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CS-360 (C-4)

7-2 Inventory Tracking App: App Launch Plan

For my Inventory Tracking App, the goal is to make managing warehouse inventory as easy as possible. The app lets users add, remove, and adjust item quantities quickly, and it even sends notifications when stock levels drop too low. The app’s icon will be straightforward, featuring a simple warehouse or box graphic, which should make it instantly recognizable and relatable to anyone in inventory management.

As I work on launching my Inventory Tracking App, I’ve put together a plan to make sure everything goes smoothly. This app is designed to make warehouse inventory management a lot easier by allowing users to add, remove, and adjust item quantities, and by sending notifications when items are running low. For the app icon, I’m thinking a simple design that features a box or warehouse symbol would work best. It should be clear and straightforward, helping users quickly identify what the app is all about.

I’ve made sure the app will run on Android versions starting from API level 34. This version covers the most recent updates and features while still being compatible with a wide range of devices. Of course, I’ll be testing the app on different versions of Android to make sure it works well across various devices.

When it comes to permissions, the app will ask for permission to send SMS messages. This is important because the app needs to alert users via text when inventory levels are low. If users decide not to grant this permission, the app will still work fine; they’ll just miss out on the SMS notifications. I want to be upfront about why this permission is needed so users know exactly what they’re agreeing to.

For monetization, I’m planning to offer the app for free initially. I’m considering a few ways to make money, like adding in-app purchases for extra features, running some ads, and possibly offering a subscription model for premium options. I want to keep ads as unobtrusive as possible to ensure they don’t disrupt the user experience. The subscription could give users access to additional features and ongoing support, which could be a nice incentive for those who want more from the app.

Before the app goes live, there are a few more steps to tackle. I’ll be doing thorough testing to catch and fix any issues, and I’ll be using feedback from beta testers to make final tweaks. Plus, I plan to develop a marketing strategy to spread the word about the app. This might include social media promotions and reaching out to potential users, especially those who work in warehouse management and would find the app useful. To sum it up, the plan is to make sure the app is compatible with current Android versions, only ask for the permissions we truly need, and explore various monetization options.