Android Inventory Tracking App

Inventory tracking is a painful process, if done manually. Every item of equipment that is bought is meant either for an individual, or a project. If bought for a project, then there exists a date when that project will come to an end, and the equipment must be reclaimed. Even though a piece of equipment may be purchased for a project, it is handed over to an individual, and it is this individual who is responsible for it, at the end of the project. Every item has a barcode attached to it, which helps to identify it uniquely.

The inventory tracking app is required perform the following functions:

- Add projects. Each project has a name, individuals attached to it, and an end-date
- Add individuals. Each individual has a name. An individual may be attached to none, one or many projects.
- Attach individuals to projects
- Scan and identify a barcode identifying an object
- Assign object to either an individual or a project
    - If assigned to a project, then a person from that project must be made responsible for the project
- Generate a list of objects that must be re-claimed, as of a user-specified date
- Generate a list of objects, attached to an individual or a project, as of a user-specified date
- Scan a barcode of an object already existing in the system, and identify the individual or project it is assigned to. If assigned to a project, identify the individual on the project who is responsible for the object

The inventory tracking app must have the following properties:

- It must be deployable on the app store
- It must work on Android 4.2 and above

Final Deliverables:

1. Deployable App
2. Component Diagram(s) of App
3. Activity Diagram(s) of App
1. Signed (by all team members) declaration of work proportion

Sprint (weekly) deliverables:

1. Burn-down chart
2. Product Backlog
3. Sprint Backlog

4. Risk-Exposure Table