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Professor: Fred Annexstein

The project involves automating the Bearcat food pantry process at the University of Cincinnati. Steven Kridel, our Project Manager, said that about a hundred students regularly use the bearcat food pantry because of food insecurities. Currently the bearcat pantry does not have a way of monitoring inventory and a student can take whatever they want from the Bearcat pantry, meaning that there is no accountability with the existing system. The goal of this assignment is to automate all aspects of the bearcat pantry process. This means creating a database that will store and monitor the bearcat pantry information. Having a desktop application or android application that will allow employees at the pantry to scan barcodes of the food and update inventory. Having a website and phone application to allow students to check inventory and checkout items in the inventory.

My College experience has already provided me the skills necessary to accomplish this project with my team. For the development of the Employee application, I will draw upon skills learned during Data structures, Database Design and Android development. These classes will also be providing the knowledge necessary to complete the app, website, and database. My current semester also has classes that could prove useful, Data Security will be helpful for making sure that the system is anonymous for the students that require this service. Finally, the last college class that stands out as useful for the project is: Software engineering, as this class taught me a lot about project management with ideas like SCRUM or AGILE for managing the development of the project.

Throughout the entire project, I will be using skills learned during co-op. For example, at Cincinnati Bell, I did a lot of scripting, which could be helpful for the website and android app. From KLH engineers, I have been programming in VB.NET the entire term, teaching me good coding practises, and it is a language supported by windows for desktop applications. Additionally, KLH engineers has taught me a great deal about the usage of the development method AGILE. With Agile, my team-members and I will be able to narrow down components of the project into many small tasks that ideally take no more than 4 hours. This will allow us to make sure the team is using it’s time effectively, and we will be able to see if anyone needs help based on hours completed.

Motivation is very important for a large software project such as this Bearcat Pantry Project. The fact that I’ll be working on this project with 3 of my best friends greatly helps team motivation. We’ve been planning on developing our senior project together since sophomore year. By working on this project as a group of friends, we already know each-other’s strengths, and can prioritize tasks to match those strengths, greatly improving team morale, motivation, and productivity. With very little thought, the project will be structured so: Adam Kowalski -

Database, Andrew Kump - Website, Christian Davidson - Application, WIll Severson - App. While there may be some changes from this initial structuring, Motivation and morale will not be a problem for our team.

The initial approach for the project will be structured as mentioned, with Adam kowalski on the database, Andrew Kump on the Website, Christian Davidson on the application, and Will Severson on the mobile app. Some parts of the project can reach stages of completion much faster than in other parts of the project e.g: The Website will take much less time than the application. As a result, people will begin working on the largest task of their specialization. Our expected results are: Functioning Application on mobile or desktop for employees to add food to the pantry/database, functioning database that talks with the website and application to keep track of inventory, and finally a functioning mobile application and website that allows students to select food for pickup. These results will be evaluated by the board for the Pantry, once we reach the end of the developmental cycle, which is how we know that we're done, and have done a good job on the project. The end of the developmental cycle is determined by the completion of all development tasks, and each component is free of bugs. Overall, I am looking forward to the beginning of this project.