

# mcOverHaul Inventory System

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# Problem

1. Very basic UI structure
2. Everything is on paper
3. Requires a computer for all input

# The Plan

- Provide a **centralized GUI** to manage inventory
- Support a **truck order system**
- Implement an **inventory count system**
- Add **user authentication**

# Sprint 1 – Implemented Features

- Implemented Features: 4
  - i. User authentication
  - ii. Database
  - iii. Inventory page
  - iv. Store system

# Sprint 1 – Implemented Requirements

- Completed Requirements: 4
  - i. Authorization
  - ii. Data structure
  - iii. **CRUD** for items
  - iv. Class structure

## Sprint 1 – Slips and Spills

- Switched databases
- Didn't start early enough

## Sprint 1 – Wins

- PocketBase is easy to use
- AI assistance

## Sprint 2 – Implemented Features

- Implemented Features: 4
  - i. Truck orders
  - ii. User roles
  - iii. UI overhaul
  - iv. Count sheet



# Numbers

- Total Implemented Features: 8
- Total Implemented Requirements: 4
- LOC per Week: —
- Total LOC: 1,253 lines
- Weekly Burndown Rate: 20%
- Overall Burndown: 100%