## **Warehouse Management System (SIMPLST): Progress Report**

The following progress report on Simplst, our Warehouse Management System (WMS) provides a summary of the activity to date on the project and the remaining steps needed to create the proposed database system.

### **The SIMPLST Project Team**

Our project team comprises the following members:

1. Edward Ng
2. Hoe Jun Leong
3. Haziq Hakim Bin Abdul Rahman
4. Nguyen Minh Tuan
5. Lim Shyun Yin

### **Project Description**

Simplst was initially proposed because current WMS such as Simplr or Oracle are costly and have limited functionality. Small Medium Enterprises struggle to find a WMS that has just enough functionality for them to meet their smaller scale needs, compared to Multi-national Corporations. We also find that the current solutions in the market are clunky and not user-friendly, even as users spend time getting acquainted with it. Therefore, such companies' operations are not performing as efficiently as possible.

The technical goal for the Simplst project is to develop a Command-Line Interface WMS which allows users to **track inventory and orders. I**t will have intuitive commands to help users seek and process the information they need faster, and with fingers always at the keys, these processes are inherently much faster than regular mouse and keyboard GUI implementations. This write up is very compelling. \*applause Storage of information is readily available in JSON format for easy interoperability with other programs. This is a good example of reader-centric writing (with persuasion).

Our project has the following objectives:

* ***Primary objective*.** To create a simple to use warehouse management system with the basic features of adding, deleting, listing, and counting inventory.
* ***Secondary objective*.** To ensure an efficient way of tracking orders **(sorting , categorising)** and then assigning inventory to the various categories in the warehouse.
* ***Additional objective*.** To ensure that the WMS is simple to use and picked up by users *(commands)* and covers the functionalities that a WMS must have to work effectively.

### **Scheduling Considerations**

The project can be broken down into various deliverables.

1. ***Version 1.0 (Deadline: March 16, 2022).***Version 1.0 of this project is to create basic features for Simplst.  I’m curious what features you have added. You might want to add that in for your boss’s in future. For now, I can guess what you have done based on the table below.
2. ***Version 2.0 (Deadline: March 23, 2022).***Version 2.0 of the project will be to implement the next level of features that build on our basic features (e.g further categorization of our goods), What other features are there? finish including diagrams into the Developer Guide (DG).
3. **Project Demonstration and Pitch (Deadline: March 31, 2022 / April 4, 2022)**. The first product demonstration and product pitch will be conducted for CS2101. Each segment will be done by half of the project team. I hope V2.0 will be ready by then.
4. ***Version 2.1 (Deadline: April 11, 2022).***Version 2.1 of the project will be to prepare the final product for submission where all the bugs will have to be removed, User Guide (UG) and DG will be completed as well.
5. ***Project Demonstration (Deadline: April 13, 2022).***The 2nd product demonstration of the project is a project demo for submission to CS2113T, which is in a form of a zoom video recording and demonstration of the features of our program, including some of the error handling put in place.

### **Requirements**

In order to create a functioning WMS, the following issues must be addressed

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| --- | --- | --- | --- |
| **Issues** | **Work completed** | **Work remaining** | **Challenges** |
| **Ware House Inventory**  A central tracking system set-up for managing goods in the warehouse | * Creation of a Warehouse Class * Functions to add, delete, list and total goods in the warehouse (to simulate receiving an order and dispatching to check current warehouse inventory and capacity) * Function to view details of goods (to check for more information about a certain good) * Functions to add, delete, list and total orders in the warehouse * Function to view details of order | More updates to improve displaying warehouse capacity includes showing as a percentage of space used in the warehouse.  More updates to enable searching for good/goods related to certain keywords, based on their description  Add delivery location to goods |  |
| **Goods** | * Goods Class has been created * Details for goods planned out * Unique id * Name * Quantity * Description |  |  |
| **Orders and Delivery**  An additional component for handling the delivery orders of the warehouse. |  | * Creation of the Order and Delivery Class * Allow tagging of current goods with certain orders and delivery * Group goods based on delivery locations | * More discussion required to find out what is needed inside both Order and Delivery classes |
| **Data storage**  Additional features to save the data added. | * Persist existing inventory * Persist orders | * Autosave data input when exiting the program. * Load data saved when opening the program. |  |

### **Overall Conclusions**

Simplst project is coming along well. The design is sound and there is a realistic timeline in place.

There are no foreseeable major problems that will prevent timely implementation of this project. This project is on schedule and Version 2.0 will be ready for the project pitch and demo by (March 31 2022/April 4 2022). Looking forward to this!