-----Something to consider for the introduction section-----

**Document Overview**

This document contains two main sections: the preliminary design, and the detailed design.

The preliminary design describes, at an abstract level, the main modules of the software, the transfer of data and interaction between these modules, and how the user interacts with these modules. The focus in this section is the overall architecture of the software.

The detailed design describes what procedures and specific data will be used in these inter-module interactions, without providing actual code definitions, but abstract function descriptions focusing on input and output. The focus in this section is to define what functions and data are utilized in the interaction between the modules described in the preliminary design.

**Software Tools**

These are the tools we are consider of using as of this time: **(EXAMPLE)**

Node.js will be used to create our concurrent server application. It was chosen because web development on a dynamic language like Javascript on a VM like v8 is incredibly fast. It is much faster than Ruby, Python, or Perl. Additionally, Node.js is Javascript which makes it easy to work with along with the fact that many of our teammates are familiar with that language. It has the Ability to handle thousands of concurrent connections with minimal overhead on a single process. Finally, using JavaScript on a web server as well as the browser reduces the impedance mismatch between the two programming environments which can communicate data structures via JSON that work the same on both sides of the equation. Duplicate form validation code can be shared between server and client.

---- these are a very maybe addition ----

**System environment:** The web based unified inventory system is designed to work on all operating systems. It should be accessible at all times.

**Design methodology:** The system is designed with flexibility for further development and/or modifications.

**Assumptions:** any assumptions we have made