?**

My app runs on a minimum SDK of 24, which will run on 96.3% of Android devices. However, for the best experience, I would recommend at least having an SDK of 30 or higher.

* **What permissions will your app ask for?**

The only permission my application asks for is to send you notifications through SMS messages. While this was the only one that was necessary, I believe I have set it up in a way to easily implement more in the future.

* **What is your plan for monetization of the app?**

Ads are always an easy go-to when planning to monetize an application. I personally don’t like ads, so another way to consider monetizing the inventory application is through different features. For example, if you’d like to include photos, or maybe have custom widgets for your home screen that tell you what items are low. The option to expand the network and add admins to the same account to manage inventory from other locations could also be an option. Creating a network like that would mean we could charge a monthly service fee for use as well. This application has a lot of room to grow in many directions.