CS-360-H7351 Mobile Architect & Programming

Project Three: Launch Plan

Eric Wallace

Dec. 10, 2022

Application Option: Inventory Application

Application Description:

Application is used to list an inventory of some type. Collectors can

use it to keep a list of their collection and the value of each item, individuals can use the application to keep a detailed list of items on their property that might be helpful for insurance purposes in case of fire or theft and business owners could use the application to track the stock of their retail location. With a simple to use interface, this application makes it easy to keep records of an inventory.

Android Version:

The version of android used on this application is Android 13 which is the latest version of Android right now. I used some of the latest components such as RecycleView instead of ListView and ToggleButton as a favorite button. This application has also been tested on Android 12, all the code successfully ran on both versions of the Android with no problems, all features were fully functional.

Application Permissions:

Permissions needed for this application are read and write access to external storage for being able to read and write to the database for purposes of keeping the data persistent. SMS send is also requested for purposes of project requirements. All permissions were added to the manifest file as they should and the requests for permissions are included in the MainActivity.

Monetization:

I do not plan to publish the application so there is no plan for monetization. If I were to plan to publish the software, I would not try to monetize the application. The main reason I would choose to not monetize the application mainly is in part because I don’t feel like it would be the caliber of software that would warrant the monetization of the application.

Overview:

The application I developed was not entirely completed. Users can register themselves and login and items can be added. Functions like uploading a profile image or item image was not completed because I ran out of time. Permissions have been added to request from users the permissions to read and write to external storage as well as send SMS even though no functionality for this was put in place. Features that were included was if a user logs in and closes the application and sometime later opens the application, if it has been less than 30 minutes the application will not require them to login, it will take them straight to the inventory screen.

If I were to publish the application, I would submit the application to Google for publishing. I would not want to have the software distributed through a site due to it being known as an unknown or untrusted application. I would also have to purchase a certificate as that is how Google identifies the author or owner of the application. I would have to bundle the software and then submit it to Google using the Play console which I have not setup so that would also be required.

The process to launch an application is very involved and takes a lot of preparation. A good knowledge is required to publish an application. I personally have not put a lot of research in on how to publish an Android application. I have published web applications in the past which do not require nowhere near the amount steps to publish. I do know the process of getting an application approved by Google is rigorous.

If I were to have more time to develop an application, I believe I would have a more polished application. From last week of only having three screens to this week to include 6 screens all fully functional is quite a task, I put in 50 hours this week alone and just ran out of time. Overall, I’m happy with what I created.