



# Raw Material Inventory Tracking System

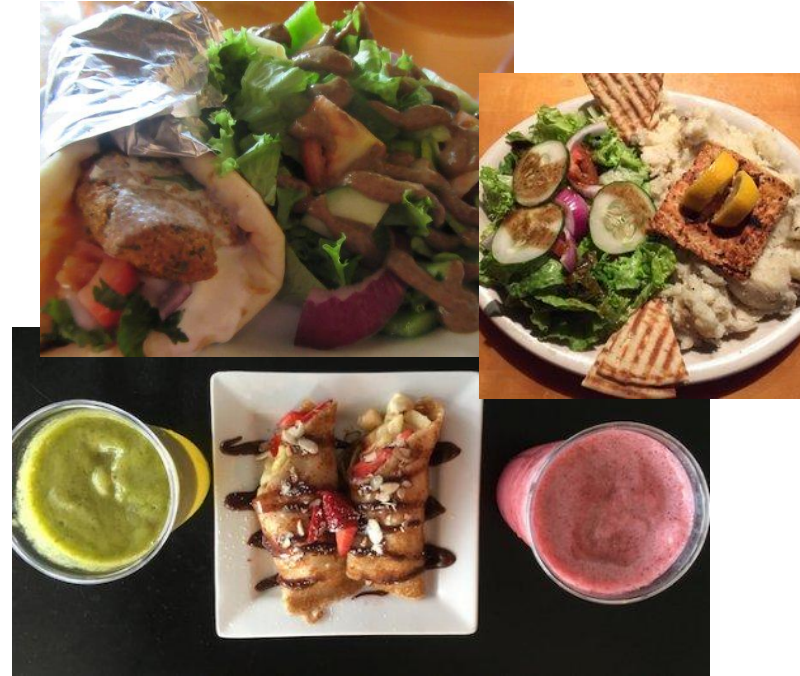
Ryan Denney, Evan Fischer, Blake Prescott

# Project Description

**Contact:** Bassam Helwani

**Title:** Owner of Two Cats Cafe, Muncie

**Description:** Bassam wants to utilize a software to track the raw material in his restaurant. In restaurants, ingredients are bought in bulk sizes and used in small sizes for each food. He wants to track how much ingredients are used at the end of the day/week/month for specific menu items. He also wants to calculate and track the cost of each ingredient in a food item. The system will also allow him to create notifications about certain raw materials when Bassam needs to restock them.



# Meeting Summary

- Our meeting is being held today at 3:30 PM.
- We will present on the meeting on Thursday.

# Updates

- Authentication
  - User must log in to view program
  - Log in screen
  - Log out option
  - User Activity
- Better Page Redirecting
- Creative Summary Table
  - Last Updated By
  - Date Updated

Demo!

# What We Wanted To Achieve

- Bare-bones authentication to prepare for tracking activity
- Notifications/signifiers for expiration dates
  - Host for email notifications
  - Re-structure instances summary page for better signifiers
- React Front-end
  - Decided to work fully in HTML & CSS to prioritize features of more importance
  - React was meant for mobile accessibility
  - Took a while to reach this decision

# Iteration 3

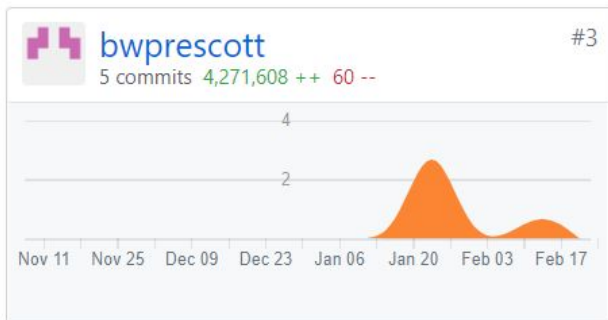
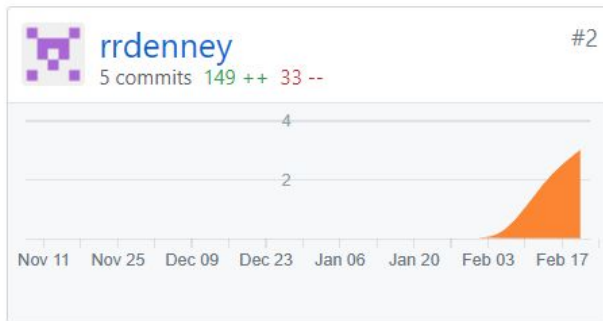
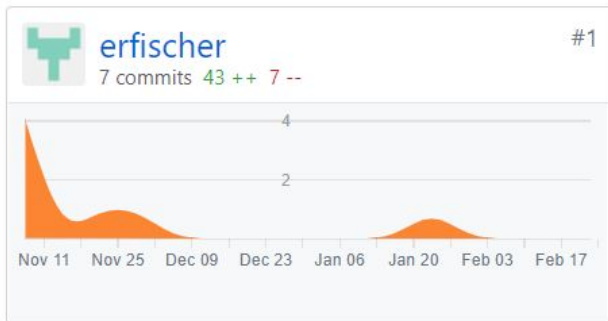
- Adding/Selecting Restaurants
  - Dividing data between restaurants
  - Being able to add restaurants.
- Host
  - Email notifications
  - Password recovery emails
- Re-structured Material Instance Page
  - To show more details and to match the summary page.

# Front-End

- We gave up ReactJS
  - The purpose of ReactJS was to enable mobile use of the project.
  - This was low on our requirements list, so we decided it was not worth the delays it caused.



# Contributions - Front End Repo



# Contributions - Back End Repo

