

Software Application Development

CA1: WEB APPLICATION DEVELOPMENT PROPOSAL

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[W67P] | [DIPLOMA IN DIGITAL DESIGN AND DEVELOPMENT]

1. App Ideas

Website 1.

A online shop selling diamonds for Mobile Legends game. It is a platform where user can browse can search for the amount of diamonds they want and purchase with ease.

Website 2.

A online shop selling volleyball equipment for volleyball players where they would search for their equipment and purchase it online with ease.

2. Key Features and Functionalities

Identify and describe the essential functionalities envisioned for the web application. Ensure that the features encompass the fundamental CreateRetrieveUpdateDelete operations expected in a web application.

Website 1.

Function 1: There will be different amounts of diamonds ranging from 30 diamonds – 100,000 diamonds and there would be bonus diamonds the more diamonds you purchase.

Function 2: Entering the names, email, and other details before purchasing.

Function 3: Pressing the purchase button would give you different methods

Function 4: Shows a little details about the game itself with the different heroes and would bring you their details.

Functions 5: Shows details about me and to fill up a form if there is a need to report.

Website 2.

Function 1: There will be different equipment for volleyball from the ball itself to the knee guard to other things.

Function 2: Entering the names, email, and other details before purchasing.

Function 3: Pressing the purchase button would give you a list of different payment method.

Function 4: Shows the history of volleyball and the rules of it for people who wants to know about volleyball.

Function 5: Shows details about me and fill up a form to give feedback.

3. Database Fields

Website 1:

Fields	Data Type	Special
Product	int(11)	AUTO INCREMENT, PRIMARY KEY
ProductName	varchar(60)	
...		
...		

Website 2:

Fields	Data Type	Special
Product	int(11)	AUTO INCREMENT, PRIMARY KEY
ProductName	varchar(60)	
...		
...		

4. Target Audience

Website 1:

For people who wants to buy diamonds in a cheaper and worthy price/ People who wants to know abit more about Mobile Legends and their characters.

Website 2:

For people who wants to buy equipment online for probably a cheaper price/People who wants to know abit more about Volleyball and their rules.

5. Potential Challenges

Website 1:

For people who wants to buy diamonds online for a cheaper price, they might be a problem with the purchasing system. And it may start to malfunction, and it might take awhile to fix the problem. There also could be wrong with the price on the different diamonds and might need to change. And the personal details might be different is that also might need to be fixed.

Website 2:

For people who wants to buy equipment online for probably a cheaper price, they might be a problem with the purchasing system. And it may start to malfunction. There can be too much equipment to handle, and it might take awhile to fixed that problem.

6. Timeline for Development

Website 1 & 2:

Week 3-5: Planning and Research (Project proposal).

Week 5-7: Website Design – Prototyping using design tools.

Week 7-10: Start typing into the code.

Week 10-12: finalising it and submitting the work

7. Additional Features for Future Iterations

Website 1:

Additional feature 1: **Email and Name Details to submit feedback** to ensure that I will have their email and names to whoever wants to report or submit feedback.

Additional feature 2: User Authentication (Login) to ensure only authorised users have access to the application and its features.

Website 2:

Additional feature 1: **Email and Name Details to submit feedback** to ensure that I will have their email and names to whoever wants to report or submit feedback.

Additional feature 2: User Authentication (Login) to ensure only authorised users have access to the application and its features.