**Detailed Description**

Aim

***“To develop a financially viable, simple inventory management system”***Businesses are asking for an easy to use solution that will increase productivity. Our team wishes to create the solution to this problem ensuring businesses will be able to flourish in this post covid world. *“71% of retailers are looking to inventory management technology to improve their supply chain efficiency.”* (Square, 2021) This has made significant impact to businesses due to the expense of many solutions along with the training necessary for competence. We will make the software easier by including a modern interface with big touch enabled buttons and hiding unnecessary detail in the simple display. Our product will be financially viable by saving both the operators time and companies money. Our pricing will be subscription based for our web enabled services and licence based for software installed directly on hardware.

Goals

***Create an application wireframe***

Our team’s initial objective is to develop a wireframe for our project. This will ensure that we have a vision of our product that we can work towards. Our decision to make the visual design the first goal stems from our groups perceived abilities in the IT space. Much of our team have little to no programming experience and we are unable to find a suitable solution which provides application design in an easy to learn format. The other significant reason for this is our time constraints in development, if we were to create a full application in five weeks’ time, we would not provide anything of substance, or we simply would not be able to complete our initial goal to a satisfying conclusion.

***Create a mock website with sample data.***

Secondarily to our initial goal we wish to create a pseudo functional website. The reason we chose to this as a secondary goal as it is a significant step up from creating a wireframe. This will require the use of some more complicated programming and potentially a database backend with a webserver. Including this is a measurable jump for the skills of our team and will show progression in both the project and our team. This has been defined as one of our stretch goals and as such will most likely not be delivered to a complete standard by the end of week 12.

***Create a mobile application.***

Finally, we wish to embark upon development of a mobile application which can host a small business’s inventory. This has been presented to our team as an unattainable goal for the original time frame of 21st of November. This was included as an attainable goal for the 6 month project defined within our skills and jobs segment.

Plans and Progress

***“Testing”***

Example

Roles

***“Testing”***

Example

Scope and Limits

***“Testing”***

Example

Tools and Technologies

***“Testing”***

Example

Testing

***“Testing”***

Example

Timeframe

***“Testing”***

Example

Risks

***“Testing”***

Example

Group process and communications

***“Testing”***

Example