

Milestone 1

CST-150

7/10/2022

Patrick Quagge

Inventory Management Model:

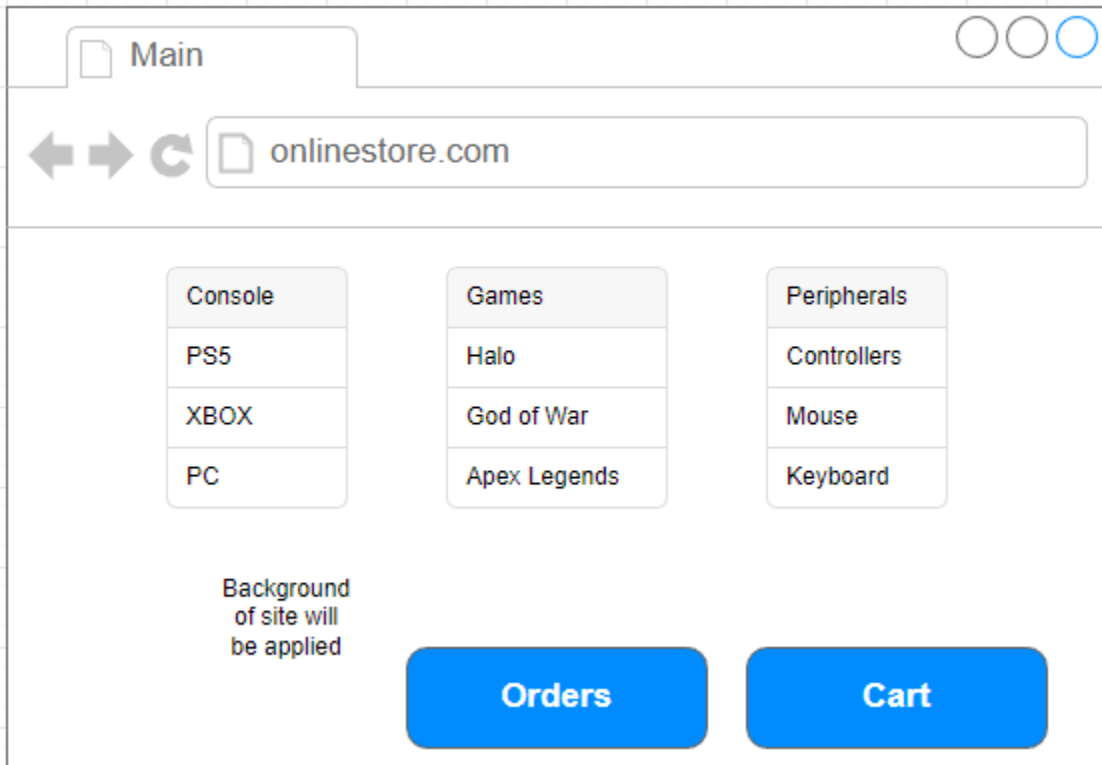
For this first milestone we are required to design the initial model for an online application. This application is to be a store with inventory items that the user may chose from to order. For this I will be modeling out an online gaming store. This will include multiple items that can be selected by the user for purchase.

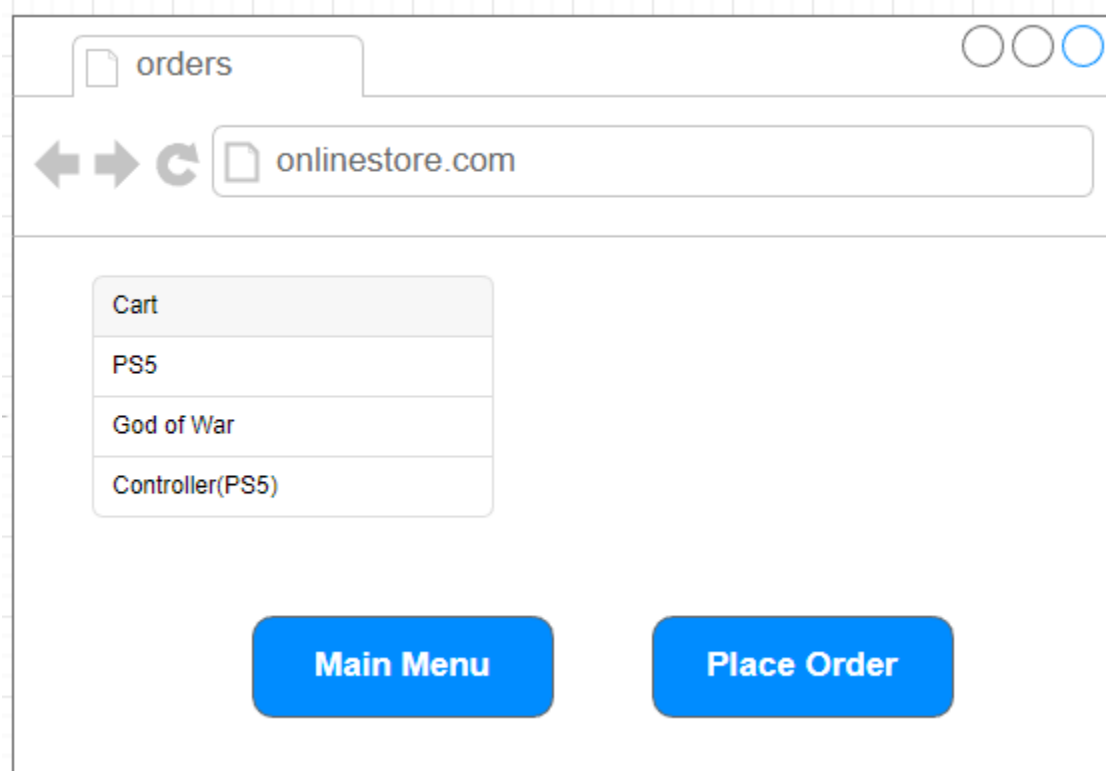
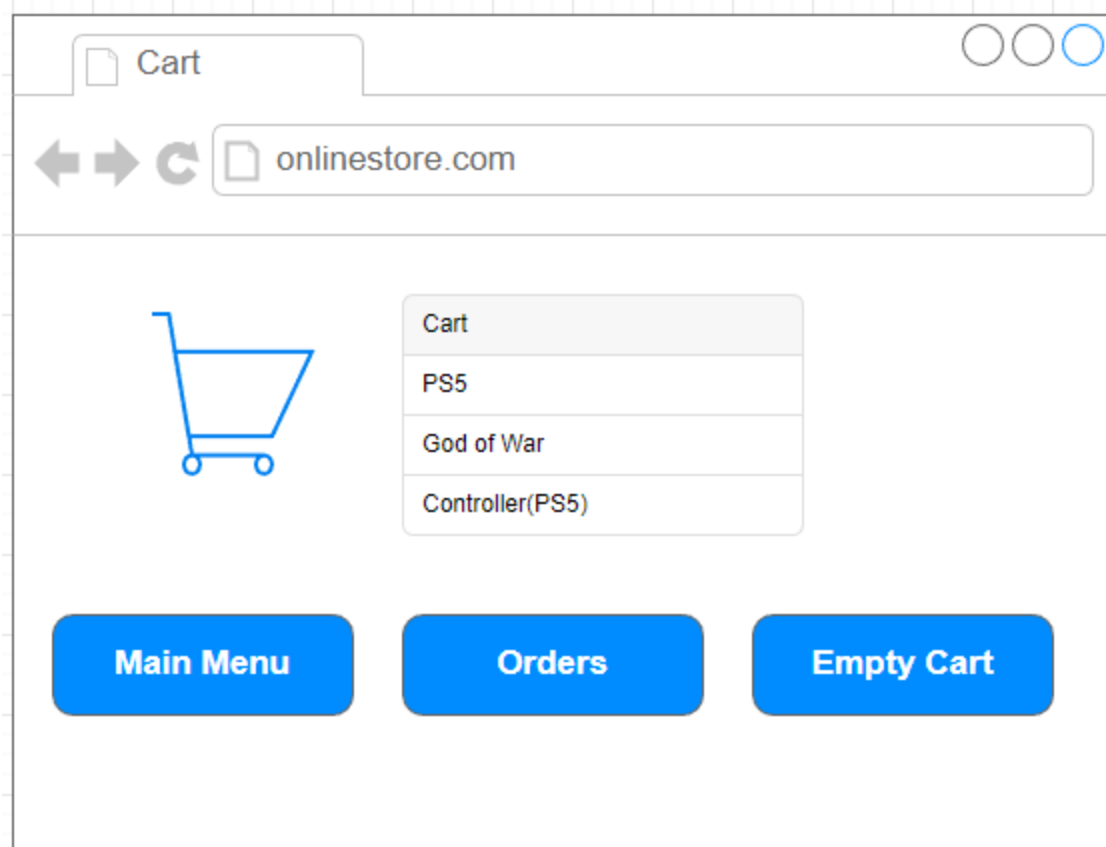
Store:

- Devices:
 - PS5
 - XBOX Series X
 - PC
- Games:
 - Halo
 - God of War
 - Apex Legends
- Peripherals
 - Controllers (PS5, Xbox)
 - Mouse
 - Keyboard

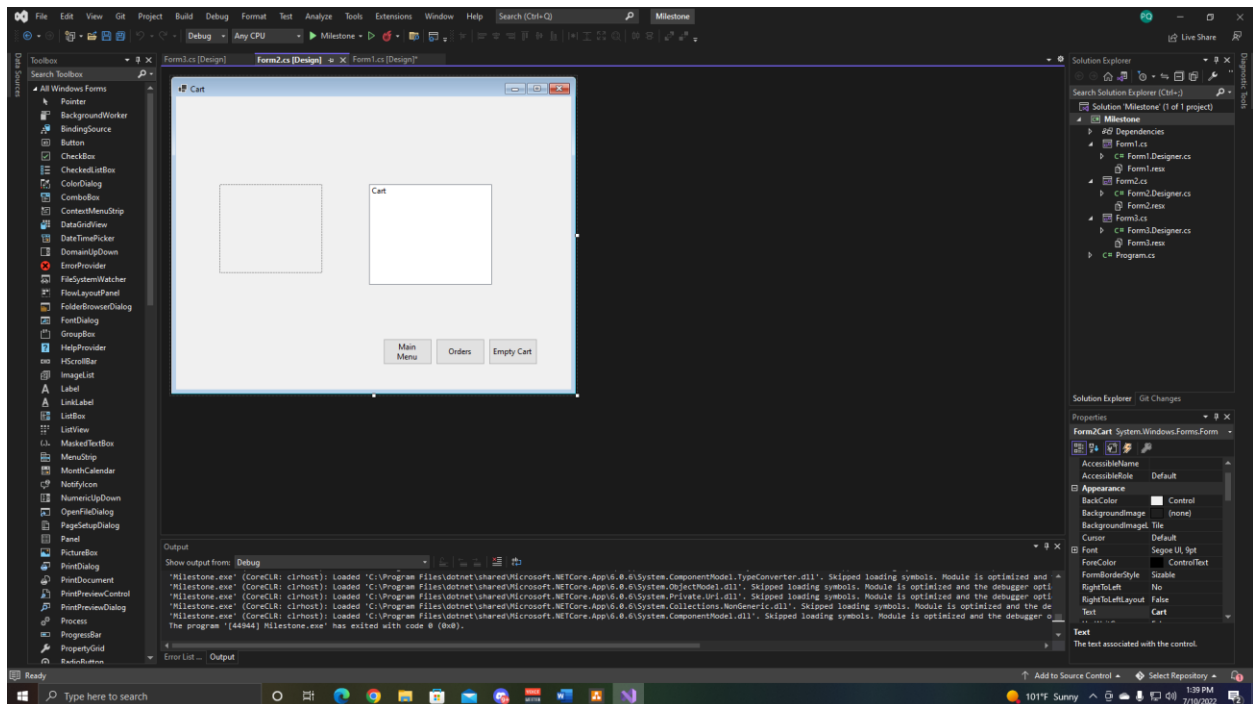
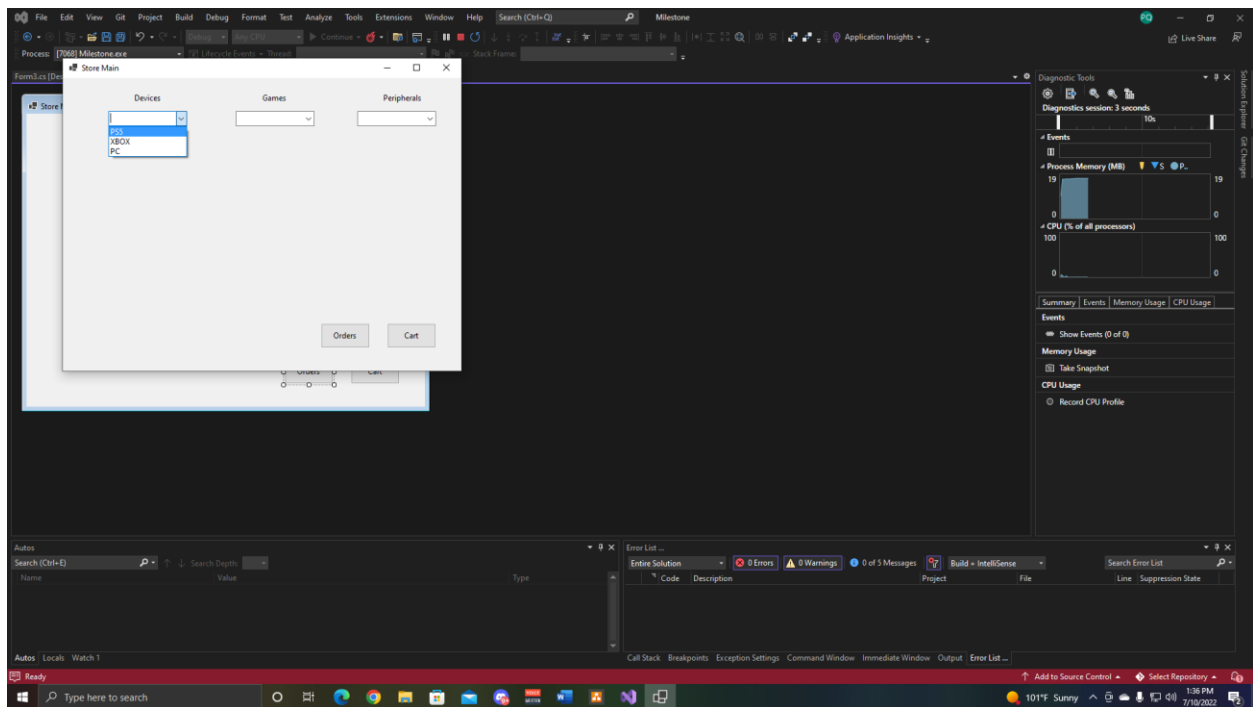
From the breakdown seen above the listed items will be available for the user to select from and order. As these will off the shelf items, they will be copied from the lists that they reside in and then placed into a new list for the orders. This will require them to be copied from their current list and placed into the new one. There will options for the user to view their current cart, as well as to cancel the order if they so choose. Canceling the order will empty their cart. As these items are again off the shelf and it is implied stock high the items will just be deleted from the cart. There is not concern of restocking currently. To go along with this there will be options to place order as well as navigate back to the main menu.

Wire Frame:

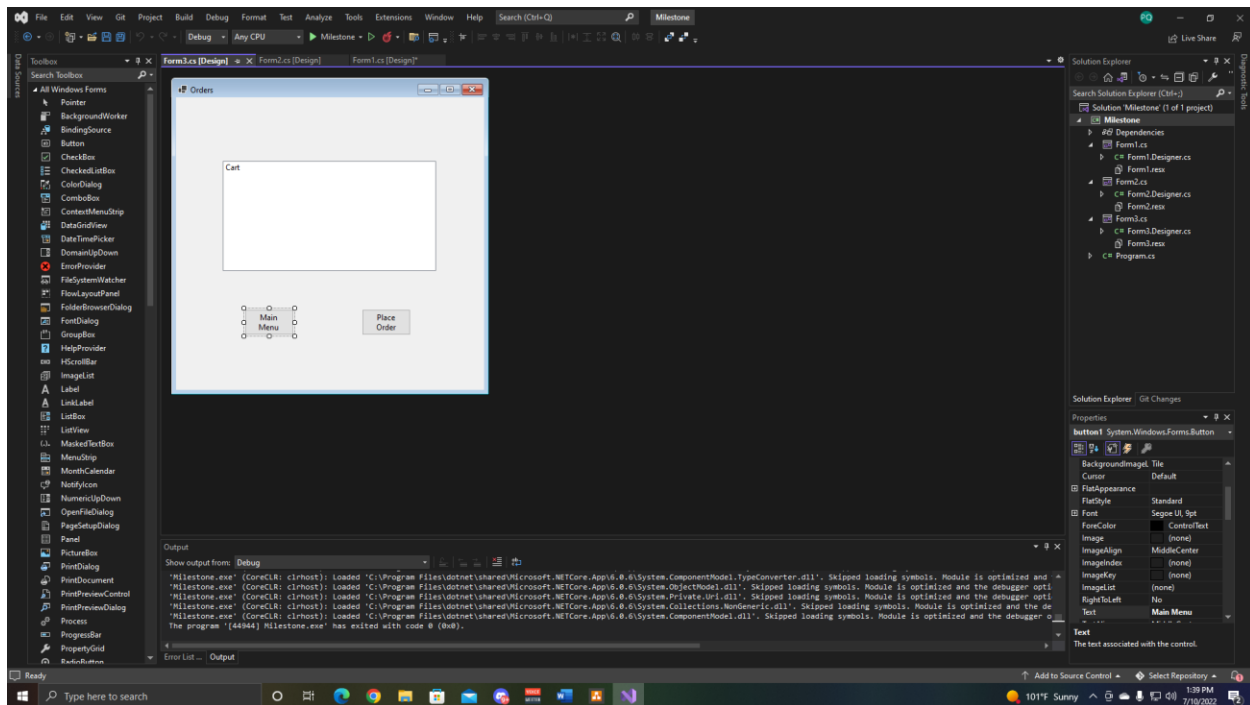




High Fidelity:



Box on the left is place holder for Cart picture.



I have figured out how to get items added to the drop-down lists, but I am having trouble with the buttons going from page to page. I looked up how to do it and doing `Form2Cart.Show()` is giving me an error. Since this is the first week and just a prototype I expect to learn more on the functionality from this and perhaps some feed back from you the professor. Thanks.