See below for other dates as well.

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

* Sub inventory & cost controls (packaging) – sub of time – another function that we can assign to whatever.
* 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
  + 1/8 oz = x g
  + ¼ oz = x g
  + Name, price structure, all the conversion rules.
  + Maybe allow things to be connected to preset rules on the fly… Don’t require them to directly connect things. Allow them to assign on the fly.
* Units of measurement for the package… unchangeable
* Sub inventory items with special values…. (for example)
  + 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) –recipe/builds and templates (processes) 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 – other peripherals (outside pieces)
* Pricing matrix per item… without smart group buttons. This could be on a group level or on an individual item level. (rules and assignments or pool subs or recipe subs)
  + Rules need to be assigned to categories… that could be part categories, sub categories or customer types or both (any – space – organization – or layers)
* Think subs and subs of subs – attributes (individual - micro level) – think of my cart favorite button groups (subs of subs). Maybe flex grid or in-line extensions.
* 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.
  + 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).
  + Colors, descriptions, sizes, weights,
  + Sub matrix of other options…
  + 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.

10/21/14

* Go to the very beginning…. Where does it start?
* On multi RFID & Serial Numbers…
  + Stardard Piece: Ex: XYZ-7777
  + Auto Increment from N to M. Ex: 400 – 550
  + Or I need to add X number of these with mini tweaks
* Stock/Units – tons of 1 to many :: also attributes to parts – tons of 1 to many relationships
* Auto packages – LIFO and FIFO – What is the order of selling? Think of a vending machine… next, next, next…
* Settings and overrides – Possible options and how do they play?
* Possible grouped invoice… In the background we play in detail, in the foreground or to the customer we play in bulk – according to price and description.
  + Toosie Rolls at $0.05
  + Toosie Rolls at $0.07 (price is different)
  + Toosie Rolls X at $0.05 (description is different)
* Track in detail but show in bulk when possible.

10/22/14

* Building recipes… Build the recipes based on a quantity of 1 – not 12 (what if 10, 11, 12, or 13). On a quantity of 1, it will work every time.
* Build and Sell, Build and Hold, ….. future of Build and Build (stock/unit or a 1 by 1).
  + What if Build and Build was a set of preset attributes, processes, matrix, attributes, etc.
  + Think a preset set of rules and functions. You could then use the build and build recipes over and over again.
  + This may be tied to pools or presets (subs of elements of time)
* Raw, to work in progress, to finish goods. Run things through settings, processes, or preset lists of things that normally happen. It could also include options. Think of a recipe but then using it on the fly. Adding the attributes on the fly but it all gets connected to a basic recipe. Or we run the recipe (as is with options) but then they can customize the process as needed.
* Buttons, checkboxes, groups – Think about building a stock/unit description (lengths, widths, weights, colors, other attributes). Building over and over with standard features.
* 3D level – x=time, y=money, z=space
* On barcodes maybe tie out to categories or allow a switch to determine the action – add to cart, show details, prompt for weight, show matrix, ext. Maybe even a quick screen with other options.
* Speed is the main issue.
* Sales and promotions, coupons, marketing campaigns, discount levels, etc.
* Scanned like pieces – do quantity discounts based on categories vs. just a simple 1 to 1 sale. Think of smart group buttons but allowing the pricing to be applied to a group instead of individual assignments. Currently, we can assign any number of pieces to a group but they are treated as individual pieces not groups. It may need to go to the next level.
* Sub inventory pieces (tied to customers or promised for certain jobs) – Basically putting some of these products on reserve and then special pricing for certain customers. Assigning products out before they are really used… kind of who gets what and from where?
* Attributes may need to be on an invoice. Let’s set up things so that it can play as such. Think templates and sub functions. What do you want? Play on the full custom level. Build your own….
* Custom labels – We may need to add ingredients, stats, attributes, conversions, package details, etc. As a note, labels don’t have to be a sticker… it could be any other documentation, pages, notes, copy, verbage, etc.
* Recipes…. That could be the process, the pre-set values, the defaults, the verbage, the contents, any other documentation pieces. Think any other data stickers or otherwise… Data sheets, photos, instructions, warranty, disclosures, etc.
  + Maybe connect recipes to media/content and files.
* Breaking traditional accounting again! Professional Day Dreamers! We also try to put it in to action.
* Business Zipper – 3D World Building – A complete system – Building the bridges between the different players, groups, and pieces. It is a system.

10/23/14

* On in-line extensions… We need to be able to set which field is required, what order to show, show/hide options, defaults, add or subtract the new ones.
* API socket level … play at the wall – wall outlet or surge proctor level. Application plug-in
* The rising tide raises all boats – Maybe present some community funded projects. Show people the value of where we are headed.
* 3rd Party solutions – “Let them play at the wall” – Wayne Moore
* Virtual cash box that is automated.
* Cost of goods to inventory (COGS) – we will have this piece.
* Next logical step – This is what our goal is… What is the next logical step?
* We are selling a partially done product… That has been a huge pain but super worth it… We have a producing idea farm – right now! Our clients are helping us drive the ship!
* We try to listen to what our customers are really asking
* Corp setting, page settings, location settings, user settings, manager settings, etc. To what level? Business world building!
* Business to Business (B2B) transactions. Application flex grid options. EDI electronic data interchanges.
* Keep plugging, keep plugging! We are going in the right direction! The windows keep opening. This project is way bigger than we are… ☺
* Our business model is: small to medium sized business, self-server, software as a service, open API model, etc.