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Background Description

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Software engineering

2nd Semester

Table of content

1   Background description

Online shopping has numerous advantages for a company, which is shown by the more number of digital customers worldwide increasing steadily over the years as more people prefer to shop online. Retail e-commerce sales worldwide have grown 265% in the last 10 years and they are expected to grow more than double from 2017 to 2021.[1] There are plenty of reasons why this happens.

First of all the customers can make price comparisons very easily, they are able to avoid crowds and also they can access a bigger market without a need to travel. Moreover online shopping has a lot of benefits for the company itself. To begin with you have a bigger customer pool and it's easy to reach new customers from all over the world. Furthermore, you have the opportunity to be open and make sales 24 hours a day, 7 days a week. Nowadays it's hard, maybe even impossible to have a place in the market without offering online shopping to the customers. An online shopping system is something that would benefit a company's sales and would help them improve and grow.

Marked as one of the first renown fashion stores to open in Denmark, DWear opened its first store came into reality on central Amagertorv, København in 1975. Over the years, DWear has remained faithful to its core values which are simple and focus on bringing high quality products to all its customers around the world. They are; sustainability, accessibility and beauty. To maintain a highly intimate relationship with its customers, DWear's designers actively respond to their changing needs, reacting to the latest trends and constant feedback received across its collections, to deliver the newest ideas in the right place and at the right moment.

2   Definition of purpose

The purpose of the project is to create a system that will make shopping more convenient and that will give the possibility of wider choice, faster and more comfortable purchases and also allow the company to grow their online presence.

3 Problem Statement

The project focus is how to make a system for the clothing store, DWear, that will allow their customers to shop online.

- How to find the products?
- How to update the stock of a product?
- How to allow multiple products in one purchase?
- How to save favorite products?
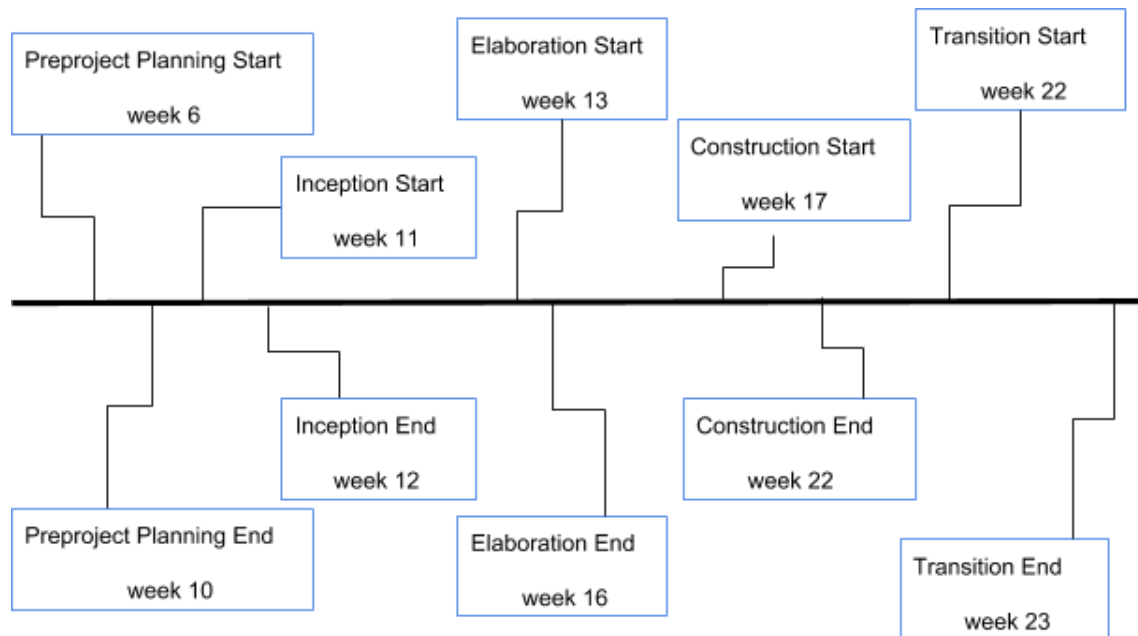- How to keep track of old orders?

4 Delimitation

- The system will not include money transactions
- We are not going to develop a mobile application and/or a website

5   Choice of models and methods

What - partial problem	Why - study this problem – related to the purpose of the project.	Which - level of the outcome is expected.	Which - methods/ models/ theories will be used.	Who - in the group is the main responsible person for this point.	What - is the estimated workload (hours)
How to find the products	To have them organised	The user should be able to find the products easily by its category	Each item has a certain category	Group	220
How to update the stock of the product	To check the availability of the products	The costumer should be able to know whether a product is available or not	Subtract the purchased number of a product from its current available amount .	Group	220
How to allow multiple products in one purchase	To allow buying several items per order	The user should be able to proceed to checkout with multiple items in shopping bag	Storing objects until the order is completed or deleted	Group	220
How to save favorite products	Keep track of item's status	The user should be able to access a list of products he choose as favourite	Storing objects in a database until they're deleted or added to the bag	Group	220
How to keep track of old orders	Warranty reasons	The user should be able to access a list of orders that they made	Storing all orders for a certain period of time in a database	Group	220

6 Time schedule

Preproject Planning Start — week 6

Inception Start — week 11

Elaboration Start — week 13

Construction Start — week 17

Transition Start — week 22

Inception End — week 12

Construction End — week 22

Preproject Planning End — week 10

Elaboration End — week 16

Transition End — week 23

7   Risk assessment

Risks	Description	Likelihood Scale: 1-5 5 = high risk	Severity Scale: 1-5 5 = high risk	Product of likelihood and severity	Risk mitigation e.g. Preventive- & Responsive actions	Identifiers	Responsible
Risk 1	Missing group meetings	1	3	3	Letting people know the date and time of the meeting sufficiently ahead of time	Being late all the time and making excuses	Victoria
Risk 2	Lack of knowledge	3	5	15	Asking for help when you get stuck. Attending classes and doing homework.	Not being able to do assignments	Michal
Risk 3	Hardware/ software issues	1	4	4	Back up all project files to github or external drives	Losing part of the project	Luis
Risk 4	Not meeting deadlines/ procrastination	3	3	20	Plan the difficult tasks effectively. Make each other accountable for their actions.	Not doing the scheduled tasks	Mafalda

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8   Sources of Information

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