

Shift Team Six

Cody Ezell (Team Lead)

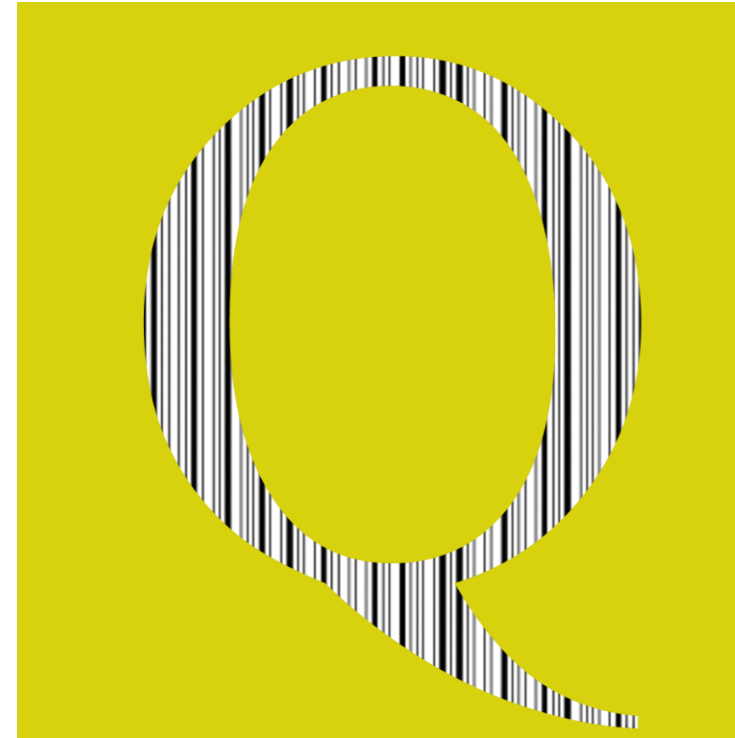
Steven Davis

Corey Welborn

Matthew Crocker

Zachary Light

Quik-Ventory

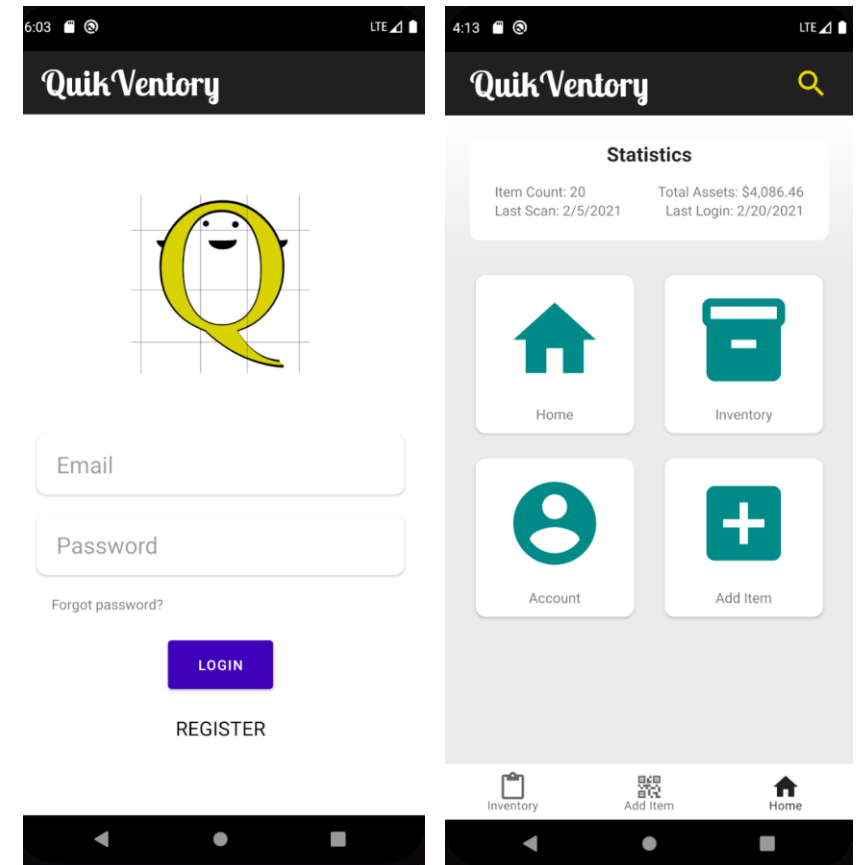


What is Quik-Ventory?

- Quik-Ventory is an applications that helps the user keep track of inventory using either a barcode scanner or manual input.
- Can be used both in business settings – to keeping track of stock – or individual use – tracking personal belongings for insurance purposes.

High level requirements

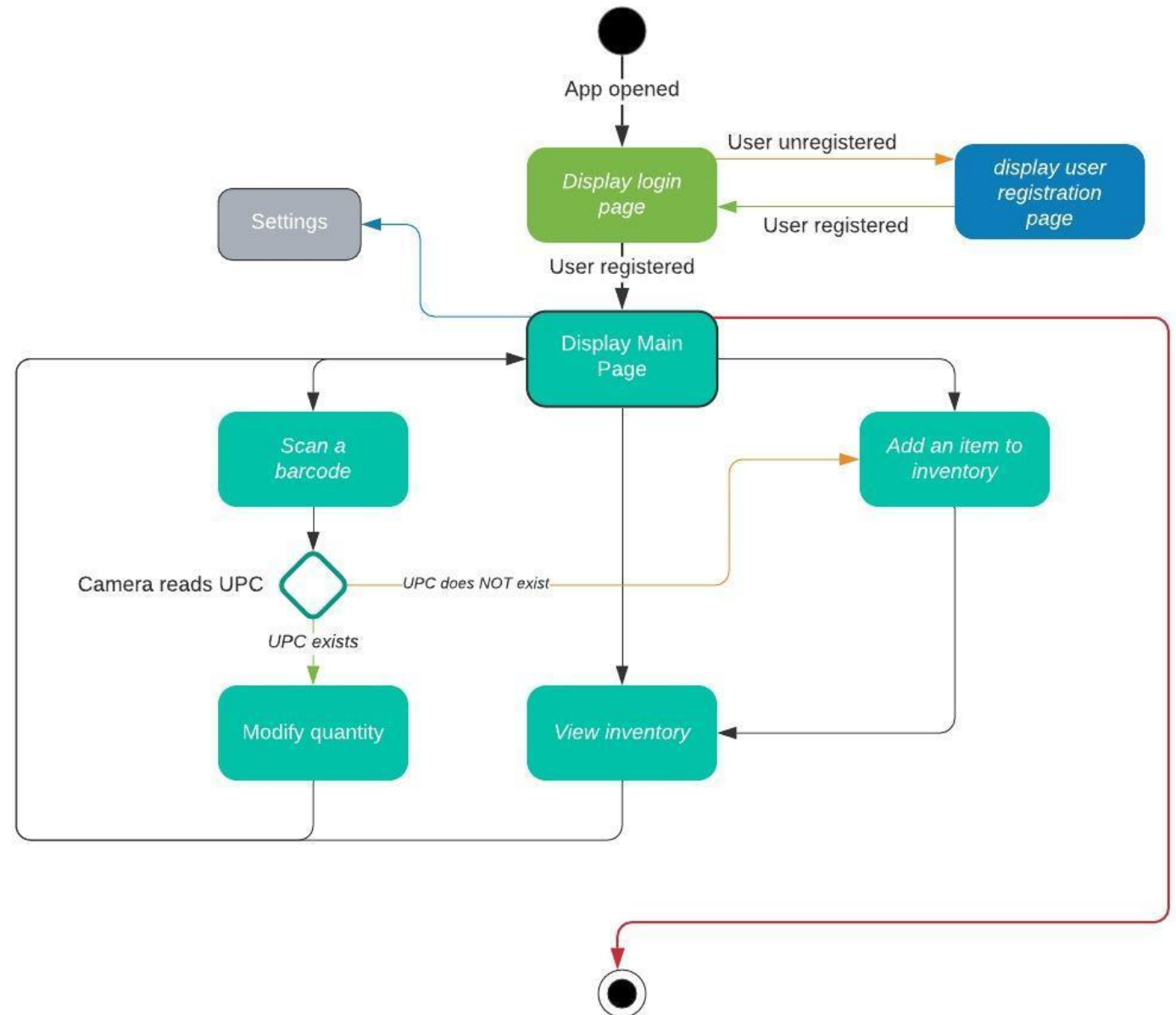
- User shall be able to Register, Login, and Logout.
- User shall be able to Scan a Barcode and Store the Item in Database.
- User shall be able to Add, Edit, Delete, or Create Items Manually.
- User shall be able to View, Sort, and Search Items.
- User shall be able to Reset Password if Forgotten.



State Diagram

Quik-Ventory App State Diagram

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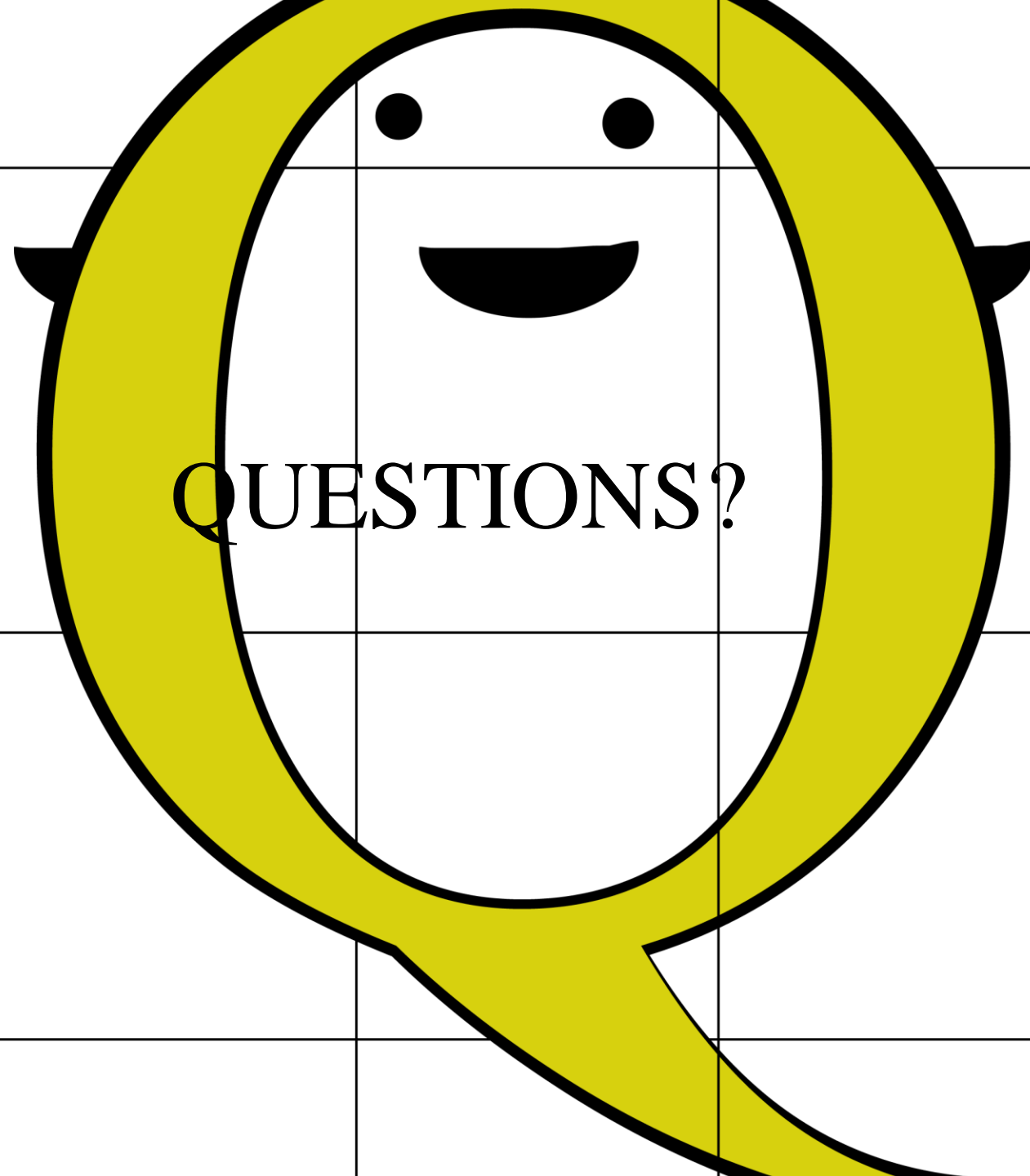


Test plan

- Make simple calls to test database connectivity.
- Test Database
 - Create multiple user accounts.
 - Sign in and out of each.
 - Create a few unique test items under at least two accounts to test separation of databases
 - View the database for each account to be sure they are separate.
 - Adjust each category for any one item. Only change 1 category at a time.
 - Do this for a few items in each database
 - Check for changes
 - Adjust multiple categories at a time for several items in each database. Check for changes
 - Adjust all categories at once for several items in each database. Check for changes
 - Delete an Item in each database. Check the databases to be sure the items are gone.
- Device Compatibility
 - Test the app on an android device
 - Test scanner
 - Scan multiple new items to add to each database.
 - View databases to make sure items appear.
 - Scan existing items to recall them from the database.
 - Be sure items in one database cannot be recalled from another.

Problems/Challenges

- Importing project to GitHub directly from Android Studio.
- Working with Photoshop in order to create the various app logo designs to later be modified into the final design.
- Unfamiliarity with Kotlin language and abilities.
- Implementing an Online Database.
- Finding time to work on the project.



QUESTIONS?