**Inventory App**

*Project Goals:*

The primary goal of the project is to develop an inventory app that allows users to efficiently track items in a warehouse. The functions of the app will allow the user to manage inventory levels, add or remove items, and receive notifications when stock levels reach zero. The application will aid in streamline warehouse management, inventory tracking, and maintaining stock levels.

*Application Description:*

1. In the database there are two tables. One for inventory and the other for users. The inventory table will store details about the items ID, name, description, and quantity. The users will store the login details like ID, username, and password.
2. User Authentication would display a login screen that allows the users to enter their credentials or create a new account.
3. The inventory management would display inventory in a grid format. The rows for each inventory item and columns would hold different values mentioned above. The functions would be to add or remove items from inventory and change the quantity of a specific item. A notification will be sent out if an item goes below 1 (negative or zero) in stock quantity.

*User Analysis:*

There would be two types of users and it would be the warehouse associate and managers. The associate would have access to adjust inventory levels, pull item detail, and receive notifications on critical inventory level. Their UI should be basic and easy to use.

The manager would have a comprehensive view of inventory levels, the ability to add or remove items, and receive notification of critical inventory levels.

*UI Design.*

The login screen would have the area for the user to input username and password. There would be two buttons for login and to create an account.

The inventory screen would have a grid view of inventory items. There would be four buttons for add item, remove item, adjustment, and notifications.

*UI Components*

The major UI components would be two text fields for the username and password and two buttons for ‘login’ and ‘create account’. The data flow would be sent to the table for users for verification. If the user, the user is directed to the inventory screen. If not, an error will appear and return to the login menu.

The data is pulled from the inventory table and displayed in a grid. Actions such as add, remove, and adjust would update the database. The changes would update the UI in real time. Notifications will be generated automatically based on inventory levels.