

CSCE-431: Software Engineering

Inventory Management Tracking Application Iteration 0

Team 8: *Simple Inventory*

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2021 December 30

Contents

Team	1
Name Branding and Logo	1
Roles	1
Customer Meeting Details and Notes	2
Date Time and Place	2
Summary	2
Meeting Notes	2
User Stories	4
User Story 1	4
User Story 2	4
User Story 3	4
User Story 4	4
User Interface	5
UI Mockup Storyboard	5
Diagrammed User Interface	6
Project Sources and Details	7

Team

Name Branding and Logo

Our team's name is the same as our product's name: *Simple Inventory*.



Figure 1: *Simple Inventory* Logo

We will be investing more time into our branding and logo design later.

Roles

Simple Inventory

Role	Name
Scrum Master	Hanson Yu
Product Owner	Sabrina Smith
Software Engineer Developer	Jireh Ferrer Ryan Parker Sabrina Smith Hanson Yu

Customer Meeting Details and Notes

Date Time and Place

Originally our first meeting with the customers (Phillip Ritchey and Robert Lightfoot) was scheduled by the Product Owner to be on the 29th of December 2021. However due to time constraints the meeting was later moved to the morning of the 30th of December 2021. At approximately 10:53 Eastern European Standard Time (GMT+2), in an initial meeting with the customers that lasted around half an hour at the Thessaloniki YMCA (Nik. Germanou 1, Thessaloniki 546 21), the Simple Inventory Team discussed project and application requirements with the customers.

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 creating and deleting items from the inventory management system and adding and removing quantities of those items. 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 tasks.

Meeting Notes

Feature ideas:

- API for adding and checking inventory
- Consumables vs constants
- Cost of replacement base on acquisition date
- Admin can add and update products/quantities
- Users can checkout items
- Usage history of items in inventory
- Design for extendibility
- Reservations
- Report generation
- Predictive usage based on past usage and current inventory

Potential use cases:

- Library checkout
- Rec center equipment checkout
- Tool shed tools checkout and fertilizer/consumables
- Wine
- T shirts
- Washer/dryer availability

- Parking garage/parking spot availability
- Talk to student marketplace team about project synergy and subleasing team

User Stories

User Story 1

Feature: Add a new item to an inventory
As an administrator
So that I can track a new item
I want to be able to add an item to the inventory database

User Story 2

Feature: Increase quantity of an item
As a user
So that I can manage new stock arrival to inventory
I want to be able to increase the quantity of a specific item in the inventory

User Story 3

Feature: Decrease quantity of an item
As a user
So that I can manage reduction of inventory
I want to be able to decrease the quantity of a specific item in the inventory

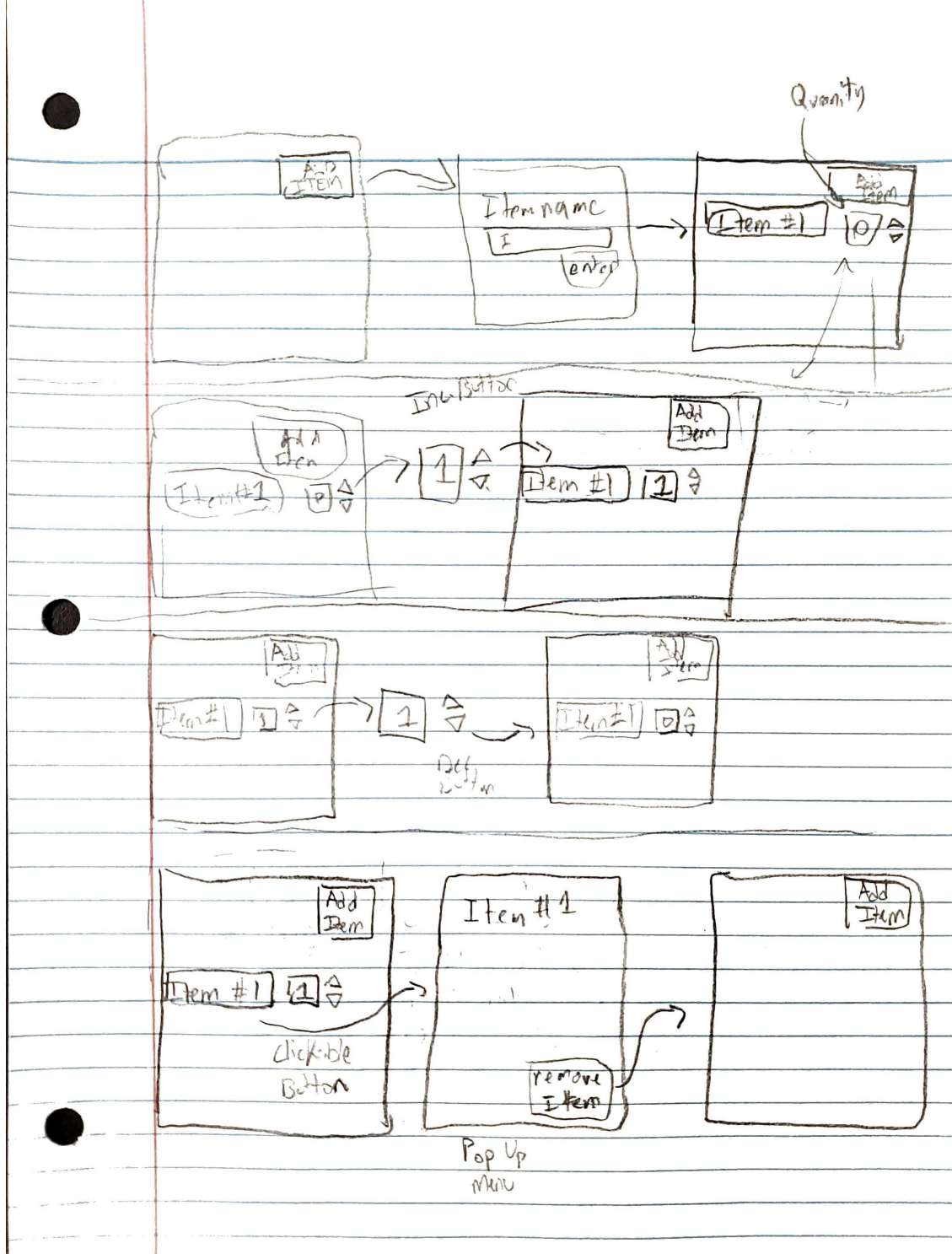
User Story 4

Feature: Remove an existing item from an inventory
As an administrator
So that I can keep relevant items in inventory
I want to be able to remove an item from the inventory database

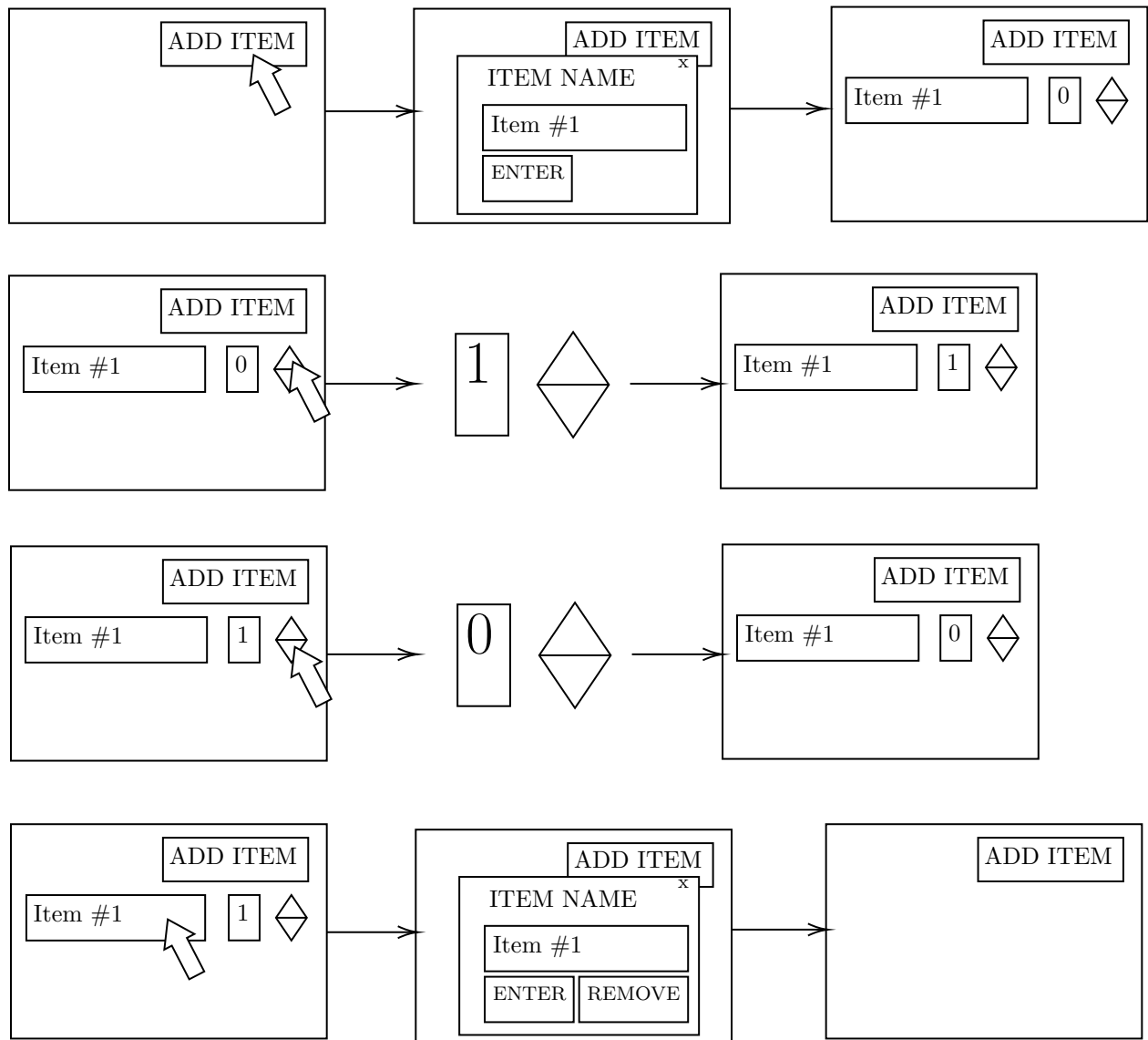
User Interface

UI Mockup Storyboard

Below is a rough draft scan of the sketches that were made for a lo-fi UI Mockup and storyboard for the 4 user stories that are outlined in the User Stories section.



Diagrammed User Interface



Project Sources and Details

- 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:
To be created.
- Cloud Server:
To be created if necessary.
- Google Drive:
https://drive.google.com/drive/u/1/folders/0ANjzVWh_2QnkUk9PVA