1.

a. Title: Inventory Management Interface

b. Team Name: Hacka-Hands

c. Team Members: Nick Wilde, Alex Porter

d. The organization that would benefit from our project is USU’s surplus store. They currently have a system in place for displaying products on their site, but our project will enhance their current interface. The surplus store needs a system to manage when products are sold to decrease inventory as well as create new products and increase inventory of existing products. Their current system is updated slower than an automated system would be.

e. Deliverables:

Transaction: Add new inventory products that are acquired by the surplus store.

Use Case: The user enters new product information into a web facing interface.

Transaction: An item is sold and is no longer available to customers online or in store.

Use Case: The transaction would update the products quantity automatically if a transaction is made online. If an instore transaction is made, the clerk updates the product’s quantity.

Transaction: A customer places an order for an item or multiple items.

Use Case: The order will be recorded and made sure the items are available for purchase.

Transaction: Customer makes a purchase of a product

Use Case: The customer will place an order and the system will check if the customer already exists. If the customer doesn’t exist, they are added to the list of customers for future purchases.

Transaction: Removal of products

Use Case: A product is no longer available for purchase and a user would delete or remove product from inventory.

Transaction: Product is updated

Use Case: A product has a different price and the user would update the price or another attribute of the product.