1. **Articulate the goals of the project**. **Describe the application you have chosen, its major components, and what functionality will be necessary based on the scenario.**

The inventory app is designed to help simply the tracking of products as well as give us insights into our products shelf cycle. The major components of the application will be layouts and widgets, activities and intents, and working data. Functionality will be important as a user will likely be using the inventory app to keep track of current product inventory as well as orders.

1. **Describe the users of the application and the assumptions being made regarding their needs and preferences**. **As you think about potential users, consider the following questions to guide your response**:

Our user is someone who will be tracking products as well as ordering products for a company. The company could be small to large but essentially our target user will leverage our mobile application. As a user of the application, I need to be able to track how much of a specific product we have, how many have been sold, how many are on order, and how many are reserved for online orders. To accomplish this the app must have a database which keeps updated logs of current inventory as well as sales.

1. **Discuss the screens and features that will be necessary to produce a user-centered UI for the app**. **Be sure to include a high-level description of every necessary screen and feature that will be in your app. Also explain how a user might be expected to move from one screen to another. You may choose to support your ideas with a simple diagram or illustrations to better represent the different components. Throughout your discussion, remember to justify your decisions by referencing the Android Design and Quality Guidelines, linked in the Supporting Materials section. Located at the bottom of the app will be a quick add button for instant access of the addition of a new product.**

When a user first opens the app, they will be prompted to a login screen that asks for their email and password. A user can also use a single sign on from Google or their Face ID. On the main screen will be clickable buttons with native totals for each category. In the upper left corner is an items button, then to the right will be a folders button, in the lower left corner there is a button showing our total quantity, and then to the lower right corner is our total inventory value. Below this object is a slide which shows recent inventory. For a user to move to the next screen they must touch the appropriate button to which action they want to perform. A user might click folders to go into a categorized view of their inventory or they might click items to see their entire inventory. Located at the bottom of the app will be a quick add button for instant access of the addition of a new product.

1. **Discuss how the functional app requirements will be represented in the code and connected to the UI**. **You should explain the calls that show the flow of data between code and screens. When explaining what data calls you may need to make, you should list the major UI components on each screen, then determine what data each component will either display or accept as input and where the data might come from.**

When a user opens the app they will need to input their username and password. Once they have supplied the correct login information they will proceed to the main page. Here they will be able to access multiple different datasets. If a user clicks item we need to call that dataset. If they click add product we need to make calls to access their camera as well as once data is input need to store in the item category as well as a subfolder.