Design artifact

The Goal of this project was to create an app from start to finish based of a given user need list. From design to development, user needs were incorporated at each stage of developing. The app that was created was an inventory management system in which users logged in to have access to an inventory database. Once logged in users would have access to view inventory numbers of specific item SKUs as well as delete and add new item SKUs to the list. Another feature that was incorporated was the ability to receive text messages regarding items that were low in stock number.

The initial screen of the app was a simple log in page in which the user enters their username and password and is verified against the stored logins. There is also a new user button in which a new account can be created given the user has an access code from management. Then the user is transitioned to another page in which they can view database numbers as well as adjust settings for receiving text messages. When it came to coding for the app, I wanted to keep things simple yet effective. I did not want to create complex code but something that could be easily identified. I think this is a perfect mindset for project in the future. Initial coding can be simplified and made more complex at later stages in development to add more desired features.

When it comes to designing an app for users it is very important to put individual biases and opinions away or at least try. The final outcome should be something that accommodates the user as well as the developer, therefore it is important to grab opinions from multiple sources in throughout different stages of development. This is something that I realized as I developed this project, in my mind a design may be perfect for me but that may not be true for others.