Asset Management System for

Central Mindanao University Supreme Student Council

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BSIT-2A

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April 2025

**Project Description:**

The Asset Management System is designed to help the Central Mindanao University Supreme Student Council effectively track and manage their assets. It addresses challenges such as equipment misplacement, difficulty in monitoring borrowed items, and lack of centralized inventory records. This system will enable users to record equipment, monitor borrowing and returning of assets, and receive notifications regarding overdue items.

The application hopes to improve asset management by providing a structured, automated, and reliable method for tracking organizational properties and ensuring accountability among users.

**Configuration:**

* Development Tools: Visual Studio and Navicat
* Programming Language: Html, CSS, JavaScript and PHP
* Database: MySQL

**Basic General Flow:**

User logs in → View Assets → Borrow Asset → Asset Status Updates → Return Asset → System notifies overdue assets → Admin manages inventory

**Requirements:**

1. **Database Storage**
   * All data will be stored locally in MySQL Database.
2. **Login**
   * Users such as administrators, staff, and members must log in.
   * Credentials are stored securely with hashed passwords.
3. **Registration**
   * Administrator manually registers new staff and users.
   * Users must input proper credentials.
4. **Asset Management**
   * Record all available equipment.
   * Allow users to borrow, return, and reserve assets.
   * Track status of each asset.
5. **Borrowing and Returning Tracking**
   * Monitor borrowed items and automatically update their status.
   * Notifications sent for overdue returns.
6. **Updates**
   * Update asset availability periodically.
   * Notify users of available or missing items.
7. **Finance & Loss Reporting**
   * Track fines for lost or damaged equipment.
   * Log penalties for unreturned items.
8. **Logs**
   * Record every transaction including borrowing, returning, and fines.
   * Allow users to view transaction history.

**Entities:**

1. **Members / Staff**
   * Users who can borrow and return assets.
2. **Administrator**
   * Manages user accounts and asset inventory.

**System Architecture Overview:**

|  |  |  |
| --- | --- | --- |
| **Layer** | **Stack / Tools** | **Notes** |
| UI | HTML5, CSS, JavaScript | Web pages for user interaction |
| Application Logic | PHP | Event handling, form validation |
| Data Layer | MySQL | Storage of user and asset data |