Cycle Universe



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**Introduction**

Cycle Universe is an offline bike shop that wants to establish an online presence to increase its sales and reach a wider audience. It has to offer la large catalog if

**Current Situation**

Cycle Universe is facing increased competition from online retailers, which has led to a decline in foot traffic and sales.

**Problem Definition**

People don't visit the store as often as before, so the number of clients has decreased

**Project Goal**

The project of this goal is to develop a software solution for establishing the problem that bike universe faced.

**Deliverables**

* A functional web application that allows customers to browse and purchase bikes online
* A desktop application to manage the inventory
* Weekly progress reports
* An intermediate version of the application at week 4
* Final project report

**Non-Deliverables**

* Physical delivery of bikes to customers

**Constraints**

* The project must be completed within 18 weeks(February-June)
* The web application must be compatible with modern web browsers(Google Chrome)
* The desktop application must be compatible with Windows operating systems

**Phasing**

* Week 1-2: Creating a Project plan based on the user requirements
* Week 3-4: Development of an intermediate version of the product
* Week 5-7: Continue with the development of web and desktop app 