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CS – 360

Directions

All three projects will use the same scenario you began work on during Project One Milestone. Consider the client’s needs and review any instructor feedback you may have received from your milestone work. By constructing your app development proposal, you will prepare yourself for success in both Project Two and Project Three.

For this project, you will create an app development proposal by demonstrating your knowledge of the following criteria:

1. Articulate the**goals** of the project.   
   1. Describe the application you have chosen, its major components, and what functionality will be necessary based on the scenario.
      1. The application I have chosen is the inventory application.
2. Describe the **users** of the application and the assumptions being made regarding their needs and preferences.   
   1. As you think about potential users, consider the following questions to guide your response:  
      1. How many different types of users can you identify?
         1. Warehouse employees
         2. Warehouse managers
      2. What different goals might individual users have?
         1. Employees
            1. View inventory
            2. Update inventory quantities
            3. Add new items to inventory
            4. Be notified when stock is low
         2. Managers
            1. Manage log ins (add, delete or modify)
            2. Be notified when stock is low
            3. Generate reports of inventory used
      3. What will users need to achieve their goals in this app?
         1. A Log in screen to verify the user
         2. Tables or grids to show the stock
         3. Functions for editing items and their quantities
         4. Notifications for low inventory
3. Discuss the screens and features that will be necessary to produce a user-centered **UI design** for the app.   
   1. Include a high-level description of every necessary screen and feature that will be in your app.
      1. Log in screen
         1. Username and password fields
         2. Forgot password option
         3. Sign in button
      2. Home screen
         1. List of inventory folders
            1. Folders could be used for the user to sort inventory by location or inventory type. Or they could have only one folder with all inventories in the warehouse if they would like.
            2. Button to add new folders
            3. Button to edit existing folders such as name or description
      3. Edit items screen
         1. Item fields to edit
            1. Item name
            2. Description
            3. Amount
            4. Or remove item

If removing an item ask for confirmation

* + 1. Notification screen
       1. Shows a list of notifications
       2. Clear notification by swiping left
  1. Explain how a user might move from one screen to another.   
     1. You may choose to support your ideas with a simple diagram or illustrations to better represent the different components.



* + 1. From left to right there is the home screen, search or browse, and notifications tab.
    2. A user will navigate through the screens clicking on what they want to open, on the home screen it will show the different folders their inventory is in. when they click on the inventory, they want to see it will open in the search or browse tap and will take them there automatically. The notifications tab when clicked will show a list of notifications with the most recent shown at the top. Any screen opened by the user such as edit items, or adding items to certain inventory item will happen in the browse tab. That will be where most of the navigation will happen.
  1. Justify your decisions by referencing the Android Design and Quality Guidelines linked in the Supporting Materials section.

1. Discuss how the functional app requirements will be represented in the **code design** and connected to the UI.   
   1. Explain the calls that show the flow of data between code and screens.
      1. Log in
         1. User enters username and password in the fields then those credentials are used to verify access in the user.
         2. Home Screen
            1. Gets the data from the inventory table and populates it and the user can edit database name, description or add another folder.
         3. Notifications
            1. App checks inventory quantities continuously and creates an alert for the item when it is low.
         4. Edit items
            1. When a user wants to edit an inventory items quantities, description or delete the changes are saved to the table containing the item.
   2. List the major UI components on each screen.
      1. Log in
         1. Username and password fields.
         2. Home Screen
            1. Button to edit or add database folder(s)
         3. Notifications
            1. Alert notifications
            2. Swipe left to delete notification
         4. Edit items
            1. Fields with item name, description and quantity.
            2. Delete item button.
            3. Delete confirmation message
            4. Save changes button
   3. Determine what data each component will either display or accept as input and where the data might come from.
      1. Log in
         1. Log in success or failure
         2. Home Screen
            1. Database data from the inventory table
         3. Notifications
            1. App checks quantities in the inventory table.
         4. Edit items
            1. Takes users changes made and stores them on the inventory table.

What to Submit

To complete this project, you must submit the**app development proposal**. Your submission should include your completed proposal formatted as a Word document. Be sure to title your file with the name and number referencing the app option you selected from the scenario.