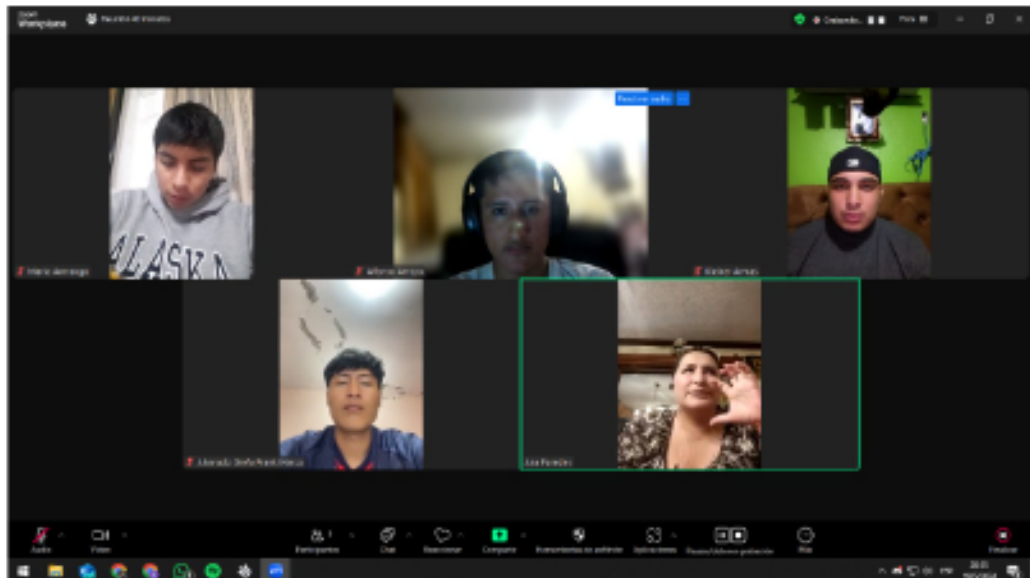# Universidad De las Fuerzas Armadas ESPE

OOP

Homework 07 User Requirements

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https://youtu.be/dvShyReit_U

INTERVIEW FOR BASIC SYSTEM REQUIREMENTS

Registration and Management of Objects: The software must allow the registration and efficient management of objects in stock and those used in the craft store.

Products Sold: The system must be able to handle craft products, especially related to FOMIX.

Current Inventory Control: A solution is needed to replace current manual inventory control methods, which include manual records in notebooks and periodic Excel tables.

Custom User Interface: A user interface that reflects the identity of the store is required, using colors related to the brand (range of purples), as well as graphic elements such as stars, astronauts, spaceships and planets.

Management of Product Categories and Attributes: The system must allow the classification of products by categories and attributes, such as sizes and thicknesses, especially for FOMIX products.

Low Inventory Alerts: A function is needed that alerts the user when products are about to run out or reach a minimum stock level (2 or 3 units, for example).

Sales Functionalities: The system must record sales, calculate the total of the sale, record the change returned to the customer, apply discounts and offers, and allow the sale of products with a price of zero.

User Roles and Permissions: Different user roles are needed, such as administrator (with full access), salespeople (with limited access to sales) and other customizable roles.

Communication and Updates: The development team is expected to maintain constant communication with the client and provide updates on the progress of the project.

In conclusion, these are the main requirements that could be extracted from the interview for the development of inventory management software for the craft store.