

Internal Home Directory



Reyna Kozel
Computer Science



Justin Tran
Computer Science

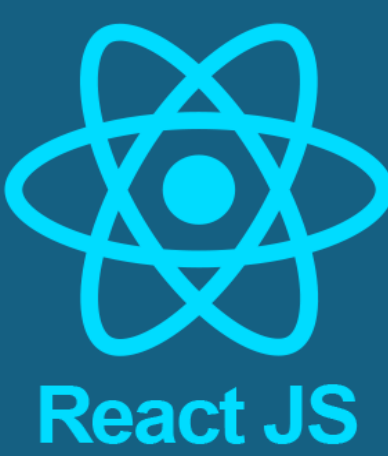
Fred S. Annexstein
Advisor

What is our project?

An inventory management system that allows users to assign places, values, and categories to items in their life. Our mission is to create a gamified inventory system that encourages mindful consumption

Our Stack:

Frontend



Backend



Challenges:

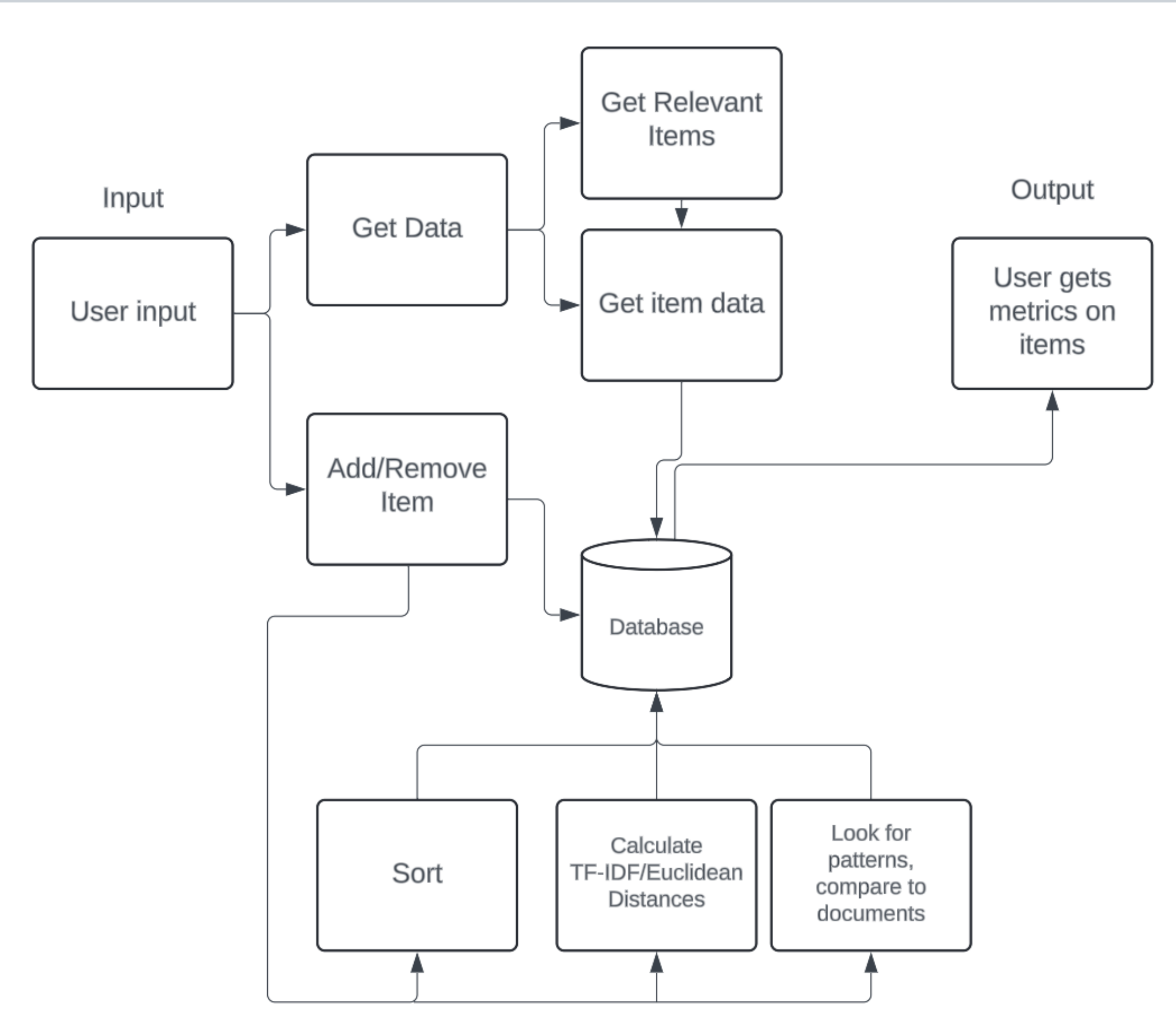
- Deciding on a structure for the application
- Maintaining security and confidentiality for users
- Designing a seamless and hassle-free experience for users
- Bringing the frontend, backend, and database together to create an application that is easy to deploy

Obstacles:

- Learning new frameworks and programming languages
- Designing an application end-to-end
- Self-guided research and development
- Working on this project alongside difficult classes at the end of our CS curriculum

Impacts / Achievements:

- Created a functional application using frontend/backend frameworks and database for persistent storage
- Deployed an instance of the application at home for personal use and testing
- Potential to help users reduce waste, save money, and encourage more mindful consumption



The logical structure of our application

Future Work:

- Design better looking UI components and cohesive theming
- Improve security and obfuscation of user data
- Allow for use of external scanning devices like barcode scanners
- Integrate with various retailer API's
- Expand use on mobile devices



Users will be able to scan barcodes and QR codes to catalog items

