Southern New Hampshire University

CS-360-T4531 Mobile Architect & Programming

7-2 Project Three: Inventory Application

4/17/2022

*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?*

The apps description in the app store would include: The Inventory App is a simple, and useful tool to help your small business manage inventory right from your mobile device. Keep your assets secure with authorized users’ permission, the application allows for accurate inventory tracking like the professionals do it, add users and assign permissions that allow employees to do as much or as little as you would like, increase, or decrease stock with our easy-to-use interface. The application will send you text message notifications when items are low in stock.

*Which version(s) of Android will your app successfully run on? Have you included the most current version? Note that with each version of Android, new components are introduced that add considerations and challenges in the development.*

The Inventory App uses API 28 which translates to Android Pie 9.0 and will run on approximately 69 percent of Android devices. According to “Android versions market share 2019,” Pie is the most popular version of Android with a 31.3 percent of the whole market. The most updated Android version currently available is Android 12.0 released on October 2021 ("What’s the latest version of Android?," 2018)

*What permissions will your app ask for? Be sure these are only permissions that are necessary for your app to run. For example, does your manifest ask for permission to record phone audio when your app does not use it?*

The application was designed to be very secure for the users, the application does not require any special permissions to be run, the user have the option to opt to receive text messages when inventory stock is low. Enabling text messages will allow the application only to send SMS notifications to the user’s device.

What is your plan for monetization of the app? Consider whether your app will include ads, require a one-time payment, both, or neither.

There are many ways to monetize from the application. The user would be able to download the application for free and use it for fourteen days at no charge, once the fourteen days are done, the user will have the option to continue using the application at no cost with ads or subscribe for the application’s add-free version for $1.99USD per month, that way the application will still be profitable even if users choose not to pay for a subscription. Upselling options will be available for the user that includes saving the inventory’s database on a cloud, and plans based on the size of the storage will range between $4.99USD to $10.99USD per month.

Reference

Android versions market share 2019. (2020, April 10). Statista.

https://www.statista.com/statistics/271774/share-of-android-platforms-on-mobile-

devices-with-android-os/

What’s the latest version of Android? (2018, March 12). How-To Geek.

https://www.howtogeek.com/345250/whats-the-latest-version-of-android/