

# G2U - a new e-commerce platform

**Course ID.: CPE-334**

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# Revision History

Revision	Date	Author(s)	Description
v0.1	2023-04-21	John Doe	First release, include experimentation results

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# Abstract

*We would like to think about it later.*

**Keywords:** *We would like to think about it later.*

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# Acknowledgments

*We would like to think about it later.*

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## **Part I**

# **Project Description**



# Chapter 1

## Introduction

### 1.1 Background

### 1.2 Market study

#### 1.2.a SEA Market

#### 1.2.b EU Market

### 1.3 Scope of work

### 1.4 A dummy section

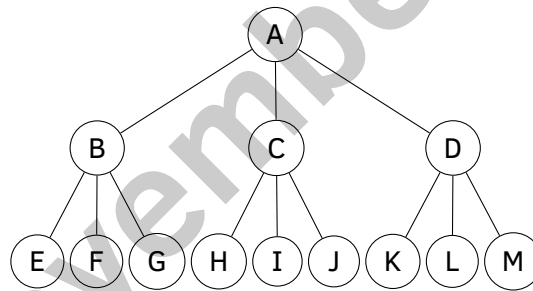


Figure 1.1: The proposed tree structure for the array implementation.

## Chapter 2

# Project Management

*TODO: Comparative analysis of each methodology and what they deliver*

### 2.1 Incremental funding methodology

*Used for high level decisions.*

### 2.2 Agile Method with Kanban Tool

*Used for low level decision and workflow orchestration.*

## **Part II**

# **Requirements**

## Chapter 3

# Requirements Elicitation

### 3.1 Elicitation Techniques

### 3.2 Stakeholders

### 3.3 Data Flow Diagram

### 3.4 Use Case Diagram

### 3.5 Functional Design

### 3.6 Usability

### 3.7 Other Non-functional requirements

#### 3.7.a Mandated constraints

Examples include: Economics

## Chapter 4

# Usability Requirements

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## **Part III**

# **Design and Development**

## Chapter 5

# Systems Design

**5.1 Software Architecture**

**5.2 Class Diagram**

**5.3 Components Diagram**

**5.4 Sequence Diagram**

**5.5 Deployment Diagram**

**5.5.a Demonstration model**

**5.5.b Full scale production model**

## Chapter 6

# Implementation

6.1 Low Code

6.2 Prototyping

6.3 Coding

6.4 Systems Integration



## **Part IV**

# **Test and Evaluation**

## Chapter 7

# Evaluation of Outcomes

7.1 Testing Methodologies

7.2 Results

7.3 Discussion

## Chapter 8

### Conclusion

8.1 Discussion

8.2 Future Work

8.3 Recommendation

## References

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