1. Group #22 – Item Tracker
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4. Inventory Management System
5. The goal of our project is to create both an inventory management system (IMS), and a mobile application that will allow users to easily interface with our system. First, we will build a system which stores information about items and allows users to easily search, retrieve, and modify the information it contains. Secondly, we will design and build a mobile application that can be used with the IMS. The application will allow a user to easily add new items to the system, by storing information about the object and by uploading photos of important information on the object, such as the serial number. Together the application and the IMS will form a robust system.
6. Functions and Use Cases
    1. Add new item to inventory
        1. The user should be able to add items into the database which will accept a variety of information for tracking purposes. Adding items should generate a unique identifier code for use in the database and provide the ability to put that code onto the item (via printing a QR code or encoding an NFC tag).
    2. Delete item from inventory
        1. The application should provide a way to remove items from inventory at will manually alongside the automated updating process (see export items below).
    3. Modify item in inventory
        1. The user should be able edit items that are already in the database in order to change anything about them in the database.
    4. Search current inventory
        1. The application should provide the ability to browse the current database based upon several distinguishing factors such as unique code, describing factors, serial number, manufacturer, and when the item was added to the inventory.
    5. Export items from database
        1. The interface should provide an easy (preferably automated) way of adding items to, and removing them from the database based upon a typical export format that an e-commerce site will accept. (For testing purposes we will use Shopify).
7. Acceptance Test Plan
    1. Our test plan is structured such that it would emulate the way a user would be interfacing with the system. We believe that by using it the same way the user would we can sufficiently demonstrate the features that our system provides. The test itself can be performed using a computer (one of our laptops) as the database and an android phone as the user to the application. The steps we will perform are as follows:
        1. Log in with user account
        2. Add 25 Items to the database
        3. Remove 5 items from the database
        4. Modify the properties of one item
        5. Search for the newly modified item