Scope Statement: Bazaar App

Project Title

Bazaar App: Local E-Commerce and Communication Platform

Project Purpose

The purpose of this project is to address a gap in the Karachi market for a trusted, local digital marketplace and a private communication tool. The project will develop a prototype that empowers small, informal businesses with a simple way to get online, while providing users with a secure and feature-rich chat application that respects their privacy.

Project Objectives

- To design, develop, and deliver a functional Minimum Viable Product (MVP) of the Bazaar App within 10 weeks.
- To integrate a privacy-first chat service with a user-friendly local marketplace.
- To create a simple and effective onboarding process for local, informal businesses.
- To validate the core concept of the app through user acceptance testing with a target user group.

Deliverables

- **Project Documentation:** Including a Project Charter, Project Plan, and a Software Requirement Specification (SRS) document.
- **Design Artifacts:** UI/UX wireframes, a database schema.
- **Functional Prototype (MVP):** A working mobile-first web application that includes core features such as user registration, basic chat, seller profile creation, and market place.
- **Final Presentation & Report:** A final project report, documentation, and a live demonstration of the functional prototype.

Project Boundaries

In-Scope:

- **Chat Features:** User registration (phone/email), extended message edit time, and individual privacy controls (read receipts).
- **Bazaar Features:** Simple onboarding for local businesses, location-based seller discovery, and user reviews.
- **General Features:** A mobile-first responsive design, and a multi-language interface with

Urdu/English as the primary language.

Out-of-Scope:

- A native mobile application (the project is a web app).
- In-app delivery or logistics services.
- Online payment integration.
- Advanced administrative features or analytics dashboards.

Assumptions

- There is a market demand for a privacy-focused alternative to mainstream messaging apps.
- Local, informal business owners are willing to adopt a simple digital platform if the barrier to entry is low.
- Target users have access to smartphones and a stable internet connection.

Constraints

- **Timeline:** The project must be completed within the 10-week timeframe of the university semester.
- **Resources:** The project will be developed by the student's team (Devinity) with limited resources and no external funding.
- **Scope:** The project is limited to the development of an MVP and not a full-scale commercial product.

Acceptance Criteria

The project will be considered successful if:

- All key deliverables are completed and submifled.
- The functional prototype successfully demonstrates all the core "In-Scope" features during the final presentation.
- The prototype is stable and passes User Acceptance Testing (UAT) with the target test group without any critical errors.
- The final project documentation is complete and meets the course requirements.

Stakeholders

- **Devinity:** The student developers and project manager responsible for delivering the project.
- **Course Instructor:** Acts as the project sponsor, evaluator, and Change Control Board.
- **Target Users:** A small test group of local business owners and potential customers who

will participate in UAT.