**1.0. Introduction**

**1.1. Purpose**

The purpose of this document is to present a detailed description of e-commerce system for TradeD company. It will explain the purpose and features of the system, the interfaces of the system, what the system will do, the constraints under which it must operate and how the system will react to external stimuli. This document is primarily intended to be proposed to a customer for its approval and a reference for developing the first version of the system for the development team.

**1.2. Scope of Project**

The application involves the basic e-commerce activities, such as members’ login, browsing, buy and sell activities. This system would be design to make logo designing easier for industries without risks of having copyright strike onto them. More specifically, the system would make the creative team in one’s organisation could make their work optimized and would probably helping the company to cut budget on designers.

**1.3 Definitions, acronyms and abbreviations**

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| **Term** | **Definition** |
| E-commerce | Commercial transactions conducted electronically on the Internet. |
| Copyright | The exclusive legal right, given to an originator or an assignee to print, publish, perform, film, or record literary, artistic, or musical material, and to authorize others to do the same. |
| Creative team | A team that characterized by originality of thought or inventiveness; having or showing imagination. |
| Optimized | make the best or most effective use of a situation, opportunity, or resource. |

**1.4 Overview**

The next chapter, the Overall Description section, of this document gives an overview of the functionality of the product. It describes the informal requirements and is used to establish a context for the technical requirements specification in the next chapter. The third chapter, Requirements Specification section, of this document is written primarily for the developers and describes in technical terms the details of the functionality of the product. Both sections of the document describe the same software product in its entirety, but are intended for different audiences and thus use different language.

**REFERENCES**

IEEE. IEEE Std 830-1998 IEEE Recommended Practice for Software Requirements Specifications. IEEE Computer Society, 1998.