**Free Wireframe Tools:**

* Pencil Project
* Mockplus
* Wireframe CC
* Balsamiq <-- check this
* Fluid UI
* InVision
* Moqups
* Mockflow
* Lucidchart

We probably want to keep design as minimal as possible, so that we can focus on delivering a strong product. I believe we should create three things first before moving on to more design features;

* Calendar Page
  + Shows the month and will place a warning on the predicted day that a certain stock will run out
* Inventory Management Page
  + Displays a list of all products offered
  + In-Stock/Out-of-Stock/Almost Out-of-Stock & how many of said stock
* Inventory Detail (Maybe)
  + Might have a modal or a separate page for details
* Order Page
  + Simple order page to place an order

Information Stored about items

Item table - Id #, Item name, item category, time bought, time sold, price, seasonal, supplier?

User table – password, name, title

Store location?

As an extra, if we have time, we should try to implement the following;

* A highly visual graph of stock quantity over a period of time.

For a design, I think keeping it simple would be best. White with light grey and light green.

Learning design – Would require training data, (previous sales) to start off.

The software would be keeping track of when the items are sold and when they are bought to collect data about when it would be advantageous to order more or less. It would inherently have an idea of when there should be more in stock and less.