**Software engineering**

### Project Proposal

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Team: Shadowrocket

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1.Customer Statement of Requirements

1.1 Problem Statement

Nowadays, the Internet has penetrated into various fields of people's lives. E-commerce has increasingly occupied people's lives in recent years, and has penetrated into every aspect of the economy and life. The economic benefits and survey data generated by the e-commerce market show that e-commerce has become an important direction for the development of the network economy and the real economy. In fact, renting this kind of consumption is not much in our campus life. Usually when we need a certain kind of goods, our way is to buy directly. However, after the purchase, the usage rate of the goods may be very low, and it may not be used in life. It becomes an idle product in life, which makes us feel regretful to purchase it. This irrational impulse consumption not only wastes money, but also wastes the functions of the goods themselves, especially valuable electronic goods. We are very distressed by the difficulty of handling idle products in our lives, so we are eager to have a platform to properly handle the idle goods (electronic products) in our lives so that everything can realize its value. Here is an example of this:

* Student A's problem: Sias shopaholic, bought a lot of goods, bought a SLR camera, but its usage rate is too low, wasting money and goods.
* Student A's solution: a. Private transactions

b. Don't care

From the above, we can see that student A is unsafe and unreliable through private transactions, and his question has not been resolved.

When we entered the university, we all thought that we had time to learn more skills and need to buy equipment, but we didn’t know if we would like this skill. If we want to learn, we will spend a lot of money to buy equipment (I want to learn Photography, but I have to spend a lot of money to buy a SLR. If I don't want to learn photography in the middle, then this is a waste of SLR. I want to try other hobbies but no economic conditions. This also makes us very upset, so I hope to have a platform to provide us with goods, in simple terms, can rent goods on the platform to meet the needs of the university's interest life. Here is an example of this:

* Student A's question: I am interested in photography and want to buy a SLR camera, but the economic conditions are not up to, and I don't know if I am suitable for learning it.
* Student A's solution: no one.

From the above we can see that Student B has no solution. Unable to meet the needs of life.

Through the above two situations, I hope that there is a platform to provide us with services for handling idle goods and rental goods, which is urgently needed by our Sias students.

**Proposed Solution**

We will develop a website platform. The Sias leasing platform is an online platform for renting products (such as electronic products) and releasing rental information for the target students. We aim to provide our students with a good information exchange platform for product rental, to help them solve the problem of accumulated idle products in their hands and to enjoy life without spending a lot of money. There are quite a few websites for renting goods, but there are almost no websites for college students who rent products in Sias. We will treat the development and application of the website with a good attitude and provide a good rental platform for college students. Student A can post the idle SLR camera to this platform. This platform will process the goods of Student A. Student B can find the SLR camera through this platform and choose to rent, so that the needs of Student A and Student B can be satisfied.

**Different actors’needs:**

* Actor – Lessor: He has the need to rent idle items on this platform.
* Actor – Lessee: He has a demand for renting certain goods on this platform.

**Mode of operation:**

Our project is online and offline. On the online, we provide students with a rent and rental information. Users on this platform can post rental information. See the products you need online. If you are in the information posted by your classmates, you can directly contact the publisher, face-to-face transactions. If the information you see in our section can be paid online, offline, you can also go online. Direct trading. In this process, after the completion of the rental, both parties can evaluate the satisfaction level, and at the same time assess the credit of the two parties. For those who have insufficient credit, we will manage and provide a good rental atmosphere for the platform.

**Target population:**

In terms of item recycling, it is mainly for students who are about to graduate in the fourth year. Most of the items they can't take away are very practical, and they are all sold at low prices, which saves us a certain cost in the initial stage. For all students in the rental of goods, they can rent things on our website, or they can find the items they want to rent in the item rental information sent by the students.

**Functional Features (Summary) - Users will be able to:**

1. Publish personal idle items online

2. Search and view all products in the platform

3. Users who post idle items can delete the release information.

4.Select goods and lease

5.View personal rented out products

6.View personal rental products

7. Full purchase of goods

8. User feedback

**1.2 Glossary of Terms**

*Admin* - Responsible for reviewing user-posted items in the background

*Application* - The main program that the user will interact with. This app is for user friendly and is located on the website.

*Database* - contains user data, rental product information, rental product information, digital settlement services or entity information

*Developers* - People involved in creating the front end of the Sias leasing platform website and its back end

*User address*: Address information of the user who rented the product

*Commodity User Interface*: The product interface that users see when they log in to the website.

*User* - the person who uses the Sias rental platform for leasing transactions

*QR Code*: QR code (abbreviated from Quick Response Code) is the trademark for a type of matrix barcode or two-dimensional barcode. In this report, the QR code is used for user Alipay payment.

*Verification code*: When the user registers the account, the combination code next to it needs to be verified.

*User Account*: The number used by the user after registration is the user account.