InventorME

Computer Science & Computer Engineering

Intro

InventorME is an application that solves the problem of disorganization. By storing the user's data in an accessible manner, it assists them in managing their belongings.

InventorME is comprised of three components: a Web application, an iOS application, and an Android application. All three share the same functionality and are linked together via an AWS serverless backend. This lets the user access and manage their items from any device, anywhere.

Purpose

Disorganization is a hard problem to solve but doing such on a massive scale can be even more challenging. Those who are affected by this problem may never find a way to improve their personal or economic situation.

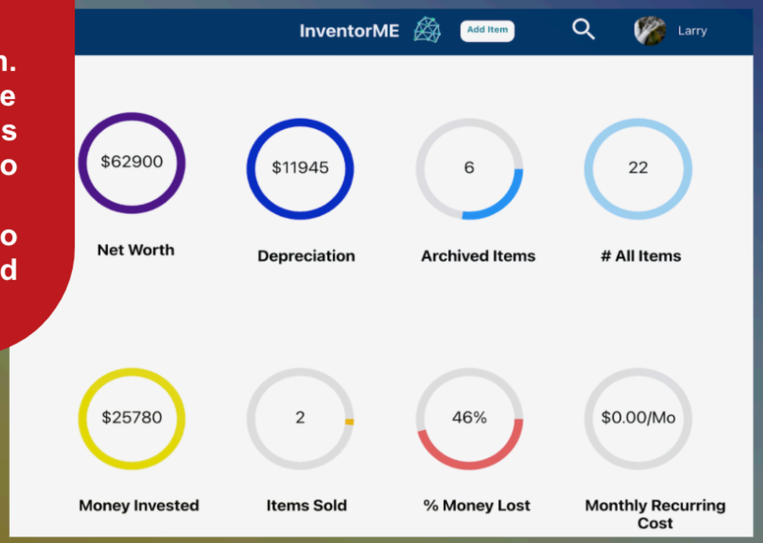
This is where InventorME comes in. InventorME is used simplify the problem of disorganization. This is accomplished by allowing users to manage their personal property and belongings. Doing so allows the user to better utilize their productivity and personal time.

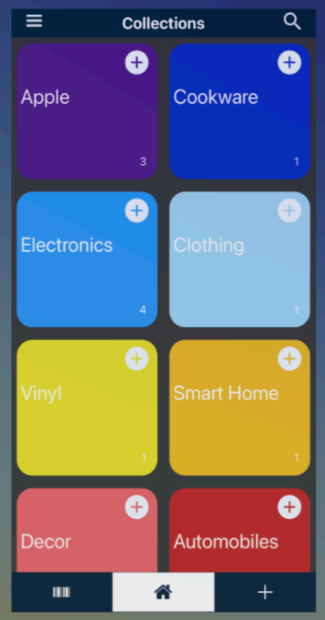
Methods

With the goal of being cross platform, InventorME was in need for a cloud. AWS could do everything the client could not. Account creation and management, the entire infrastructure for the data (both item info and images), and finally the domain upkeep and management of the web-app are all in AWS.

The Web App is written almost entirely of javascript (React Variant). With the power of open source nodes and the teams strong background in web development, this allowed the web app to stand strong on its own. Making it sync with the cloud allowed for simple end data storage/retrieval. Using the industry standard programming practices allowed for easier parsing of the teams code.

The Mobile App is written almost entirely of javascript as well (React Native Variant). When code was cross platform it was used on both platforms. Cloud sync allowed the app to companion the web app but also stand strong on its own.





Results

Our efforts to create software that allowed for simple and effective storage of product data were a success. Our applications have an easy-to-use UI that gives users the ability to easily view and modify information about their belongings.

Our group was able to successfully implement all three versions of the application, which has the ability to add search and organize items, scan product barcodes, and manage photos.

We delivered on our promises, and are very pleased with how the product turned out.

Conclusion

The goal was to create a cross-platform app that would help users organize and manage their items in an easy, accessible manner. After thorough testing of it on all three platforms, the preliminary design is working as it was designed/intended.

After discussion, there are a few ways the app could be improved. Primarily, fixing a few bugs, also scaling for the web and mobile apps could be worked on. Finally, latency/efficiency could be improved. However, as a whole, the project was successful.

Citations

1. Shortly
2. Android Materials Design Guidelines
3. Apple Human Interface Design Guidelines
4. Adobe Web Page Design
5. Proprietary Information Definition
6. Confidential Information Definition

Acknowledgements

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