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CS-360

05/18/2022

1. Inventory proposal

Goals

The goals of this application are to allow users to create an account that will allow them to see all their inventory, add and remove items, increase and decrease items and notify the user of outages. The user should be able to create a log in and password that is unique to them that allows them to look at information that they have entered. The user will also be able to create and remove items in the inventory so that when a new item comes out, they can add a new one or remove one when they are no longer carrying that item. The user will be able to keep track of the quantity of items they have in stock with the use of add or subtracting the overall quantity of the item. This will allow the user to keep track of stock as they sell/use items or receive new stock. When the stock falls to zero the application will notify the user that that item is no longer in stock and either new stock needs to be ordered and add or the item needs to be removed. The overall appearance of the application will be in a grid format that allows all the items to be displayed at once while also allowing the user to see quantity and whether they need to adjust that quantity.

Types of Users

There are many different types of people that could use this type of application from the larger business location to the home user. Some examples would be an office managing they overall inventory of they warehouse or even the office supplies that they need to keep available all the time. On the opposite side would be a stay-at-home parent that needs to keep track of the overall groceries or cleaning supplies in the house. A large group this application could help is the people that make their own product from home and need to keep track of their inventory. All these users are different in many ways, but all have some type of item(s) that they need to keep track of for their everyday live to continue smoothly. To accomplish this goal all the user needs to do is sign up and start entering the items they need to keep track of and the number of those items. While this may be the longer part of setting up the inventory afterward the management of the overall inventory will be simple.

User-Centered UI

The user will be greeted by the login screen when they first access the application, which will prompt them to enter their username(email) and password. From here the user will see a grid of all the items they have entered separated by line and the name of the item on the left side. They will also see on the right side of the application the quantity of the items themselves with a plus button on the right of the quantity and a minus on the other side to adjust the inventory quantity. At the top bar the user will see who they are logged in as to the left as well as the create item button on the top left. All of the buttons above shall be above a 48dp in size as recommended by the quality guidelines for android. Each item of the UI will also be clear labeled so the user can understand what they are accessing from the interface. The application will also run on the newest version of android. The notifications will also only give information on items that have become zero, not for any other purposes.

Functionality

The most important function of the application is the log in and inventory. The code will be written so that the items and log in information are stored into data tables. This will allow the code to not be changed over time but the data tables to be updated with the new users and items for the inventory. When the data is called to the screen the code will organize it in a grid for the user to able to access the functions they are needing. The adding/removing and plus/minus will also report the changes back to the data table so that they will be able to update and pulled for in the future.

Work Cited

*Core app quality  :   android developers*. Android Developers. (n.d.). Retrieved May 18, 2022, from https://developer.android.com/docs/quality-guidelines/core-app-quality