Title: Gift Registry

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Description:

For our database project, we decided to build a gift registration system known as Gift Registry. The system would catalog a person who would receive gifts, the gifts, the people who would buy the gifts, and where the user would receive the gifts. The system will achieve keeping and displaying this catalog through a mobile web application on the front end and a PHP driven MySQL database on the backend.

The intended users of the Gift Registry application would be any one who hosts an event in which he or she would receive a number of various gifts. For example, the event could be a bridal shower, a birthday party, a baby shower, or any number of other events. The people purchasing gifts for those events are also intended to use the system. The host would add those people as guests to the underlying database via a friendly mobile web application interface. After that, the host would also specify the gifts he or she would like to receive. They may add to a gift list by scanning the bar code of their desired gifts. The guests can then access the wish list of gifts for that person’s event. As the gifts are being bought, the guest giving the gift would be able to mark it as purchased. In the underlying database this is just a Boolean flag. Since each gift is identified with a bar code, the Gift Registry would be store independent which would serve to simplify buying the gifts.

The main advantage of a gift registration system is that since the user specifies what gifts he or she would want to receive, the receiver’s friends do not have to come up with gift ideas by themselves. Oftentimes, guests are liable to buy the host the undesirable presents or duplicate gifts. Another advantage of this application is that its users would be able to add items at any time or place via the internet on a mobile web application that can make use of the Android bar code scanner. Gift registration systems exist to help guest shop for people’s events and parties, but they do not usually show what gifts have already been purchased. Those systems are also only designed around use in a single store. Our idea is store independent.

Example:

A user creates an event such as their birthday. The user then adds items they would like to receive and invites people to the event. Those users who were invited will confirm that they are coming and check off items from the gift list they have purchased.