

Kanban Backlog

List of Tasks to Accomplish

User Interface (JAVA FX)

- Create the home screen
- Create the input form for adding an item to the inventory
- Create a live shelf view
- Create warning level options for the add item form
- Create a swap item function (i.e. user prompts and the different screens a user will see when swapping an item)
- Create the ability to remove an item from a shelf

MySQL Database

- Decide what tables we are going to need
- Create a MySQL space with those tables
- Decide on what properties each entity will have
- Decide on what data type would be best to store each property
- Program the java FX to communicate with our database and send different queries to the database when different buttons are pressed within the UI and when calculations are done and the result needs to be stored.

Arduino

- Learn some basic C# commands that are required to programme an Arduino
- Programme the connection from the Arduino to the shelf and the ability for it to access its current weight details.
- Programme the connection between the Arduino and our MySQL database.
- Program the Arduino to check the weight on the shelf every 5 minutes and send this information to our MySQL data base on the appropriate table. (This is needed for our 100% percentage weight auto calibration option we are offering to the users).
- Programme the Arduino to communicate directly with the app to send it weight values. (Processing of data will be done locally before storing it on the data base. Only exception to this is the 100% auto weight calibration function)