

# Traveling Inventory Management

## Post-Game Analysis

# Itemized Breakdown of challenges

1



## Conceptual Design

Lightweight text based program  
Easy to access, edit, and add items

2



## Components

Item lists  
Item categorization  
- file tree-esque  
- window tabs  
- visualized web?  
Library style check-out system  
Missing item reminders

3



## Implementation

Automatically generate an outline with  
some boilerplate categories, then  
allow user to customize per  
preference

4



## Who's gonna code all this?

Idk, we'll just get ChatGPT to do it

This part was  
almost simple  
enough to write  
the code for



Most of these parts  
were UI/UX based  
and thus outside the  
scope for this project



Turned out to be way  
more complex than what I  
could wrap my head  
around in the allotted time



# Data handling

## The very hard part

We need to create files to keep track of every single item

We will write to these files each unique item and maybe give it a unique identifier to reference when making changes to the item's "status"

Maybe every item's status will be attached to its unique key, and all the other details will need to be attached to that unique key... somehow

Tough, but doable, given enough time to sort out the file system difficulties

Writing data to a csv?  
- Simple.

Referencing metadata?  
- Not so simple.

What a naive fool soul I was

# Software Logic

## The Underlying Program

This is the very basic structure I came up with.

After many failed attempts at trying to get the syntax correct in actual code, I resorted to just writing a simplified outline in pseudocode

```
CIS129_cesar_Final_Project.py
1  """
2  main()
3
4  Display startup message
5  "Inventory Opened"
6
7  Create a new dictionary to hold item-quantities entries
8  or
9  Read a saved file to display current inventory contents
10
11  Inventory Name e.g. "Backpack"
12  -----
13  Phone           |1
14  Charger brick   |2
15  Charger cable   |3
16  tshirt          |3
17  pants           |2
18  etc...          |etc...
19  -----
20
21  Loop to receive new items and their quantities, or to update/remove entries
22  itemName = input("Enter name of item to add: (leave blank to cancel)")
23  If blank, exit loop
24  itemQuantity = input("Enter quantity for item: ")
25
26  inventory[itemName] = itemQuantity
27  Display
28  "Item {itemName} added"
29
30  Write a CSV file to store inventory data
31  Open inventoryName.csv
32  Write itemName, itemQuantity
33  For each item, quantity in inventoryName
34  Display
35  "Inventory saved to inventoryName.csv"
36  """
```

1 Simple, basic, and intuitive



**Mission accomplished!**

2 Narrow scope



**Wasn't narrow enough it seems :(**

3 Focus on few features



**Mission accomplished!**

4 Well executed



**It should work, to some degree**

5 Lightweight and portable



**Mission accomplished!**

6 Next slide please



**End slideshow please!**

Thank you  
for coming  
to my  
**TED**  
**Talk**