CS-360 Module Seven Project

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# Description and Icon

This project is an Inventory Tracker that will allow the user to track any number of items. Currently it is set up to track different types of fruit in its test case but can be used for whatever the user requires. The description of the app will provide a brief overview of its intended purpose followed by several key features the app can perform. This will give potential users a quick understanding of what the app is designed for and how it may benefit them. The icon for the app is a simple inventory list icon that will be evident to the user when they see it. The image itself is a generic image found on a google search for “inventory tracker.” If an app has an iconic image from a reputable company such as Apple or Google, that image may even drive more downloads as it almost reassures the user that what they are downloading will be a quality product that is worth their time.

# Versions

The inventory tracker app was designed using a minimum SDK version of 9.0 Pie. The API level associated with 9.0 Pie is 28. When creating the app, Android Studio determined that this app with these constructs will run on approximately 39.5% of devices. This could potentially be an issue for a developer as this is not a large portion of potential users. Had the app been developed with a minimum SDK version of 4.1 Jelly Bean with an API Level of 16, it is estimated that it could be deployed on 99.8% of Android devices. The app was tested on a Target SDK version of Android 11.0 (R) which would support API Level 30.

# Permissions

Users granting permission to an app is vital to unlocking all its capabilities. The Inventory Tracker app for example, upon creation of an account, will ask the user whether they would like to receive SMS messages when the inventory of a specific item reaches zero. Through the user can decline to receive the SMS messages, they would not be taking full advantage of the app. This is the only permissions-based feature of the Inventory Tracker app as phone-based permissions, location-based permissions, or camera-based permissions are not required in the apps current state. In a future iteration of the app, it would be an added bonus to allow the app to be granted access to the camera to take pictures or even scan barcodes to assist in the inventory tracking.

# Monetization

Monetization is really what any app is about. The app is providing a service to the user and should be compensated for it. Depending on the developer’s intentions, the app should be either paid for up front or have some sort of ad-based revenue but not both. Apps that are free to download will typically employ some sort of advertisements to offset the cost of creating the app and try to recoup some revenue. Apps that have an upfront cost to download are less inclined to rely on revenue from advertisements and instead rely on the guaranteed income from the upfront cost. One thing the developer can maximize in this instance is to have some sort of upgradeable feature that allows them to increase revenue from the app. This can be something like only allowing the first 100 items to be tracked and then everything on top of that must pay an up charge for continued growth. In the end, making money is the main objective of an app whether it is an upfront cost or ad-based revenue.