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Mobile2Apps : Inventory Application

For this project, I have chosen the Inventory Application. The primary purpose of this application is to “track items in a warehouse.” Below is a list of goals for this project that will be met to fulfill this application:

* Inventory app will be available on Android
* The app will require a login to be able to restrict actions by user
* Inventory app will allow users to create new products to track
* Users can increment/decrement inventory as items arrive or leave
* All inventory data will persist on device when the app is closed or the phone is power cycled.
* The application will notify the user whenever an item’s stock goes to 0

In order to accomplish the goals listed above, we will need to have access to android studio and android devices for development and testing. The application will require 2 databases. One for user and login information, and another for inventory. We may wish to implement OAuth to allow users to sign in with previously established credentials. The application will require permissions to access the android device’s file system to allow inventory information to persist between runs. We will need to implement various buttons to allow the user to interact with the inventory to add/remove items from inventory. The application will require permissions to notify the user in the case that an items inventory count goes to 0.

In exploring this Inventory application idea, I observed several apps from the Play store. There are already some apps that fill this role out on the market, however they each have their own feature set and UI that add additional levels of complication that are not always necessary. Therefore there is a need in the market for a simple Inventory application that does not include as many abstract features. For example, multiple of the applications I observed allow you to scan a barcode to identify an item to add or remove from the inventory. This is not a feature we will need. Additionally, there are often additional features to track expiration dates and use-by dates. These are also features that will not need to be included for our simple UI. And finally, each of the inventory applications I observed included periodic advertisements that would take up the full screen and prevent you from interacting with the application until the ad was over or you paid to upgrade to the ad-free version. This is not something I would like to include as it is a significant hindrance to productivity.

An inventory application can be utilized by a variety of people. By keeping a simple design with simple, intuitive features, we will be able to supply a useful product to all of them. One example user would be a store with a warehouse. The warehouse manager could keep track of the inventory for items that are sold in the storefront. This way customers could be updated on inventory without someone having to go check the warehouse. Another example user would be of a home business. A simple UI such as the one I will design will allow for a small business to track their products effectively without having additional unnecessary features or cumbersome advertisements. For users like these, we could become an essential part of their daily productivity. By maintaining the simple and intuitive design style, we can perform this important role for the users while allowing them to quickly return to their other duties since the UI is clear and easy to use.