

Project Charter Version2

(Team 2)

Project Title : Pioneering E-commerce Platform in Cleckhuddersfax
Project Sponsor: The British College, Kathmandu
Project Manager: Mr Rohit Pandey

Version Control

Version	Date	Summary of changes
V1	2/25/2020	All the scope have been defined for project according to the case study.
V2	5/22/2020	EERD, ERD, Final Composite Model and Logical Design were Completed. GitHub was used as communication tool in version2. No team meeting Physically, only through virtual communication.

Project Justification

Simply, the project is all about e-commerce website for the customers and traders of Cleckhuddersfax. The e-commerce platform consist of customer interface, trader interface and management interface. The joint agreement between the traders in the area leads the traders to sell their products direct to the consumers through systematic and pioneering ecommerce web interface.

This web interface permit local residents to buy products from the native traders. This system lend a helping hand to local people who are unable to purchase goods locally during the regular opening hours. The creation of the e-commerce website will enable the traders to sell their goods in the competitive retail market without loss or misplacement of their income to the national chain.

Customers can save their time with the utilization of timeslot. Timeslot allows the customer to collect their product from collection point after placing and paying for their order by identifying the respective collection slot that must be at least 24 hours after placement of order. Similarly, there will be bunch of facility for traders and customers. The major target will be to provide a convenient user experience.

Project Scope

The Scope of this Project is to full fill all the requirements and produce a e-web for the facility of locals in Cleckhuddersfax . This Project is based on requirements given by the stores of Cleckhuddersfax.

The main objectives:

- Maintain time values by giving fast and efficient shopping for peoples.
- Manages customer choice by giving various options according to their need
- Increase the number of customers by giving new platform of shopping.
- Be useful for management to monitor the shop.

High level requirements

Customer Interface:

- Customer should be able to navigate to products by shop or by product type.
- Customer should be able to view the website in various devices. Hence, resulting the site as responsive.
- Users should be required to register before they can place an order and be logged in to access the basket

Trader Interface:

- Traders should be able to manage their products and information on their shops via a web interface. They should be able to add/delete/update
- Traders should be able login to the database on a daily basis to view reports on orders and stock levels etc.
- Traders should have a trader login that allows them access to their details only.

Management Interface:

- There should be management dashboard.
- The dashboard will give the traders access to a range of daily and periodic reports.
- Traders should be provided with a weekly finance report which will identify payments to be made to them resulting from the previous 7 days orders. The report will only cover orders that have been delivered.

Major deliverables:

- E-Commerce website with customer and trader interface.
- Admin facility for traders to add, update and delete their products.
- Add to cart functionality with billing system with PayPal Integration.
- Database linked to e-commerce site with management interface.

Duration

NAME	DATE
Initiation of Project	06/02/2020
Work in Progress submission	24/03/2020
Final Project presentation	02/05/2020
Team Portfolio and Individual Report submission	10/05/2020

Estimated Budget

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Name	Daily(hours)	Weekly(5 Days)(hours)
Ashish Pandey	4	20
Sabdika Ghimire	4	20
Yogesh Bhattarai	4	20
Shivam Shah	3	15
Bidya Joshi	3	15
Aditya Shah	4	20

No initial hardware requirements.

Hours per week per person: 15-20

Total number of team members: 6

Total hours per day by total team members: $6 \times 3 = 18$ hrs

Hence total hours min: $15 \times 6 \times 12 = 1080$ hours max: $20 \times 6 \times 12 = 1440$ hours

Roles and Responsibilities

Name	Role
Aditya Shah	Resource Investigator, Shaper
Bidya Joshi	Resource Investigator, Co-ordinator, Shaper
Yogesh Bhattraai	Team-Worker, Specialist, Implementer, plant
Sabdika Ghimire	Team-Worker, Co-ordinator, monitor Evaluator, Specialist, Implementer
Ashish Pandey	Plant, Specialist, Completer Finisher
Shivam Shah	Monitor Evaluator, Completer Finisher

Communication and Collaboration Tools

The communication means of between our team members are Hangout, Google Drive, Gmail and GitHub.

Hangout is the platform of communication where we discuss, make strategy and plan the ideas and creativity for the project.

Whilst Gmail is also the platform used to share document and content needed for our project. However Google Drive is also used to share documentation and file needed for our project.

We will report higher level of management and to clients by providing screenshot of communication and documentation shared during the making of project.

Team meeting is going to be after the college time where we will be planning and doing work for the project.

Thus, GitHub will be repository where we will be keeping our backup and documents will be shared and master copies are kept.