

**Ministry of Skills Development and Vocational Training**

**Vocational Training Authority of Sri Lanka**

**NVQ 5 in ICT**

**Individual Project Proposal Information Sheet**

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| **Name of the Project** | Dhammika textile POS | | | | | | | | | | | | | | | | | | | |
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| **Course** | ICT 5 Diploma | | | | | | | | | | | | | | | | | | | |
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| **Student Name** | B | A | S | U | R | A |  |  | C | H | A | R | U | N | D | A |  |  |  |  |
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| **MIS No** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| **Centre Name** | VTA Baddegama | | | | | | | | | | | | | | | | | | | |
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| **Supervisor Name** | U.G.P.K.Nishantha | | | | | | | | | | | | | | | | | | | |
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| **Supervisor Comments** |  | | | | | | | | | | | | | | | | | | | |
| **Supervisor Signature & Date** |  | | | | | | | | | | | | | | | | | | | |
| **Student Signature & Date** | Basura  2024/04/1 | | | | | | | | | | | | | | | | | | | |
| **Who has the problem(Client)** | Dhammika textile ,Baddegama | | | | | | | | | | | | | | | | | | | |
| **Problem Statement** | Currently on as physical store client need to expand his business via internet.So currently they haven’t any online store.  so we plan to built E commerce platform for fashion store. | | | | | | | | | | | | | | | | | | | |
| **Domain/Problem Area** | Selling | | | | | | | | | | | | | | | | | | | |
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| **Proposed Solution /Scope** | In this proposed solution the layos fashion site is able to selling products to online marketplace | | | | | | | | | | | | | | | | | | | |
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| **System Deliverables** | * Web system hosted in domain(lk) * Facebook page * User guide * Agreements * Help menu * Software plugins and support applications * Business analyst tools | | | | | | | | | | | | | | | | | | | |
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| **Methodologies going to be used** | prototype methodology   1. Early Identification of Problems and User Requirements  * By developing a working prototype early in the project, we can identify any design, usability, or functional issues. This early detection leads to better final products as problems are solved during the development process, not after it's completed. * It also helps in understanding user requirements more clearly through hands-on feedback, ensuring the project meets its intended audience's needs  1. Facilitates User Feedback  * Prototypes provide a tangible way for potential users to interact with the project. This interaction can generate valuable feedback that can be incorporated into the development process, ensuring the final product is user-centric and meets the target audience's expectations.  1. Flexibility and Adaptability  * The Prototype Model is inherently flexible, allowing for changes and iterations based on testing and feedback. This adaptability is crucial in web development projects, where user needs and technology trends can change rapidly | | | | | | | | | | | | | | | | | | | |
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| **Project Assumptions and Constraints/Risks** | Assumptions   * Need to have knowledge for building complete web system * System users have knowledge to handle web system * Site down may be happen due to the server crashes | | | | | | | | | | | | | | | | | | | |
| **Weekly Basis Project Plan** | *Gantt chart attached* | | | | | | | | | | | | | | | | | | | |