General Inventory Manager

Design Document

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# Introduction

### Purpose

The purpose of this project is to provide an easy way to record household items. It should allow people to record the value of expensive items such as electronics.

### Requirements

This website will take information specific to the user, this information will be; quantity, description, make, model, serial number, purchase date, update date stamp, purchase price, retailer, photo, proof of purchase, and where stored(room). It will have a sign in page so that each user has their own inventory. Users will be able to create, view, update and delete. The users main page will be a display of their inventory. Ideally there will be an app that does this too but that is a stretch goal.

### Non-Goals

This website will not allow users to see other users inventory. There will not be an iPhone app.

# Design Overview

### Introduction

This will be created on the MERN stack. As it progresses changes may need to be made.

### System Architecture

Main frameworks and languages:

|  |  |  |  |
| --- | --- | --- | --- |
| Login | Front-End | Database | Back-End |
| Auth0 | React.js | MongoDB | Node.js |

Other:

* Express

# Milestones

Milestones will be kept track of on Trello.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 7+ |
| Initial Setup | Login | Front-End | Database | Back-End | Website Design | Android App |