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SNHU

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2-3 Milestone: Goals and Users

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**Goals and Users**

1. **Articulate the goals of the project**. Begin by identifying the application you have chosen to work on. Then explain the overarching purpose of the app. Be sure to reference the major components you think will be necessary to include in the app to support the app’s goals. Reference the detailed list of needs included below the app option you selected in the Scenario section. For example, each option includes the need for a screen, with a grid, that displays information. Explain how you might design this at a high level with reference to features, what it would need to include, and how that serves the users to meet the mobile app’s goals.  
     
   The application I am going to work with is Option 1, the Inventory App. This applications intended purpose is to track items within a warehouse. To accomplish this the apple will need to have a mechanism that users can add and remove items from the warehouse inventory, a mechanism that users can increase or decrease the count of any specified item, and a mechanism that will track when an item has been reduced to zero within the application. This could be accomplished with a GridLayout, with columns to hold the item, and text fields to edit the count, possibly with buttons to increase, decrease, or remove item. Additionally, the application will need to be secured to prevent unauthorized manipulation of item counts by using a username and password authentication. To incorporate a log-in page A TableLayout viewgroup with multiple TableRows for username and password, and in a separate Column, textfields to enter the userid, password, and a button to authenticate against the databases for password and userid upon onClick().
2. **Compare the mobile app you selected to other successful apps of the same type.** You should reference two mobile apps that have similar themes and goals to the one you will be developing. When completing this comparison, you can explore mobile apps you have used or ones you are less familiar with but found via online research. If you need ideas, you can look through the Android Apps on Google Play resource that is linked in this week’s Resources section. Researching competitive apps that target the same audience will help you better understand ways the goals of your app can be addressed.

The first application I found that performs a similar action is the Zure Technologies (Pty) Ltd, Inventory Management mobile application. This app similarly to the Option 1 allows a user to track stock and update its availability using an application. Though where I think it differs and benefits is its ability to track and scan barcodes I’m assuming using the

<uses-feature android:name="android.hardware.camera" in the AndroidManifest.xml.   
Additionally, this app allows a user to enter a username and password and verified against a database using a login button, though this app does include an autolog-in option that could be an issue if a device is lost or stolen.

Another similar application is the Inventory Management by Industrial IT, This app similarly allows a user to track stock using a grid pattern for in and out, move, additional information, and adding and removing items. I believe this app excels by offering a pie chart view to see total stock of everything. People love pie charts. Additionally I didn’t see any option to log in or out, making this application difficult to secure or keep track of who is making edits.

1. Discuss potential users of the application. You will need to identify three different user types, based on their goals, and describe them. The details in the Scenario section should help you form an idea of who the app’s users would likely be. Think about the following questions when crafting your response:
   1. What needs might a user have that your app would serve?
   2. Why might a user decide engaging with your app is the right choice for them?
   3. Where does your app fit in a user’s lifestyle?
   4. How much time might a user have available to engage with your app?

Three different users for this application would be a warehouse manager using this application to keep track of what they have in stock, a personal assistant keeping track of their employer’s wardrobe or kitchen stock, and an office manager keeping track of on hand supplies. The warehouse manager would benefit from the log in to the application and the mobility of an app to keep track of their on-hand stock on the go fast. The personal assistant would benefit by having an on hand stock they could check when planning their clients day quickly, and finally the office manager would benefit by knowing what needs to be ordered when stock is running low with this application and alerted to prevent business from stopping when stock drops to zero.

Resources:

Zure Application:

<https://play.google.com/store/apps/details?id=com.zure.stockzure>  
  
the Inventory Management by Industrial IT:

https://play.google.com/store/apps/details?id=nl.industrialit.warehousemanagement