# Track-Trigger Application

**Brief Description:**

In modern household, due to hectic work schedules, it is quite difficult to remember as well as manage the availability of mandatory commodities in an urban home. Not only working professionals, home-makers, job-seekers, and others fail to keep track of their inventories or scheduled meetings which in turn either delay or terminate their regular duties. Sometimes, most of the people forget that they already have sufficient stock of certain item, and end up re-buying the same stuff again (toothpaste, soap, face wash, etc.) as a result lose money and time. The inability of efficiently managing the home inventories will not only impacts work schedules, but also causes stress, anger, and impatience. An automated application is proposed and intended to develop in order to keep track of the regular activities and aid people in managing the daily home inventories. **Students are required to build an application (web-based/Android based). For the time being you can restrict to a limited number of categories with the below specified mandatory functionalities:**

*Functional Requirements (FR):*

### 1. Register

User has to register with any of the social-media accounts like Facebook/ Gmail/ Instagram, and or other login mechanisms. Username, Phone number, Gmail id and profession are mandatory while registration. Verify phone number and Gmail with distinct One-Time-passwords respectively. Username is validated with proper regular expression. Appropriate database should be created once and maintained in regular basis.

### 2. Dashboard

Customise the dashboard for different users such as working professionals, home-makers, job-seekers or bachelors, etc. The dashboard should have options to manage groceries, kitchen appliances, home maintenance details, etc. It may also offer the functionality of TO-DO Lists (refer Google Keep App). Likewise, customise the dashboard in attractive and user-friendly manner which can be suitable for layman.

### 3. Tracker

Under each category in dashboard, user can add existing materials like groceries with quantity, books, furniture, grooming materials, medical reports and others with image. User can add new category in dashboard as well as any number of materials under each category depending on their lifestyle.

When user want to buy the new item then search bar is enabled to search for a particular item along with the quantity and other details entered by the user. It is difficult to enter commodities initially but later on whenever user want to buy something then user can directly increase the quantity if the item is present in the dashboard else add the item to the dashboard.

### 4. Trigger

If there are any meetings or TO-DO activity scheduled, then the application should be able to send a customised message (with username) with necessary list of documents to the mobile number as well as

mail id. Timer should run for pending works and deadlines and user has to be intimated before One hour. Trigger lets the user once a day in a particular time set by the user to update the stock of materials. User can maintain a personal dairy where user can note the important work accomplished in a day.

### 5. *Share*

User can share the image and other details of any material or appliance which is available in their dashboard with any of their friends, relatives and colleagues through Gmail or WhatsApp.

### *Learning Outcomes:*

Generating One-time-password and notifying through message and Gmail.

Sharing image along with text through Gmail and WhatsApp.

Creating customised dashboards with attractive colours.

### *Important Note:*

- Students to work in groups. A group may consist of 2-4 students only. Larger groups will not be allowed. You can form your own groups. The evaluation will be done for the group and all the members will get the same score. It will be up to the members to have fair share of contribution for the successful implementation/development of the project. Arguments or feedback on individual member's contribution will not be entertained. If someone is not giving valuable contribution, then it depends upon other members to decide on how to engage with the non-performing member.
- You are free to design the GUI for the above project as per your creativity (it will be highly appreciated). Appropriate links should be provided to transit from one option to another.
- Above mentioned basic functionalities are mandatory for project evaluation. Each of the mandatory functionality carries 5 marks. ***Students are free to add more innovative functionalities*** which helps in enhancement of the problem statement, and it carries 5 marks. Hence, if any group has implemented the mandatory functionalities will be evaluated from 25 marks. If you add some extra innovative functionality, then you will be evaluated from 30 marks.
- You are not expected to develop from scratch. You can feel free to make use of available APIs or packages etc. The idea is to expose you to project development experience. High use of modern advanced technology, platform, paradigm will definitely attract high grades. For each functionality GUI carries 2 marks, Correct implementation and usage of high technology, platform, paradigm carries 5 marks. Total marks is 45.
- The marking will purely depend upon the evaluators and their evaluation will be final. No arguments in this regard will be entertained and will attract negative marking as per my discretion.
- A working software is expected, if your code will not execute then it will not be evaluated and some default mark will be awarded (again purely upon my discretion). In case of unethical practices, if observed or brought to my notice, then without any discussion all the groups involved will be awarded 0 marks.
- Do a good work so that you will be able to reflect in your resume.

***Best Wishes***