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**7-2 Project Three: App Launch Plan**

Developing this app has been an incredible learning experience for me. The project allowed me to take an idea, build it step by step, and create something functional and user-friendly. My Inventory Manager app is designed to help users organize and track inventory items efficiently. Whether for small businesses, warehouses, or individuals managing their stock, the app provides an easy-to-use solution for keeping track of items. Users can securely log in, view inventory data in a grid format, and receive SMS notifications when specific triggers are met, like low inventory levels.

One of the first challenges I tackled was creating the login functionality. I implemented a secure system where users must enter their username and password to access the app. If they are new to the app, they can quickly create an account and save their credentials in an SQLite database. I chose SQLite because it is lightweight and works perfectly for small-scale apps like this one. The database is persistent, meaning the data remains intact even after the app is closed. This was exciting to learn because it showed me how to store and retrieve user information without relying on external servers or internet access.

Once users log in, they can interact with the inventory database. The app allows them to seamlessly add, update, delete, and view items. These actions are displayed in a grid format, making it easy to see all the data simultaneously. For example, if a user adds a new item—a product or supply—it gets updated instantly in the grid. Users can also edit the quantity or remove an item entirely. Making the app simple and intuitive was a priority for me because I wanted users to feel comfortable using it, even if they don’t have technical experience.

I also included SMS functionality, which adds an extra level of usefulness to the app. Users can receive notifications, like low inventory alerts, as SMS messages directly to their phones. I added a permission check asking the user whether they allow SMS notifications. If they grant permission, the feature works as intended. If they deny it, the app functions normally without the notifications. This flexibility ensures a smooth experience for users, no matter what they choose.

If I were to prepare this app for release in the app store, I would include a precise and professional description to highlight its main features. The description might read: *“Inventory Manager is a simple, reliable app designed to help you organize and track your inventory. Easily log in, add, update, and delete items with just a few taps. Stay ahead of your inventory needs with SMS alerts for low stock. Whether you’re managing a small business or personal items, Inventory Manager simplifies the process!”*

For the app icon, I would design something clean and recognizable, like a clipboard or a box with a checkmark, to represent productivity and organization. A professional icon goes a long way in making the app stand out to users looking for a practical tool.

To ensure the app reaches as many users as possible, I would make it compatible with Android devices running version 5.0 (API 21) and above. This version is a good starting point because it supports modern Android features like Material Design while still accessible to older devices. I would also test the app across different screen sizes and devices to ensure it performs consistently.

When it comes to permissions, the app only requests what is necessary—permission to send SMS messages. I believe respecting user privacy and avoiding asking for permissions the app doesn’t need is essential. This approach builds trust and makes the app more likely to be accepted by users.

As for monetization, I would keep the app free to download and use, at least for the first version. Free apps appeal more to users, especially small business owners or individuals who may want to avoid paying for inventory tools. In the future, I could offer optional in-app purchases for advanced features, like exporting inventory reports or cloud backups. I suggest adding small, non-intrusive ads to generate revenue while keeping the app free for everyone, providing a sense of relief and comfort to the users.

Working on this app has taught me much about mobile app development. I learned how to design a user-friendly interface, connect it to a functional database, and include features like permissions and notifications to make the app more interactive. I’m excited to continue improving this app in the future by adding more features and refining the user experience. This project has not only given me confidence in my skills but has also shown me the potential to build apps that solve real-world problems.

If I were to launch the Inventory Manager app tomorrow, it would be something I could be proud of. It’s functional, intuitive, and provides real value to its users. I look forward to building on this foundation and creating even better apps that make life a little easier.