# 2. The scope of the project

## 2.1) Scope

This project will attract more visitors from abroad who are on a short or even on a long trip vacation, as it will give the true information about the art and its cultural heritage behind it. It will preserve and promote our handicraft products. It will also place the best market value of locally hand made products.

## 2.2) Limitation

• Will only work on the web-based application,

• Bad internet connection can prompt unaccess to the website,

• The quality of the product is not 100% assured.

## 2.3) Aims

• To provide Nepali handicraft items for all the visitors at a reasonable price,

• To create communication between any two persons,

• To store information about arts and galleries with their histories.

## 2.4) Objectives

• Creating a user-friendly GUI,

• Making Application secure,

• Designing different types of diagram for the flow of the application,

• Gathering valuable and important data and information,

• Analyzing collected data for legit information of specific history,

• Protect user’s profile and data,

• Save time and increase in effectiveness,

• Decrease the long process of work.

## 2.5) Overview of the scope of the project

This project can be used by any other similar projects around the globe but, one needs to change their design and features according to their needs. As this application will give ideas and information about handicraft items, it will also have some limitations. The user needs to be connected to the internet for viewing different items and products. Looking at the product online and in the real market may seem different than expected. It means items can be good as well as not good. But the GUI of the application will be good and secure. Different phases of the diagram will be drawn as per the flow of the application. Legit data and information will be updated on the application.