

## PROJECT PREPROPOSAL

- GROUP NUMBER: Team-16
- PROJECT TITLE: ROOCART
- GROUP MEMBERS:  
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- PROJECT GOAL AND OBJECTIVES: To Provide an Online Market Platform for UMKC community.

Motivation: University community face unexpected experiences and delays by shopping online from various ecommerce sites for general products and for vital services. An online on campus market allows these communities to sell, buy and rent goods and offer reliable services among themselves in quick manner and in a safer environment.

Significance: RooKart empowers student and faculty to sell and buy products, offer reliable services, post classifieds, offer deals within the UMKC community. As all the services offered are between campus related people, easy shipping, high reliability and quality services are guaranteed.

Objectives: To develop an ecommerce application, with presence on both web and mobile platforms, to serve among the campus community in order to provide reliable services, classified advertisements and pre owned product sales and rental operations.

### System Features:

ROOCART allows UMKC community:

- ❖ To register and create an account.
- ❖ To provide the description and specifications of the Product or service user wishes to provide.
- ❖ To browse and choose the required products or services from the available options, powered by a search engine.
- ❖ User can post classified ads and services they wish to offer along with description and pricing specifications.
- ❖ Buyers can rate sellers and provide a review about their experiences.
- ❖ User can communicate among themselves over messages/ call through the application.
- ❖ User can meet at a specific location for trade.
- ❖ Weekend open sales can be conducted at particular location where students and faculty can buy or sell according to their requirements.

#### Related work:

1. A survey conducted to find the requirement of on campus ecommerce application.
2. IJARCS&SE

#### Backup Project: Team UP – Mobile Social Network application

TeamUp allows the users to form groups depending on their specific common interests. Users can communicate among themselves through the internal chat application. User can plan and organize events and invite other users based on common interests. Users can post news and their group and individual activities. TeamUp can suggest friends based on the common interests. Users can share location, attach files, media contents with other users. Users can post their stories to Social media applications.

#### Bibliography:

1. [http://www.academia.edu/5514432/E-Commerce\\_Concept\\_and\\_Design](http://www.academia.edu/5514432/E-Commerce_Concept_and_Design)
2. <http://www.journals.elsevier.com/electronic-commerce-research-and-applications>