InventoryApp design document V1.0

The idea behind this document is to describe the functional elements of the InventoryApp. This document will contain a description of wat the element is for, and how it is supposed to be used. This is to remind myself of what things to do and to create the app with more forethought as to just creating it on the fly.

# App Description

The basic functionality of the ap is to make a register of all the products you have in your house. As I mostly never make a shopping list and just look at wat I have in the cupboards. This is mostly fine for the general shopping items, but when I decide what to eat in the evenings following the shopping day I usually think what to eat on the spot. So if I decide to eat pasta I think of all the things I need to get, which includes the actual pasta itself among other items. But I never remember if I still have a pack of pasta at home, so I bring one to be certain that I have one. And when I get home I usually already have a pack so now I have 2. This can be a little space inefficient as I already had multiple times where I had at least 3 packs of pasta in my cupboard and no place to store anything else.

As for a solution of this problem I thought of this app. The app lets you register which products you have brought from the store. This way, as long as you have your phone with you, you know which products you have at home, and what not to bring multiples of.

If you combine the products and the date at which they expire, you can easily check when you need to get new products. It’s the same for products you use every day. Say for instance that I eat 6 slices of bread every day, I know that I need to get a new loaf of bread every 4 days. With this knowledge you can easily generate a default shopping list on the day you’re doing the shopping. This way you never forget to get new trash bags because you just used the last one.

# Gamifications

The idea of gamifications is with the usage of avatars and the collection of points. This needs some further thought though.

# Layout

This chapter will describe the general layout of the app, which sections there are and what is contained within them.

The app will be divided in these different screens.

* Inventory
* Shopping List
* Recipes
* Profile

## Inventory

The inventory screen of the app is to view the current items in storage. This is a general overview of all the products. In here the products can be added, edited and removed. This should have an easy access to edit the amount of the product currently in storage.

## Shopping List

On this screen you will be able to view and edit your current shopping list. This is also where you can setup automated shopping list items. Maybe also an agenda format of when certain items expire or are all used?

## Recipes

This view will show all the recipes you currently have. Here you can add, edit and remove these recipes. In future releases this will also contain the sharing and searching of recipes by other users.

## Profile

This will contain your specific profile options. Here you will be able to create an account so you can save your inventory and view It on multiple devices and not be dependant on one device. This needs further thought.