Project Proposal   
(SCOPE DOCUMENT)

for

**Shopping-System**

Version 1.0

**By**

**Mad Cabbage**

**Gun**

Contents

[**Abstract 2**](#_Toc159163511)

[**1. Problem Statement 2**](#_Toc159163512)

[**2. Problem Solution for the Proposed System 2**](#_Toc159163513)

[**2.1 Objectives 2**](#_Toc159163514)

[**3. Vision Statement 2**](#_Toc159163515)

[**4. Advantages/Benefits of Proposed System 2**](#_Toc159163516)

[**5. Project Scope 2**](#_Toc159163517)

[**6. Modules 2**](#_Toc159163518)

[**UC-1.1 Admin Login/Sign Up 2**](#_Toc159163519)

[**UC-1.2 Admin Password/Username 2**](#_Toc159163520)

[**UC-1.3 Change Password/Username 2**](#_Toc159163521)

[**UC-1.5 Add Customer 2**](#_Toc159163522)

[**UC-1.6 Edit Customer Data 2**](#_Toc159163523)

[**UC-1.7 Edit Items Data 2**](#_Toc159163524)

[**7. Software Process and Design Methodology 2**](#_Toc159163525)

[**8. Tools and Technologies 2**](#_Toc159163526)

[**9. Stakeholders and Roles 2**](#_Toc159163527)

[**10. Team Members Individual Tasks/Work Division 2**](#_Toc159163528)

[**11. Concepts 2**](#_Toc159163529)

[**12. Mockups 2**](#_Toc159163530)

**Project Category:**

□ **UI Based**

□ **Console Application**

□ **Business Application**

# Abstract

The function of the shopping system is to make a environment for people to buy items from a shop. There are two logins, a admin and a user one. The admin will add items and can edit user profiles. The user can select items based on category, search for an item name and can add the item in their cart for checkout.

# Problem Statement

Hectic shopping systems do not provide any good services and are often confusing. Causing the user to leave bad ratings or go for better sites. A bad UI designs also make customers leave the website and make them have a bad taste in their mouth.

# Problem Solution for the Proposed System

Development of a reliable and shopping system with a beautiful UI and design and better performance with data handling of customer with care.

## Objectives

* Creation of a Object oriented System
* Exception Handling
* Data Handling of customer and their profiles
* Keeping track of Items
* Encryption of data for protection

# Vision Statement

Shopping Cart is **for** customers **who** want a premium online shopping experience. Thesystem **is** a console and UI based application made in Java **that** will provide a medium for online shopping. **Our product** provides a single platform for companies to provide their items and sell them to customers all around the world.

# Advantages/Benefits of Proposed System

Shopping Cart offers the following advantages/benefits:

* Provide a great shopping experience.
* Better UI for easier understanding of the system.
* Eye catching features
* Shopping cart system to provide user to check out their items.
* User profiling to save their data and purchases.

# Project Scope

* Online Shopping system
* Admin Profiling
* Customer Profiling
* User data editing
* User data encryption
* Adding Shopping items in the system
* Adding users in the system
* Adding shopping items in user cart
* UI design

# Modules

**6.1. Admin Profiling:**

This module ensures that we create a admin which can manipulate the data as required.

### UC-1.1 Admin Login/Sign Up

Provide options to admin for login and signUp if app is ran first time and no password is saved beforehand

### UC-1.2 Admin Password/Username

Create a new admin password and username and save in the data.

### UC-1.3 Change Password/Username

Change the username, password for administrator.

### UC-1.5 Add Customer

Allow options to add a customer manually.

### UC-1.6 Edit Customer Data

Allow options to edit customer data, add or delete manually.

### UC-1.7 Edit Items Data

Allow options to edit item data, add or delete manually.

**6.2** **Customer Profiling:**

Making Customer Profiles having their username and password with email address.

**UC 2.1 Customer Login/Sign Up:**

Allow Customer to login and sign up

**UC 2.2 Admin Password/Username:**

Allow Customer to make a new account after using the login function.

**UC 2.3 Change Password/Username:**

Same as the name implies.

**6.3: Shopping Item:**

Adding the shopping items into the shopping list

**UC 3.1 Add Item:**

The admin will have the right to add shopping items, their stock, price, description, sales, tags, itemType etc.

**UC 3.2 Manipulate Item data:**

Edit, add more to its data as required.

**UC 3.3 Delete Items:**

Delete the item or its data as required.

**UC 3.4 Item out of stock, item out of order:**

Checking whether item is out of stock or out of order to be sold

**6.4 Shopping Cart:**

**UC 4.1 Check out:**

Allow user to select items for checkout.

**UC 4.2 Delete items from cart:**

Allow users to remove items from the shopping cart.

**UC 4.3 Payment Methods:**

Show the user how much money to pay and show payment methods e.g. card, cash on delivery.

**6.5 UI Design:**

Making a good UI design for the application to ensure a good experience for the user.

**UC 5.1 Login/Sign-up UI:**

UI for the login and signup page for both administrators and customers

**UC 5.2** **Shopping List UI:**

UI for the Shopping list, search item, add to the cart etc.

**UC 5.3 Shopping Cart UI:**

UI for the shopping cart

**UC 5.4 Checkout UI:**

UI for the checkout page

**8.6 Data Management:**

Managing the data of the customers and items.

**UC 6.1 Item Data:**

Data structure for management of a item

**UC 6.2 Customers Data:**

Data structure for management of a customer’s data e.g Customer Object consisting a arrayList Shopping Cart.

**UC 6.3 Shopping List Data:**

Data structure for management of a the whole shopping list

**UC 6.4 Shopping List Customers Data:**

Data structure for management of a the customers of the shopping list.

**UC 6.5 Login Data:**

Data structure for management of all the login data and passwords

**UC 6.6 Database Encryption:**

Encryption of sensitive user data

# Software Process and Design Methodology

Incremental Development

OOP

Java

# Tools and Technologies

There are different tools and technologies that will be used during this project. As **Visual Studio, IntelliJ Idea** is used for code editor and **Adobe Photo Shop** for design work and Text File Storage **(To be decided)** for the database like this there are some other tools like **MS Word, MS Power Point, and Figma** etc.

The Whole Project will be built on **Java** and its associated libraries, for UI we use **JavaSwing**.

**GitHub** for version control.

# Stakeholders and Roles

The following are the project stakeholders and their roles:

|  |  |
| --- | --- |
| **Stakeholder** | * Mad Cabbage * Gun |

**Table 3: Project Stakeholders for the Targeted Project.**

# Team Members Individual Tasks/Work Division

(To be decided)

# 11. Concepts

**1: OOP**

Handling data using objects and communicating them between each other.

**2: Exception Handling**

Handling \Exceptions and errors that might occur in the project and find paths to fix alternatives.

**3: Data Handling**

Handling the user and item data and keep it safe

**4: Git Version Control**

Using GitHub for version control and collaboration.

**5**: **Java UI:**

Using the Java UI by Java Swing which uses OOP concepts to make User interfaces.

# 12. Mockups

(TBD)