# Capstone Spring 2020

Game World

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Abstract

The goal of our project was to create an inventory management system with some point of sale functionality for our client, Game World. The client needed an improved system as their existing software was running slowly, did not provide effective organization of data, and lacked a user-friendly interface. Our aim was to custom build a new application to solve these issues and improve inventory and sales tracking for Game World as well as to improve workflow for the owner and his employees.

We used Angular as a framework for our application in conjunction with a SQL database and PHP scripting to connect the two. Our database was designed to organize the variety of products that Game World carries, as well as keep track of user accounts and transactions. On the front end, Angular allowed us to build a responsive, clean, and intuitive interface with modern visual elements and design principles. Our system provided further functionality by including a tab for data visualization, user account control, and a built-in web view of the client’s preferred product information directory.