

# Internal Home Directory



Reyna Kozel  
Computer Science



Justin Tran  
Computer Science

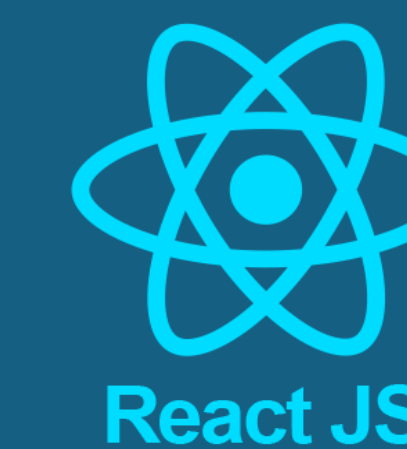
Fred S. Annexstein  
Advisor

## 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
- 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

## Future Work:

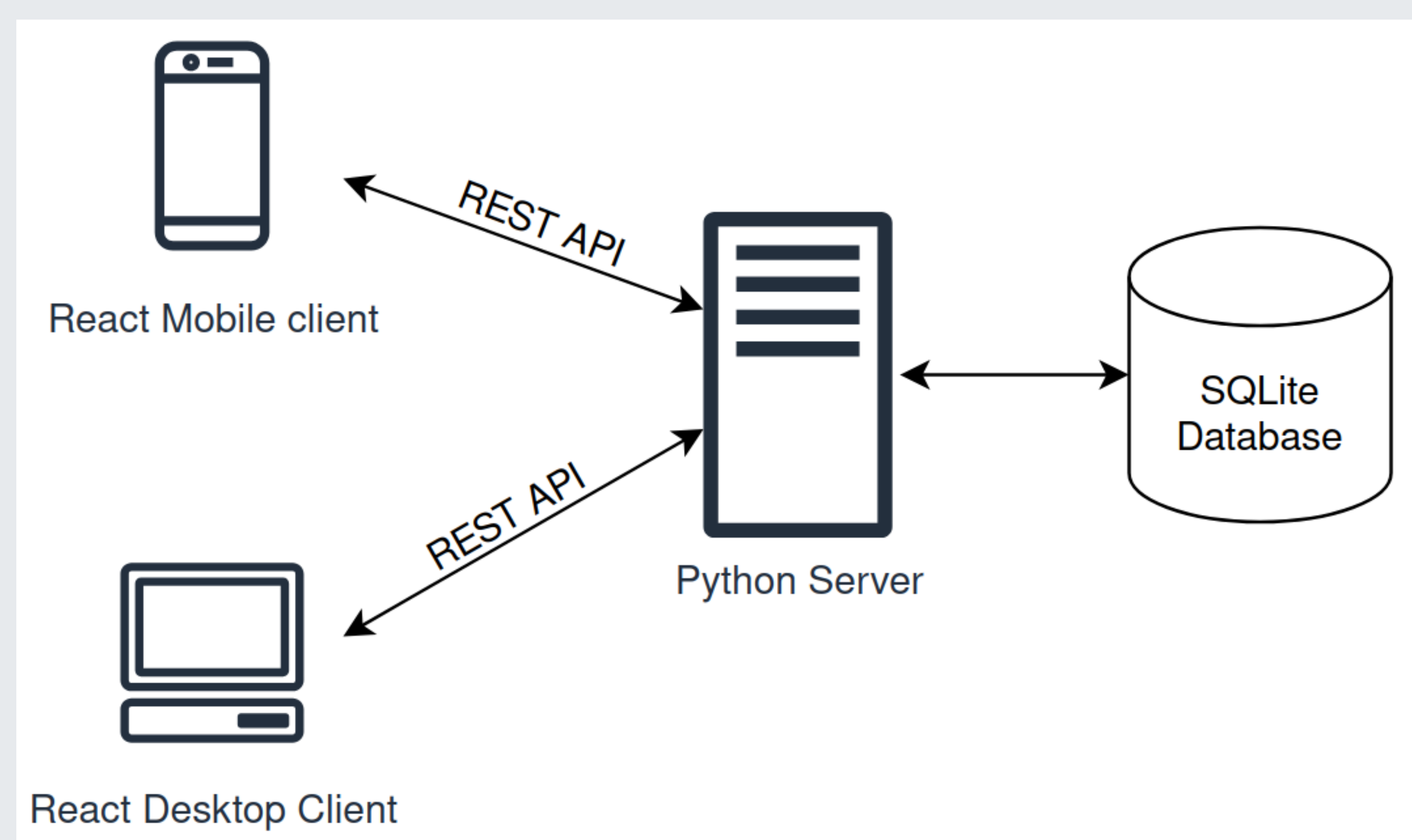
- Design better looking UI components and cohesive theming
- Add user accounts and credential verification
- Allow for use of external scanning devices like barcode scanners
- Integrate with various retailer API's
- Expand use on mobile devices

## Learn More:

Visit our GitHub for source code and additional information!



<https://github.com/tranjtGCP/Internal-Home-Directory>



The logical structure of our application