

Modcom Institute of Technology



Final Projects Guide.



Slide 2: Problem Definition

What is the problem?

Many people want to buy shoes conveniently without going to physical stores. They often face challenges such as limited stock availability, lack of size information, or difficulty comparing brands and prices online.

Problem the project aims to solve:

"I am trying to help people buy shoes online comfortably from their homes, giving them access to product details, size guides, customer reviews, and a smooth purchase process."

Slide 3: Your Solution

What's your solution?

I have created an online shoe shopping platform.

How will it work?

The platform is a user-friendly web or mobile app where customers can:

- Browse a variety of shoes by type, brand, and size
- See detailed product descriptions and reviews
- Filter by category, price, or popularity
- Use a virtual size guide for better fit suggestions

- Add to cart and securely pay online
 - Track delivery in real-time
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Slides 4 & 5: Screenshots

- Show UI screenshots of:
 - Home Page (shoe categories, trending items)
 - Product Detail Page (images, description, size, price)
 - Cart and Checkout Page
 - Order Confirmation and Tracking Page

(Add actual images from your project here.)

Slide 6: Target Market

Who is the app targeting?

- Young adults and professionals who prefer online shopping
 - Busy parents who want hassle-free shoe shopping
 - Sneaker enthusiasts and trend followers
 - People in areas with limited access to physical stores
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Slide 7: Revenue Model

How will you make money using your solution?

- **In-App Advertising** from shoe brands and accessories
- **Affiliate Marketing** with shoe suppliers
- **Subscription Plans** for premium users (early access to new arrivals, discounts)
- **Commission Model** on each sale
- **Partnerships** with delivery services

Slide 8: Requirements

Essential Requirements:

Mandatory Attendance: You must attend all project sessions to receive full marks.

Seek Guidance: Make sure to ask for help from your lecturer whenever needed to ensure your success.

Attendance is Critical: Failure to attend will result in zero marks for attendance.

Presentation is a Must: You must present your project to graduate



Slide 9: Marking Scheme

Project out of 100%

20 Marks – Project Period Class - Attendance 20 Marks – Problem Definition

10 Marks – Creativity

30 Marks – Implementation/Coding 10 Marks – Presentation Skills

10 Marks – Response to Questions



THANK YOU