1.Research Management

* Researches should register to the system, they can post a new project as a proposal.
* After the approval of the admin, a new fund will be initialized for that proposal project.
* They can sell their final product using a platform.

2.Buyers/customers Management

* They can donate to the research project.
* Create account.
* Purchase new innovations.
* Give a feedback about the service.

3.Proposal Project Management

* Add, remove, update projects.
* View donators details.
* Calculate total fund.

4.Feedback

* Add, remove, update and view feedbacks
* Added date and time of the feedback and the user’s name should be recorded.

5.Payment management

* Handle all payments.
* Customers can purchase product using credit, debit cards.
* When user make payment for the projects, all the transactions will be save to the automatically.
* Also he can change the card details to another one or remove the previous card details from the system

6.Authentication

* Maintain user logins and reset password functionality.

7. Innovation management

* Innovations are the products that the researchers have completed the development/creation
* The researcher can publish details about the newly released product and sell them through the system
* He or she can update the product details and remove from the product list also.