

# Shift Team Six

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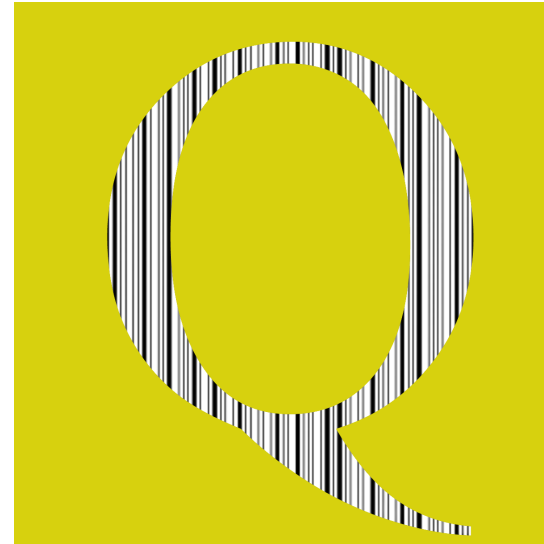
Steven Davis

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Zachary Light

Quik-  
Ventory

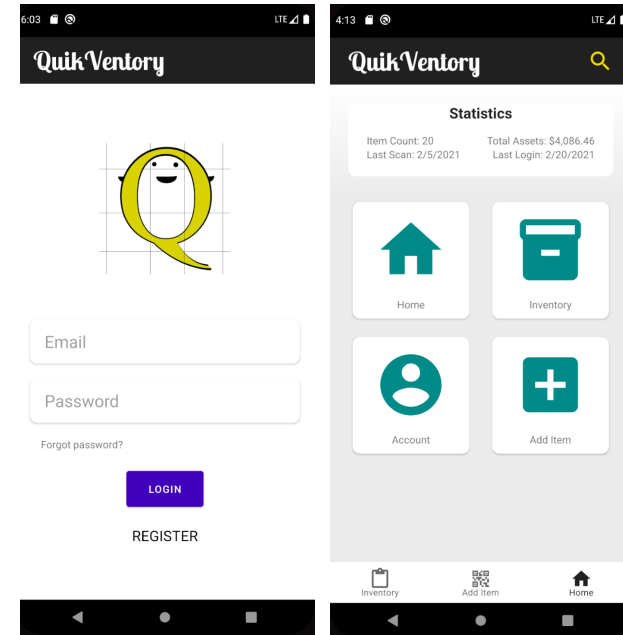


# What is Quik-Ventory?

- Quik-Ventory is an applications that helps the user keep track of inventory using either a barcode scanner or manual input.
- Can be used both in business settings – to keeping track of stock – or individual use – tracking personal belongings for insurance purposes.

# High level requirements

- User shall be able to Register, Login, and Logout.
- User shall be able to Scan a Barcode and Store the Item in Database.
- User shall be able to Add, Edit, Delete, or Create Items Manually.
- User shall be able to View, Sort, and Search Items.
- User shall be able to Reset Password if Forgotten.

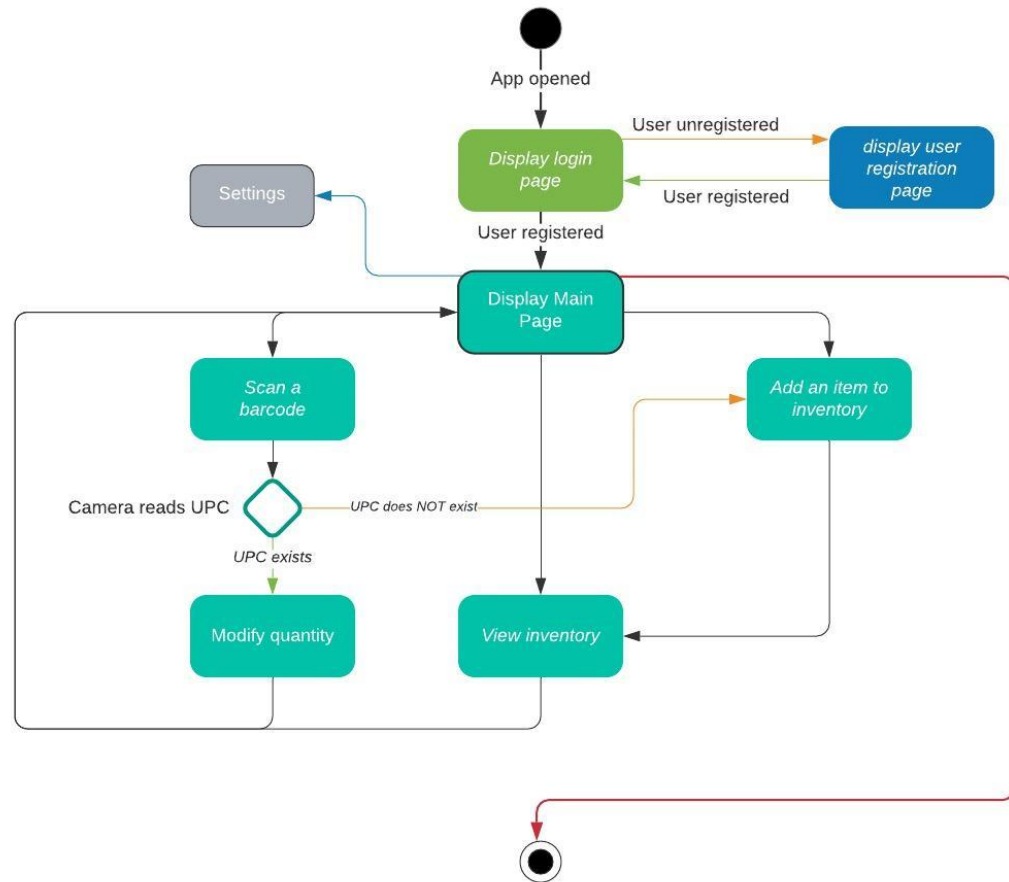


By Corey Welborn

# State Diagram

## Quik-Ventory App State Diagram

Cody Ezell | March 11, 2021



# Test plan

- Make simple calls to test database connectivity.
- Test Database
  - Create multiple user accounts.
    - Sign in and out of each.
  - Create a few unique test items under at least two accounts to test separation of databases
    - View the database for each account to be sure they are separate.
    - Adjust each category for any one item. Only change 1 category at a time.
      - Do this for a few items in each database
      - Check for changes
    - Adjust multiple categories at a time for several items in each database. Check for changes
      - Adjust all categories at once for several items in each database. Check for changes
  - Delete an Item in each database. Check the databases to be sure the items are gone.
- Device Compatibility
  - Test the app on an android device
  - Test scanner
    - Scan multiple new items to add to each database.
      - View databases to make sure items appear.
    - Scan existing items to recall them from the database.
      - Be sure items in one database cannot be recalled from another.

# Problems/Challenges

- Importing project to GitHub directly from Android Studio.
- Working with Photoshop in order to create the various app logo designs to later be modified into the final design.
- Unfamiliarity with Kotlin language and abilities.
- Implementing an Online Database.
- Finding time to work on the project.

