TRIVHUVAN UNIVERSITY
PATAN MULTIPLE CAMPUS
Patan Dhoka, lalitpur

BCA
Project proposal
On
Vehicle Auction App

Submitted To:
Department of Bachelor in Computer Application (BCA)
Patan Multiple Campus
Patan Dhoka, Lalitpur
For the partial fuilfilment of BCA sixth semester

Submitted By:
Aashis Maharjan
Third Year/ Sixth Semester
220095
2077/11/09

Introduction **2**

Problem Statement **2**

Objectives **2**

Methodology **2**

4.1 RequirementIdentification 2

4.2 Feasibility Study 2

4.3 High level design 2

Gantt chart **2**

Expected Outcome **2**

Reference **2**

List of Figure

Fig 1 System Flowchart
Fig 2 Gantt Chart

1. Introduction:

The proposed system is a mobile application which is a C2C e-commerce app that will allow the user to sell and buy used vehicles. It is a platform developed using flutter and nodejs which will provide user with the facility to auction and bid on vehicles that they want.
This system will use a price determination algorithm which will provide a price range for the seller to sell. This price determination algorithm will determine the price based on the no of years used, no of km driven, no of interested people.

2. Problem Statement

In context of Nepal, time-saving, offers, easy ordering system and information available at the online shopping portal, were the main reasons for the shoppers, to prefer online shopping. The service quality provided by the online company, made the Nepalease customer, prefer online shopping. The quality of the product delivered to the customer was seen to be the major problem in Nepalese online shopping. The delivery of the wrong product was also seen one of the problems in online shopping in Nepal.[1]

The proposed system tries to overcome the following problems.

- Existing e-commerce systems do not provide the facility to help determine the price.
- Most existing e-commerce do not provide payment method.
- Most application do not provide friendly interface

3. Objectives

- To provide a application for auctioning/selling used vehicles in Nepal
- To provide a platform where people can get the best deal for their vehicles
- To provide safe payment

4. Methodology

4.1 Requirement Identification

a. Functional Requirement

Admin/Moderators

- Admin will be able to login
- Admins will be able to monitor the transactions
- Admins will be able to ban a user or remove a post

Users

- Users will be able to login and register
- Sellers will be able to post vehicles for auction
- Buyers will be able to bid on vehicles
- Users will be able to chat/comment on posts

b. Non Functional Requirement

- The system will be available for both android and ios users.
- The system will be secure.
- The System will provide a user friendly interface and navigation
- The system will have social platform support.
- The system will be reliable.

4.2 Feasibility Study

a. Technical Feasibility:
The proposed system will can be developed and deployed with the existing hardware, software, and resources. The application can be scalable and can be optimized.

b. Economic Feasibility:
The system that is being developed is economic feasible and can be developed with the available economic resources.

c. Operational Feasibility :
The system will be easy to operate and maintain. The system will have easy no use and navigate GUI for both the users and moderators therefore the system is operational feasible.

d. Schedule Feasibility:
The proposed system can be completed within the given timeline and is schedule feasible.

4.3 High level design

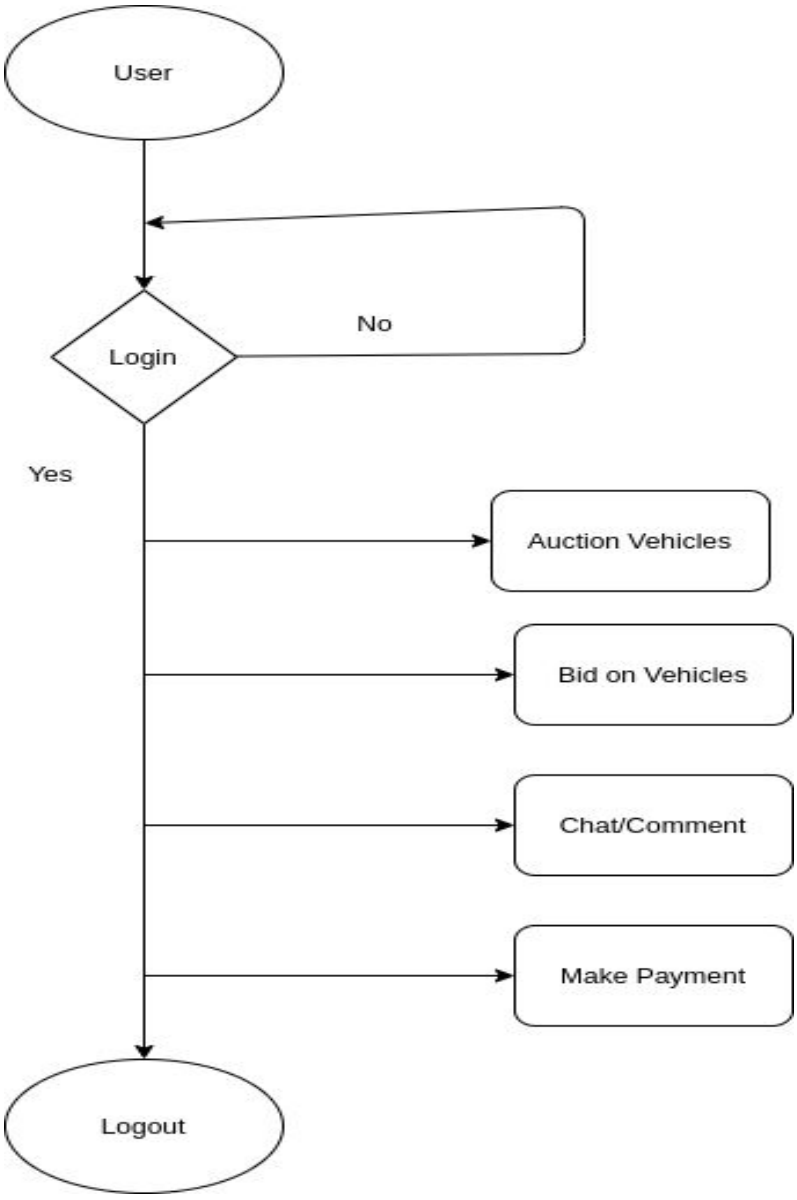

FIg 1 System Flow Chart

4.4. Methodology:

a. Implementation plan:
   The proposed system will be created using the water fall model since the project has pre defined requirements. The system development will go through different steps. The first step will be system design based on requirement analysis. The second step will be implementation of system which will involve unit and feature testing. The next step will be integration and testing. The final step is deployment and maintenance.

b. Implementation Tools:
   The system will be developed using nodejs and express for backend server. Flutter for creating mobile application, reactjs for administration website and mongodb for database.

c. High level Architecture
   The system will be developed using three tire technology.

5. Gantt chart

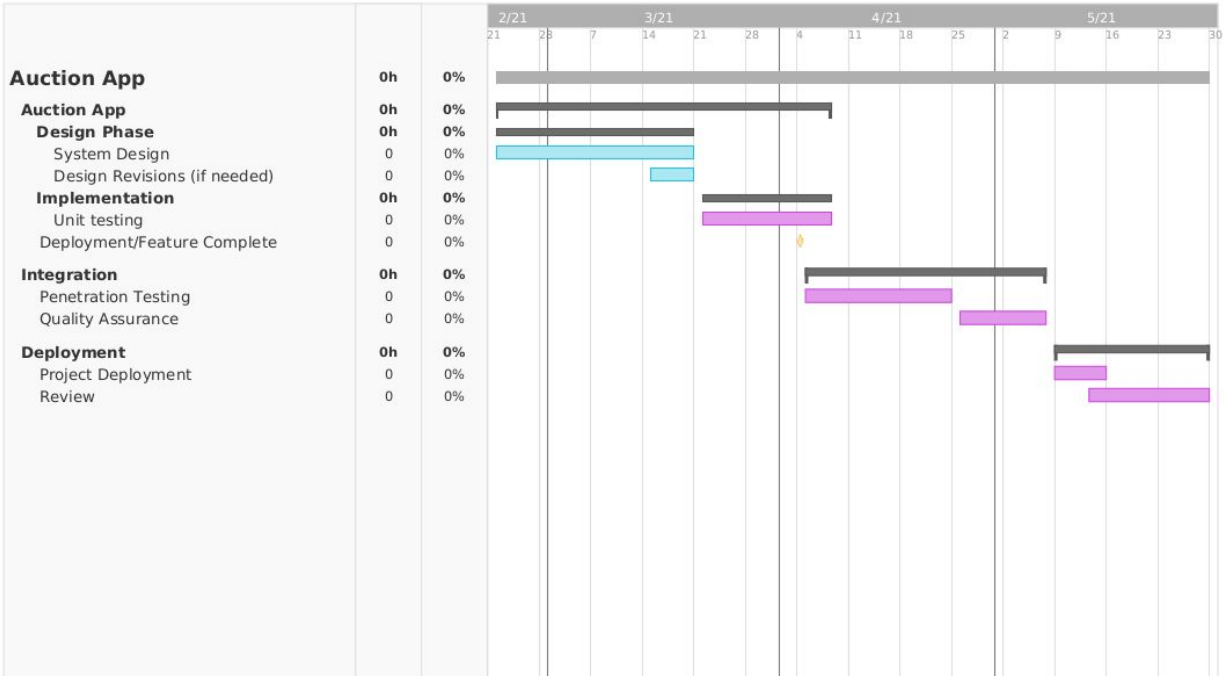

Fig 2 Gantt Chart

6. Expected Outcome

On completion of project, the outcome will provide a way for the people living in Nepal to sell and buy used vehicles. The project will provide a common market place for auctioning and biding on product.

7. Reference

[1] www.nepjol.info/index.php/JNBS/atricle/