Section 1.1: Executive Summary

* **The purpose of the project**
  + The purpose of the project is to create a Dynamic Inventory System that will allow the user store, categorize, and search their personal collections using custom fields they can create themselves.
* **What the project will be**
  + The project will be a cross-platform application that will allow for the user to create custom fields of various types controlling the information that is stored in each of these fields. They would also be able to search and filter the collection based on the information stored in these fields.
* **Why is the project suitable for a senior level project?**
  + It’s suitable since it is creating an entire application and provides a challenge by allowing for the creation of custom categories and the amount of control the user needs to have over the application.

Section 1.2: Goals, Objectives, and Assumptions

* **Skills / Knowledge Planned to obtain** 
  + Over the course of the project, the Dart language and Flutter will be learned.
  + The finer details of creating an application from the ground up
  + User Interface Design
* **Assumptions**
  + Flutter will be able to have the amount of category customization by the user that I desire.
  + Setting up a local database will be fairly simple
  + The users will be able to have any category they would want from the templates provided.
* **Business Objectives**
  + It’s worth doing since it would provide a solution to a wide range of problems when it comes to managing inventory or collections. Since the application would allow for customizable fields it can be applied to any field or collection.
* **Technology Concept Objectives**
  + Flutter will be used to have the app cross-platform and have the UI easily be changed and updated.
  + SQLite will be used to create local storage for the app.
* **Course Material**

Section 1.3: Success Criteria

* **Core Functionality**
  + Creating custom fields that the user can define
  + Adding deleting and editing items within the collection
  + Searching and filtering the collections.
* **Integrated Functionality**
  + Items you will not create but you integrated into your project
  + How do you plan to utilize this technology?
  + What will this technology require you to learn?

Section 2.1: Project Timeline

* **Project Duration :**
  + *TBD (filled in at the end of the project)*
* **Initiation Phase Start Date:** 
  + August 28, 2024
* **Planning Phase Start Date:** 
  + September 14, 2024
* **Execution Phase Start Date:** 
  + *TBD (First date of work on the prototype)*
* **Execution Phase**
  + *Utilize subsections to identify MAJOR milestones of the project*
  + *These milestones*
  + *Possible milestones: Research Complete, Prototype Complete, Project Proposal Accepted, Other project specific milestones*
* **Completion Date:** 
  + *TBD (Date the project is presented in CSI-498)*

Section 2.2: Activities In-Scope

Section 2.3: Activities Out-of-Scope

Section 2.4: Project Deliverables

Section 3.0: Risks

* Flutter could have limitations when it comes to the dynamic categories
* Managing a database could prove challenging

Section 4.0: Bibliography

* <https://dart.dev/resources/dart-cheatsheet#nullable-variables>
* <https://docs.flutter.dev/get-started/install/windows/desktop>
* <https://docs.flutter.dev/ui>
* <https://codelabs.developers.google.com/codelabs/flutter-codelab-first#0>