

Brainstorming meeting between Brandon and Steve on 10/14/14

- Sub inventory & cost controls (packaging) – sub of time – another function
- Play in bulk or play in individuals – let the users decide
- Limits (quantity limits) – yes limits or no limits (unlimited)
- Attributes – the ability to have additional options, fields, settings, etc.
- Pools – pre-defined rules to help with conversions
 - o $1/8 \text{ oz} = x \text{ g}$
 - o $1/4 \text{ oz} = x \text{ g}$
- Units of measurement for the package... unchangeable
- Sub inventory items with special values.... (for example)
 - o Labor – mommy object
 - Sub labor – child options
- Price – variable prices and variable quantity to price levels
- Barcode – We can use a unique number and it will pop up the package details.
- Package of packages (mini price and quantity matrix for or per the package) – copy and paste from other rules or matrix... think one-to-many
- Currently we have a 1 to 1 on price and unit of measurement – we need to extend that...
- Controlled groups – each package is individual
- Pre-packaging
- Scales and integrating with scales
- Pricing matrix per item... without smart group buttons. This could be on a group level or on an individual item level.
- Think subs and subs of subs – attributes (individual - micro level)
- Be able to package, re-package, and re-package again. Unlimited number of layers or wrappers (how are we applying space)
- By default a perfect 1 to 1 on price, quantity, cost, description, unit of measure.
 - o If they want, they could connect to a pre-defined matrix
 - Prices, start/end qty's, descriptions, and unit of measure.
 - Sub packaging to get to that level.
- On pricing we need price per, and total prices... just like smart group buttons
- Borrow the logic of the smart groups without forcing things to the button level.
- Attributes – Allow them! – empower the users! – Both ways in and out (adding fields and subtracting fields).
 - o Colors, descriptions, sizes, weights,
 - o Sub matrix of other options...
 - o Flex grid at any level... think any attribute
- Packages are very defined... packages may not be as big, but think of a lot full of cars and trucks. Each one is very unique and we need to record that data. The uniqueness, good or bad, may also affect the cost and price (money or the Y scale)
- Part categories and sub categories of categories – stack as needed
- Real In-Line Extensions – we need them – see notes from 10/2/14.
- Go as deep as we need
- Think of attributes on a per item basis... shoes, balls, t-shirts, sizes, colors, etc. The categories need to be main... The attributes need to be on the sub category or sub level.

- Pattern after the makes and models section (any attribute and make it searchable). Do this on a group level or an individual level.
- The goal is bulk or general to specific or individual. Use the stock/units as a model... They are serialized units... tons of micro details that may be assigned and applied per item or per package...
- Searching space... pretty vast and broad
- All of the pieces play in this same realm – all 12 main players, sub line items, payments, sub tables, attributes, and any other sub functionality. Make it even more of a system.
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