# **Building Inventory System**

### **Team Members**

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## **Description**

A key component of keeping track of a business's inventory is through an inventory management system. Usually this is done through Excel, but the system has to be made from the ground up and functionality is limited within Excel. Our Final Project will act as an alternative to Excel by being a web app inventory management system that is available not to just businesses, but to individuals as well.

Since we are creating a dedicated web app, we will have a user friendly UI that will be dedicated to displaying items through intuitive graphics. Compared to the long list of items on an Excel spreadsheet, our web app will list these items by buildings and rooms. Our goal of this project is to make inventory management available to the public by creating a service entirely dedicated to it.

### **Core Features**

- 1. Landing Page
  - A. Explains the purpose behind the service.
  - B. Contains the login.
- 2. User Profile Page
  - A. Created when a user registers into the service will have their username and profile picture.
  - B. Will allow a user to change their password.
  - C. Will list all buildings that the user manages.
- 3. Building Page
  - A. Page specific for an individual building.
  - B. Will show all rooms, containers, and items nested within the building. Will show other basic info associated with them.
    - All these will be clickable to lead to their according page.
- 4. Room Page
  - A. Page specific for an individual room .

- B. Will show all containers and items nested within the room. Will show other basic info associated with them.
- 5. Container Page
  - A. Page specific for an individual container .
  - B. Will show all items stored within the container. Will show other basic info associated with them
- 6. Item Page
  - A. Page specific for an individual item.
  - B. Will show all info for the individual item.
- 7. Add Page
  - A. Allows the user to add a building/room/container/item.
- 8. Search for Object (For Building, Rooms, and Containers)
  - A. This would allow for a user to search for an object (room, container, or item), by name, within the scope of the page.
- 9. Collaboration/Sharing
  - A. Users can add other users to a building's viewer list.
    - These other users could then **view** the rooms, containers, and items in the building.
  - B. Users can add other users to a building's manager list.
    - These other users could then **edit** the rooms, containers, and items in the building.
- 10. Browse Buildings Page
  - A. Users will be able to browse buildings whom's visibilities are set to public on this page.
  - B. Users will be able to save/favorite buildings here for guick filtering access later.
- 11. Statistics
  - A. Show basic statistics for items over time.

#### **Extra Features**

- Google Maps Viewing
  - For an individual building page, a Google Maps embed will show according to the building's address.
- Low on Item Alert
  - Will alert a user, through a notification center on the page, when the quantity of an item goes below a specified count.
- Pictures for Items
  - Allows users to upload a photo for an item that could be viewed on the item page.
- Export Building
  - Allows users to download a JSON representation of a building (which they have access to).

# **Github Repository**

https://github.com/twang1905/CS-546-Final-Project