

### Problem:

Soap, detergent, medicine. There are some things people need to keep on buying consistently. Oftentimes people don't realize that they're about to run out of the item or forget to buy the item before they have to go buy it again.

### Objective:

Create a database that stores items you have to buy frequently, when you last bought the item, approximate time you should buy the item next and the locations of where you can buy these items. With these applications, the user can check every now and then to see if you are about to run out of something and where they can go buy the items.

### Rules:

Users can register with a unique username and a password

Users can create and manage their inventory of items they purchase

Each store has names and addresses

Each item is categorized between consumable items and household item

Consumable Item and householdItem both have an item name

Consumable Item has a value of days till expiration

Consumable Item has a consumable type

Household Item has a brand name

Household Item has a household item type

Reminders and inventories keeps track of the number of items

Each item is sold a specific store

Items depletes a certain amount each day

Items in inventory has the amount of servings remaining

Reminders can be set for each item you need to purchase again

Reminders include the reminder's name and the days till the next purchase

Users can own multiple inventories

Items can be associated with multiple inventories

Stores can sell multiple items

Inventory manages items

### Nouns:

Users  
Username  
Password  
Items  
Store  
Name  
Address  
Inventory  
Reminder  
Consumable items  
Household items  
Brand name  
Servings

### Verbs;

Register  
Create  
Manage  
Track  
Purchase  
Buy  
Sell  
Own  
Associate  
Depletes