

Ryan Parker, Sabrina Smith, Jireh Ferrer Final Report

Summary

Developing and maintaining a database system with an easy to use user interface can be costly and cumbersome. Our main customer's need is that they need a simple and responsive inventory management tracker that can help them conduct their business by keeping track of their products. Examples of target customers include libraries to manage their books, student recreation centers to manage their equipment, etc.

Our application currently is designed to be generic enough to meet all the varied customer needs through supporting the most basic functionality for organizations to create and manage their items while allowing for the tracking of items that have been rented out. Administrators and other users of the system such as workers and employees will be able to intuitively use this application to more efficiently carry out their everyday inventory management tasks.

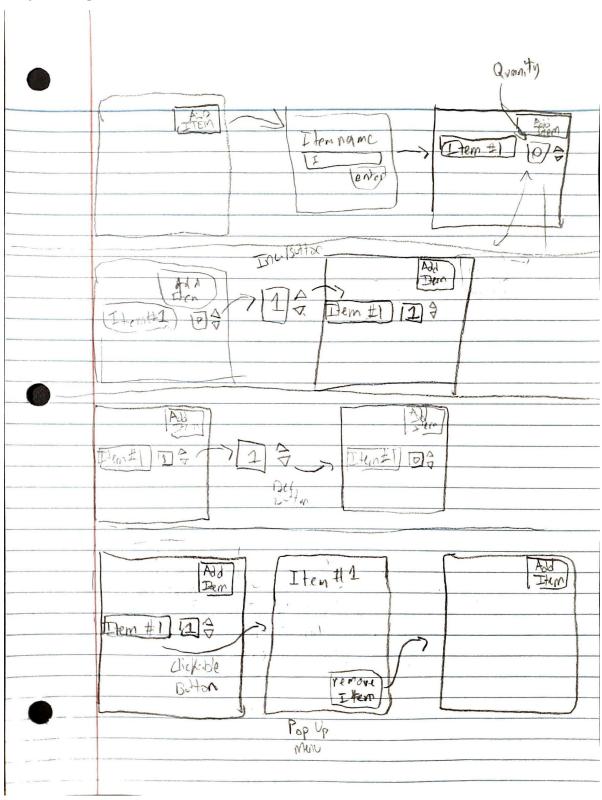
User Stories

- Add a new item to an inventory 2 Complete
- Remove an item from an inventory 1 Complete
- Give an item a name 1 Complete
- Edit an item 2 Complete
- Give an item a description 1 Complete
- Give an item a quantity 1 Complete
- Decrease quantity of an item from an inventory 1 Complete
- Increase quantity of an item 1 Complete
- Give an item a price 1 Complete
- Give an item a store location 1 Complete
- Record when a rentable item was rented 1 Complete
- Checkout/Borrow an item from an inventory 3 Complete
- Return an item to an inventory 1 Complete
- Select if item is consumable or checkout-able 1 Not implemented due to reduction in scope
- See which user has checked out an item 1 Complete
- Be able to log in with google 3 Complete
- Be able to search rented items by age, user renting, return date, rented date, organization, and item id 3 Complete except for searching by organization
- Be able to search items by product id, content in their description, location, organization, name 3 Complete except for searching by organization
- Be able to sort rented items by age, return date, date rented, item id, renter name, helper name, organization, and phone number 3 Complete except age as it is now out of scope
- Be able to sort items by location, organization, product id, quantity remaining, name 1

- See what organizations I am an admin in 1 Complete
- See what organizations I am a member of 2 Complete
- Only see items for organizations a user is a part of 2 Complete
- Make another user an admin of a user's organization 1 Complete
- Only create items for an organization the user is an admin for 2 Complete
- View a specific organizations items 2 Complete
- View a specific organizations members 2 Complete
- Leave an organization 1 Complete
- Join an organization 2 Complete
- Create organization 3 Complete
- Be able to toggle ascending and descending sort 2 Not implemented
- Display number of search results 1 Not implemented
- Easily search using a simple query language 3 Not implemented
- Clear search button 1 Not implemented
- Tables should be easy to read and have multiple pages for large data 1 Complete
- Be able to give an organization storage locations that can be assigned to items 2 Not implemented
- Be able to put multiple items into a cart to rent at one time 2 Not implemented
- Be able to see that I am signed in and be able to sign out 1 Complete

Design Documents

Storyboarding



Sign Up

Simple Inventory

Sign In

LOGIN

Username:	
Password:	
Login	

Inventory

Product II	D Name	Description	Quantity Remaining	Increase	Decrease	Rentable	Price		
1	Golf Ball	A ball for gol	f 19/25	Increase	Decrease	false	0.00	Show	Remove
2	Tennis Ball	A ball for ten	nis 12/20	Increase	Decrease	false	0.00	Show	Remove

New Item

Inventory

Product II	Name	Description	Quantity Remaining	Increase	Decrease	Rentable	Price		
1	Golf Ball	A ball for gol	f 20/25	Increase	Decrease	false	0.00	Show	Remove
2	Tennis Ball	A ball for ter	nis 12/20	Increase	Decrease	false	0.00	Show	Remove

New Item

New Item

Id
Name
Description
Quantity Remaining
Quantity Total
Rentable
Price
Create Item
Back

Item was successfully updated.

Product: 0003 Name: Basket Ball

Description: A ball for basketball

Quantity remaining: 7 Quantity Total: 15 Rentable: false Price: 1.00

Edit | Back

Inventory

Product I	D Name	Description Q	Quantity Remaining	Increase	Decrease	Rentable	Price		
1	Golf Ball	A ball for golf	19/25	Increase	Decrease	false	0.00	Show	Remove
2	Tennis Ball	A ball for tennis	12/20	Increase	<u>Decrease</u>	false	0.00	Show	Remove
3	Basket Ball	A ball for basketb	all 7/15	Increase	Decrease	false	1.00	Show	Remove
New Item									

Final Designs



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Simple	Inventory Home Rentals Org						Ryan	
vento	ory							
rch for an ite	em							
	Search							
oduct ID	Organization	Name	Description	Locations	Quantity Remaining	Quantity Total	Price	Rent
7	Adams, Nienow and Barton	Heavy Duty Plastic Knife	etc. etc.	Baby	17	30	\$9.99	Rent
0	Munchkin, Inc.	Lightweight Aluminum Chair	data points	Toys	18	48	\$54.30	Rent
1	Adams, Nienow and Barton	Intelligent Bronze Wallet	infographic	Tools	11	41	\$30.26	Rent
7	SWE	Intelligent Linen Bottle	agile marketing	Shoes	17	45	\$99.92	Rent
	SWE	Tennis Ball	A ball for tennis	Gear Locker	9	20	\$10.00	Rent
	SWE	Basket Ball	A ball for basketball	Backwall	4	15	\$0.00	Rent
	Test Group	Practical Leather Bottle	two-way street	Grocery	11	30	\$97.39	Rent
	Munchkin, Inc.	Awesome Linen Car	home stretch	Electronics	20	47	\$39.21	Rent
	Munchkin, Inc.	Rustic Granite Plate	tee it up	Movies	8	49	\$6.24	Rent
	SWE	Heavy Duty Plastic Bag	snackable content	Kids	4	42	\$13.48	Rent
	SWE	Heavy Duty Silk Knife	customer journey	Home	1	50	\$45.75	Rent
	Test Group	Small Linen Lamp	heads down	Movies	12	29	\$63.50	Ren
	Munchkin, Inc.	Rustic Plastic Shoes	thought leadership	Toys	17	28	\$34.43	Ren
	Test Group	Durable Linen Car	out of the box	Kids	2	37	\$26.02	Ren
	SWE	Enormous Wool Car	heads down	Books	15	48	\$88.13	Ren
	Adams, Nienow and Barton	Awesome Cotton Watch	heads down	Grocery	6	30	\$88.52	Rent
	Adams, Nienow and Barton	Lightweight Bronze Table	t-shirt sizes	Automotive	14	48 Activate V		Ren
	Munchkin, Inc.	Fantastic Aluminum Bottle	learnings	Automotive	11	Go to Setting	s to activate Wind \$57.06	dows.
	Adams, Nienow and Barton	Intelligent Iron Coat	thought leadership	Toys	11	34	\$45.68	Ren
	Test Group	Fronomic Paner Shirt	hucketize it	lewelry	19	43	\$80.22	Rent
	Barrows-Wunsch	Sleek Wooden Plate	put a bow on it	Books	15	30	\$50.65	Ren
	Bechtelar and Sons	Small Bronze Table	get a pulse on	Toys	14	26	\$76.71	Ren
	Baumbach and Sons	Heavy Duty Granite Computer	tee it up	Industrial	1	43	\$46.12	Rent
	Bechtelar and Sons	Mediocre Copper Coat	sprint to the finish line	Clothing	3	28	\$71.22	Rent
	Baumbach and Sons	<u>Fantastic Rubber Lamp</u>	out of pocket	Beauty	3	31	\$71.62	Ren
	Barrows-Wunsch	Aerodynamic Leather Bottle	t-shirt sizes	Home	13	47	\$98.00	Rent
	Baumbach and Sons	Practical Leather Coat	SWAG	Computers	13	29	\$50.71	Ren
	Adams, Nienow and Barton	Awesome Cotton Watch	heads down	Grocery	6	30	\$88.52	Rent
	Bechtelar and Sons	Lightweight Leather Coat	put a pin in it	Outdoors	1	44	\$3.34	Rent
	Adams, Nienow and Barton	<u>Lightweight Bronze Table</u>	t-shirt sizes	Automotive	14	48	\$76.27	Rent
	Baumbach and Sons	Practical Wooden Knife	swim lane	Games	17	28	\$53.40	Ren
	Barrows-Wunsch	Heavy Duty Granite Gloves	button up the loose ends	Industrial	5	25	\$90.41	Ren
	Adams, Nienow and Barton	Intelligent Iron Coat	thought leadership	Toys	11	34	\$45.68	Ren
	Baumbach and Sons	Enormous Wooden Wallet	best practice	Garden	18	36	\$31.32	Rent
	Barrows-Wunsch	Small Cotton Keyboard	learnings	Sports	4	25	\$33.03	Ren
	Bechtelar and Sons	Synergistic Bronze Chair	out of pocket	Tools	6	44	\$27.86	Ren
	Barrows-Wunsch	Synergistic Granite Watch	synergy	Kids	10	40	\$31.13	Ren
	Adams, Nienow and Barton	Gorgeous Silk Bottle	buying cycle	Games	10	40	\$89.81	Ren
	Barrows-Wunsch	Aerodynamic Silk Shoes	bleeding edge	Toys	18	35	\$2.04	Ren
	Bechtelar and Sons	Fantastic Bronze Gloves	gamification	Tools	2	25	\$96.63	Rent
	Adams, Nienow and Barton	Practical Concrete Bench	growth unit	Outdoors	14	43	\$30.70	Rent
	Baumbach and Sons	Small Marble Coat	immersive experience	Automotive	3	33	\$17.28	Ren
	Baumbach and Sons	Rustic Leather Bottle	gamification	Tools	16	31	\$35.34	Ren
	Barrows-Wunsch	Gorgeous Cotton Pants	rubber meets the road	Garden	13	32 Activate V	Vind@wsgq	Ren
	23110110 11011011	Sergeous Conton Famile	rabba meets the road	Garden		Go to Setting	s to activate Wine	dows



Inventory

Search for an item

Knife	Search							
Product ID	Organization	Name	Description	Locations	Quantity Remaining	Quantity Total	Price	Rent
1457	Adams, Nienow and Barton	Heavy Duty Plastic Knife	etc. etc.	Baby	17	30	\$9.99	Rent
188	Baumbach and Sons	Practical Wooden Knife	swim lane	Games	17	28	\$53.40	Rent
419	Baumbach and Sons	Fantastic Granite Knife	plug and chug	Industrial	12	27	\$99.42	Rent
809	Bechtelar and Sons	Enormous Silk Knife	get value out of the conversation	Garden	1	26	\$86.81	Rent
928	Adams, Nienow and Barton	Heavy Duty Steel Knife	data points	Home	5	41	\$77.87	Rent
1017	Adams, Nienow and Barton	Rustic Wooden Knife	customer journey	Music	9	44	\$0.39	Rent
1960	Barrows-Wunsch	Aerodynamic Aluminum Knife	let's take this offline	Electronics	7	47	\$25.00	Rent

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Simple Inventory Home Rentals Organizations Memberships Inventory Search for an item Knife Search								
Product ID	Organization	Name	Description	Locations	Quantity Remaining	Quantity Total	Price	Rent
809	Bechtelar and Sons	Enormous Silk Knife	get value out of the conversation	Garden	1	26	\$86.81	Rent
928	Adams, Nienow and Barton	Heavy Duty Steel Knife	data points	Home	5	41	\$77.87	Rent
1960	Barrows-Wunsch	Aerodynamic Aluminum Knife	let's take this offline	Electronics	7	47	\$25.00	Rent
1017	Adams, Nienow and Barton	Rustic Wooden Knife	customer journey	Music	9	44	\$0.39	Rent
419	Baumbach and Sons	Fantastic Granite Knife	plug and chug	Industrial	12	27	\$99.42	Rent
188	Baumbach and Sons	Practical Wooden Knife	swim lane	Games	17	28	\$53.40	Rent
1457	Adams, Nienow and Barton	Heavy Duty Plastic Knife	etc. etc.	Baby	17	30	\$9.99	Rent

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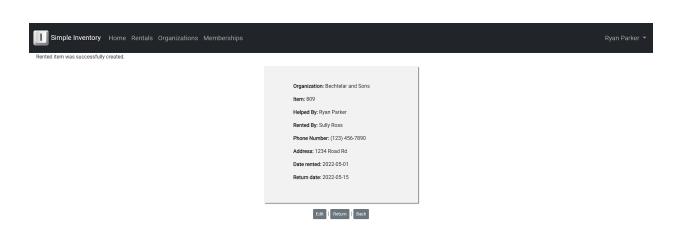
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Rent Item

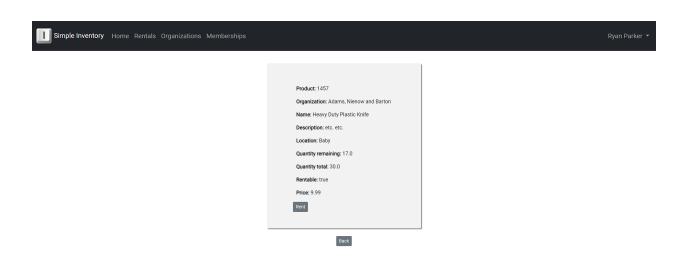


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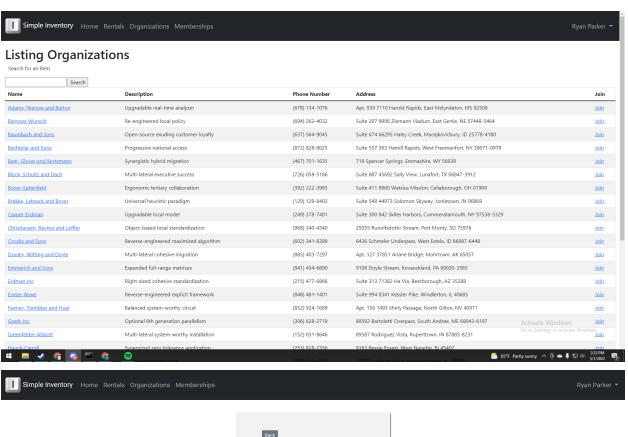
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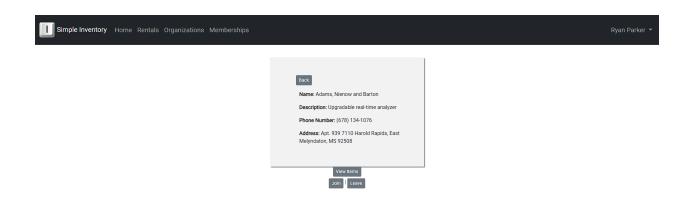


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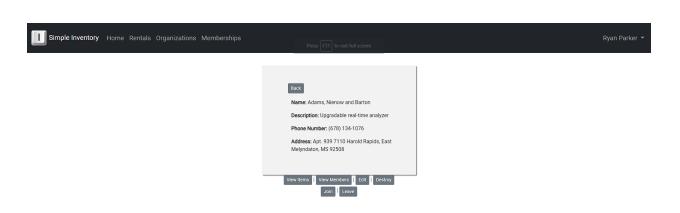




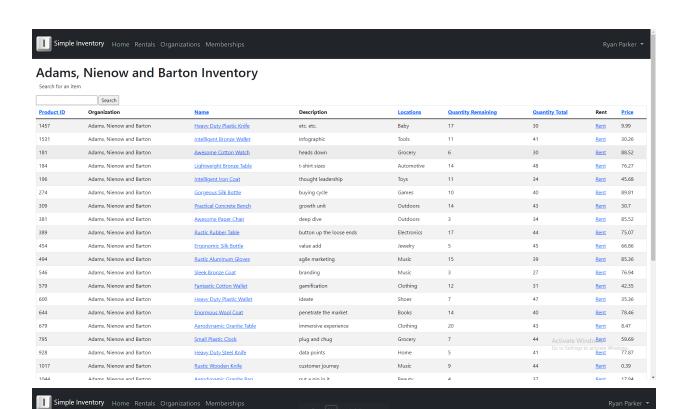
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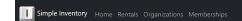
Adams, Nienow and Barton Members

Name	Email	Admin?		
Ryan Parker	ryanmparker@tamu.edu	true	Edit	Show
Ryan Parker	ryan@ryanparker.org	false	Edit	Show

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Editing Membership

Organization Adams, nienow and barton

User Ryan parker

Admin
Update Membership
Show | Back



Ryan Parker 🔻

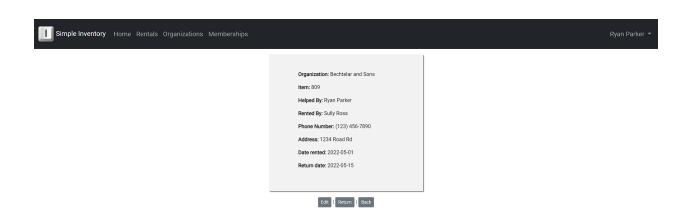
Editing Organization



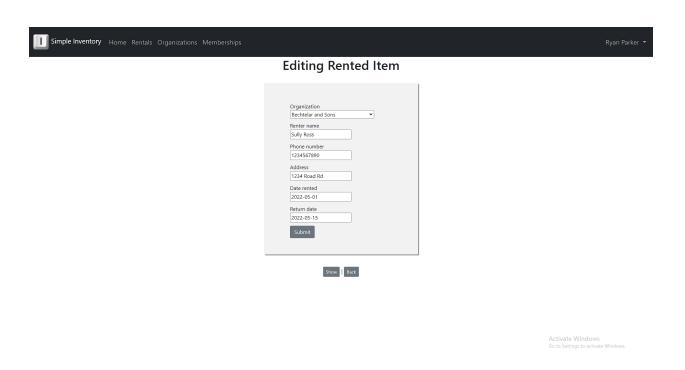


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Project Roles

Our team started off with Sabrina being the Product Owner and Hanson being our Scrum Master. Throughout the project Hanson dropped the course so Ryan took on his responsibilities as Scrum Master. As things progressed Jireh and Sabrina began to share the Product Owner Role with Jireh being in charge the majority of the time.

Scrum Breakdown

Iteration 1 - 8 points - Got an extremely basic items page setup that controls the addition, modification, and deletion of items from the database. Items only have a name, description, and quantity. In total this iteration was worth eight points.

Iteration 2 - 4 points - Added more data to items as well as the ability to increment and decrement an item's quantity from the inventory page. Added the ability to declare an items price and location.

Iteration 3 - 32 points - Added the ability to rent an item out as well as return an item. Added the ability to search the item and rented items table as well as sort the columns. Added the ability to sign in through Google OAuth.

Iteration 4 - 18 points - Added organizations and memberships. A user can create an organization and other users can join the organization and be made admins. Admins can view an organization's members as well as create and modify items for an organization.

Iteration 5 - 15 points - Added more data to organizations such as their contact information. Added more convenient buttons to join and leave. Notifications for joining and leaving. And finally pagination and styling.

Client Meetings

- Iteration 0 December 30th, 2021
 - Discussed possible features and potential use cases
- Iteration 1 January 3rd, 2022
 - Demonstrated the ability to add, modify, and delete items from the database and generated more user stories
- Iteration 2 February 11th, 2022
 - Demonstrated the items page where items contained additional information as well as the ability to increment and decrement an items quantity
- Iteration 3 April 7th, 2022
 - Demonstrated the ability to rent and return items as well as sorting and searching these tables. Continued to gather more user stories specifically pertaining to the addition of organizations and users membership.
- Iteration 4 April 22nd, 2022
 - Demonstrated organizations including the ability to create, join, and destroy orgs.
 Demonstrated differentiated views between an organization admin and a normal user
- Iteration 5 April 29th, 2022
 - Demonstrated expanded organization data, finalized styling, and improved navigation.

Testing

Using a Test Driven Design process was useful in developing new features for our project. The biggest impact TDD had was that it improved our vision for what we were building and improved the workflow of our program. After we gathered user stories from the client, as a team, we picked which stories we wanted to work on for that iteration. The stories picked were often the ones that we deemed as the core of our application. We would then figure out a general workflow for how we should expect the new feature to work. Naturally, cucumber features were created with this process and written. These tests were very simple at first but it dictated the flow of our actions and ensured that the user experience made sense. As we walked through the user flow, whenever we encountered forms, we would also add test cases for validation and expected outputs. Features were also written for CRUD actions as well as permission validation once users and organizations were being created.

While we were developing users with Google OAuth, we encountered an issue with cucumber. With OAuth, a user id was needed for all future actions in the application. However, cucumber would start with a fresh database and lacked a user identity. We initially tried manually creating a user through the login button but failed because Google did not permit it. This caused a period of time in which tests were blocked. While we were able to come up with cucumber scenarios, we were unable to automate the feature testing. Development continued on with the same methodology but the cucumber tests weren't able to validate our actions. Eventually, we figured out how to configure our test environment to enable OmniAuth and configured a mock user..

To configure, under config/environments/test.rb, you must add the lines:

"OmniAuth.config.test_mode = true"

And create a mock_auth user as seen in the project file.

We encountered issues with cucumber where links would be pressed but failed to be redirected because it required javascript to function properly. Capybara cucumber does not natively support javascript so pages must be compliant with it. This would cause errors in our test cases and needed to be worked around. We tried solutions such as installing gems to make Capybara compatible as well as trying different inputs for link identifiers so it might path correctly. All these attempts to get Capybara to be compatible with javascript failed. As a result, we needed to change our code to be functional without javascript or fail to test the links through clicking.

Configuration Management

For our approach we utilized feature branches to keep new features separate from the working product that we kept in our main branch. These feature branches would contain an overarching story such as the implementation of organizations. Once a feature was completed we would merge it into main where we would eventually create a release and deploy it to Heroku. At some point during the course of the project we resorted to mob programming which for the most part resulted in us not following this approach any longer. In the end we had 7 total branches resulting in three releases as the process of releasing got lost in the whirlwind of rushing to finish.

Heroku

We had the issue with the fact that on Heroku the items would be ordered by most recently modified by default which was something that did not occur locally. We also often ran into issues with our database migrations. This was likely due to improper use of rails migrations causing us to have to completely reset the existing database instead of being able to add new data with ease. We also ran into an issue with the initial deployment to Heroku although those issues were due to our own local environments being configured improperly.

Environments

The team did not work with a Cloud9 IDE and instead opted to work locally on our own machines. Our workflow was configured in a way where each individual would pull from a feature branch and run the server and its dependencies on their local machine. After editing, the team would push/merge into branches. This would sometimes create merge conflicts where members worked on the same files and file corrections needed to be done manually.

In the beginning, the group intended to create a development environment in an ec2 instance. The instance would be a postgres server that holds the database for our deployment application. The ec2 instance was put in place to provide consistency between database migrations for the deployed product. During development, the team would work with a sqlite database which was compatible with cucumber for testing.

Initially, there were problems in setting up the ec2 instance and database. While Amazon provides dedicated postgresql servers when choosing which type of ec2 instance to create, the team opted to create an ubuntu instance that ran a postgres server within it. In the case that we wanted to run local commands or alterations to the database. When setting up the instance, we opted to have local permission keys in order to log in. This posed a small hurdle as the team had trouble accessing the server. After investigation and troubleshooting, we discovered that it was a combination of problems that caused it. To successfully log in, the keys needed to be in the same folder as the terminal or path to it when using putty. The files also needed to have the proper permissions (chmod 600) or else the instance would deem the key unsafe and reject the login.

Once the ec2 instance was created, postgresql was set up and the team were able to connect to the database remotely. Environment variables were gathered from the instance and created in the Heroku dashboard under the config vars of the deployment. Once that was configured, no further needed to be taken.

GitHub was used throughout the entire project lifespan to act as source control for our project. Each major feature would branch from main and would be developed on that branch. Major features included creating items, creating a renting feature, adding users, and creating organizations. Separate branches were also created as test or experimental environments. This was prominently seen in certain branches that were used to learn and understand bootstrap/css as well as configuring mock oAuth users for testing and deployment.

Project Sources and Details

This project is built on Ruby 2.6.6, Rails 4.2.11.3, and Bundler 1.17.2. For additional gems we utilized the omniauth, omniauth-google-oauth2, omniauth-rails_csrf_protection, dotenv-rails, and bcrypt gems to implement logging in with Google OAuth. We also used the will paginate gem to implement pagination for all of our models.

We used CodeClimate to monitor the maintainability and test coverage of our code to ensure our code was as clean as possible. While we utilized the test coverage feature of CodeClimate we did not stick to keeping it as good as possible due to lack of time to participate in test and behavior driven design.

- Pivotal Tracker:
 https://www.pivotaltracker.com/n/projects/2547196
- GitHub Repository: https://github.com/CSCE-431-Team-8
- Code Climate: https://codeclimate.com/github/CSCE-431-Team-8/InventoryTracker
- Heroku: https://simple-inv-tamu.herokuapp.com/
- Google Drive:
 https://drive.google.com/drive/u/1/folders/0ANjzVVh_2QnkUk9PVA
- Presentation and Demo https://vimeo.com/705222276

Repository Contents and Getting Started

To deploy our project you must be using Ruby 2.6.6, Rails 4.2.11.3, and Bundler 1.17.2. You must also ensure you have installed the gems listed in the project sources and details section. This can be accomplished by running bundler. You must set up the environment file to have GOOGLE_CLIENT_ID and GOOGLE_CLIENT_SECRET. This can be done by setting up a project in Google Developer Console and generating distinct keys that associate with your deployed URL. A guide for how to do so can be found here: https://support.google.com/cloud/answer/6158849?hl=en. Then if using Heroku you must go to settings then configure var. In configure bars place GOOGLE_CLIENT_ID and GOOGLE_CLIENT_SECRET and their associated values in the "key" and "value" forms. Then it should be as simple as pushing. There is a Procfile set up that will tell Heroku to run migrations. If you wish to seed the database then run "heroku run rake db:seed" and it will generate organizations and items for those organizations.