**BASELINE FRAMEWORK**

Baseline framework is essential for guiding the development, which serves as the snapshot of the initial requirements. This can be used in the phases of development for checking the stage of the project.

Pay with EMI

Sell products

Ordering products

Personal Loan

|  |  |  |  |
| --- | --- | --- | --- |
| Process | Summary | User goal | Sub function |
| OR - Order an item | OR.1 Order an item | OR.1.1 Add an item to the cart | OR.1.1.1 Search for a product |
| OR.1.1.2 Select an item |
| OR.1.1.3 Select the specifications |
| OR.1.1.4 Add to cart |
| OR.1.2 Place the order | OR.1.2.1 Select the quantity |
| OR.1.2.2 Select the delivery address |
| OR.1.2.3 Complete the payment |
| OR.1.2.4 Track the orders |
| SL-Sell an item | SL.1 Create a seller account | SL.1.1 Activate the seller account | SL.1.1.1 Sign in / register |
| SL.1.1.2 Provide Business information |
| SL.1.1.3 Provide bank information |
| SL.1.1.4 Upload cancelled check |
| SL.1.1.5 Receive penny |
| SL.1.1.6 Account activated |
| SL.1.2 | SL.1.2.1 Upload the product details |
| SL.1.2.2 Confirm the status |
| PL - Pay Later | PL.1 Pay in installments for product | PL.1.1 Activation of Pay Later | PL.1.1.1 Check Eligibility |
| PL.1.1.2 Activate the pay Later option in settings |
| PL.1.2 Purchase and Pay on installments | PL.1.2.1 Browse and add to cart the items with EMI |
| PL.1.2.2 Select the EMI payment |
| PL.1.2.3 Select the bank details |
| PL.1.2.4 Select an installment plan |
| PL.1.2.5 Provide credit card details |
| PL.1.2.6 Repayment of item on date |

Super coins

**STORYBOARDS**

Storyboards provide the representation of the user interface for each process, from the start until the completion. This tells how the software will look and function.

The below figure demonstrates the story boards for the process ordering in flipkart.

**Storyboard for order processing**

**Story board for EMI**

**USE CASE DIAGRAM**

A use case is a representation of a specific interaction involving a system, product or a service often used in software engineering. A use case helps to define and understand how users interact with a system and how the system responds to these interactions.

The below table describes the use case diagram for the ordering process in Flipkart.

**USE CASE FOR ORDERING IN FLIPKART**

|  |  |
| --- | --- |
| **Name** | Place orders in Flipkart. |
| **Description** | A customer browses an item and purchases it. |
| **Preconditions** | The Flipkart application is available, and the customer has internet connection. |
| **Post-conditions** | Success: The customer buys products in Flipkart.  Failure: The customer fails to place orders. |
| **Trigger** | The customer wants to purchase an item in Flipkart. |
| **Main Success Scenario** | 1. The customer logs into their Flipkart account 2. The customer browses for products. 3. The customer selects products and adds them to the cart. 4. The customer selects the delivery address. 5. The customer completes the payment process. 6. The order is placed, and the customer has access to the tracing of the orders. |
| **Extensions** | 1. The customer browses for incomprehensible keywords. 2. The Flipkart system will display an error message stating no results found. 3. Go to 1.   4.a The customer adds inappropriate pin code.   1. The Flipkart system shows invalid pin error. 2. Go to 3.   4.b The customer enters an undeliverable address.   1. The customer gets an error message stating delivery is not available to the address. 2. Go to 3   5.a The customer’s payment gets failed.   1. The system displays the error message. 2. Go to 3. |

**USE CASE FOR ADDING ITEM TO CART IN FLIPKART**

|  |  |
| --- | --- |
| **Name** | Add to cart |
| **Description** | A customer must be able to add items to cart. |
| **Preconditions** | The customer has logged in and has selected an item to purchase |
| **Post-conditions** | Success: The customer adds an item to cart.  Failure: The customer fails to add items to cart. |
| **Trigger** | The customer wants to purchase an item in Flipkart. |
| **Main Success Scenario** | 1. The customer opens the application. 2. The customer searches for a product. 3. The customer selects an item. 4. The customer logs into the system. 5. The customer clicks on add to cart. |
| **Extensions** | 1. The customer inputs invalid search key 2. The system gives error. 3. Go to 1.   4.a The customer fails to login.   * 1. The system displays invalid credentials.   2. Go to 1. |

**USE CASE FOR ORDERING IN FLIPKART**

|  |  |
| --- | --- |
| **Name** | EMI Payment in Flipkart. |
| **Description** | The customer pays for items using EMI. |
| **Preconditions** | The Flipkart application is available, and the customer has enabled EMI feature. |
| **Post-conditions** | Success: The customer buys products in Flipkart using EMI.  Failure: The customer fails to place orders using EMI. |
| **Trigger** | The customer wants to purchase an item in Flipkart using EMI. |
| **Main Success Scenario** | 1. Customer logs into their Flipkart account 2. The customer browses for products under EMI. 3. The customer selects products and adds them to the cart. 4. The customer selects the delivery address. 5. The customer selects EMI payment. 6. The customer selects the credit card bank. 7. The customer selects the installment plan. 8. The payment is processed. 9. The product is ordered, the customer pays the amount on date. |
| **Extensions** | 1. The customer fails to login.    1. The system gives invalid credential error.    2. Go to1.   6.a The customers’ credit card processing fails.   1. The system gives error. 2. Go to 4. |

**USER STORIES**

User stories are brief descriptions of the software feature not the functionality from an end user’s perspective. These do not have any technical information.

Below is an example of user stories for Flipkart application.

1. As a frequent e-commerce user, I want to order an item, so that I can avoid visiting shops.
2. As a seller, I want to sell my item online, to get access to a larger market.
3. The flipkart application will be able to provide pay later options to the user for the purpose of high price products being affordable.
4. The flipkart application allows the user to collect super coins, so that the user can get discounts on the item.
5. The flipkart provides online games for user so that the user can collect super coins.
6. Flipkart provides personal loans for users, providing financial support for the users.
7. As an e-commerce user I want to be able to save multiple addresses, so that I can select from them while ordering.
8. Flipkart applications, allows users to add their items to cart, so that they can easily check out later.