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Movies and Video Games Inventory Tracking System

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Movies and Video Games Inventory Tracking System

Final Project Report

12/4/2016

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Michelle Parker

Submitted to:

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Executive Summary

The Movies and Video Games Inventory Tracking System was created by Matt Jordan for his senior project at Indiana University-Purdue University Fort Wayne. The purpose of this project is to build a more efficient system to better track an inventory of movies and video games. This new system will save money by reducing the likelihood that inventory will be misplaced or lost. This duration of this project spanned two school semesters that took place from January 2016 – December 2016.

This system's application interface was developed using Microsoft Visual Studios 2015 while the database was developed in Microsoft Access 2010. This system utilizes a barcode scanning system as its primary check-in / check-out method. Adequate research and effort went into making the integration of this system possible and the final deliverables are as follows.

- A complete database design to store all customer and inventory related information vital to the functionality of the system
- An user friendly application interface for effortless manipulation of database information (Add, Delete, Update, Search)
- Check-in / Check-out method with an integrated barcode scan gun
- The ability to run reports to easily monitor inventory assets and determine who they are checked out to
- Integrated barcode printing through the application for new customers and inventory

The documentation that follows covers information related to this project more in depth. I would like to thank you for taking the time to read it and would appreciate your continued support and feedback.

Additionally, I like to thank the Project Advisor and System Tester. Their system testing and improvement advice was key to making this system more robust and user friendly.