|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **CHAROTAR UNIVERSITY OF SCIENCE AND TECHNOLOGY (CHARUSAT)**  **DEVANG PATEL INSTITUTE OF ADVANCE TECHNOLOGY & RESEARCH (DEPSTAR)**  **DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING** | | | | | |
| **PROJECT PROPOSAL SUBMISSION (Review 1)** | | | | | |
| **Semester:** | **3rd** | **Div.: -** | **3CSE2** | **Course Name: SGP - Project 1** | |
| **Course Code: CSE204** | |  | | | **Date: 16/07/2024** |
| **Details of Project Team** | | | | | |
| |  |  |  |  |  | | --- | --- | --- | --- | --- | | **Group No. (if any):** | | | | | | **Sr.**  **No.** | **Student’s**  **Roll Number** | **Name of Student** | **Student’s e-mail**  **Address** | **Student’s**  **Contact No.** | | **1.** | **23DCS085** | **Meet Patel** | **23dcs085@charusat.edu.in** | **8320635225** | | **2.** | **23DCS082** | **Malay Patel** | **23dcs082@charusat.edu.in** | **9586487086** | | **3.** | **23DCS088** | **Rudra Patel** | **23dcs088@charusat.edu.in** | **9574491801** | |  |  |  |  |  | |  |  |  |  |  | | | | | | |

|  |  |  |
| --- | --- | --- |
| **Sr. No:** | **Parameters:** | **Description:** |
| **a** | **Project Title** | E-Commerce Clothing Store |
| **b** | **Domain of Project Definition** | E-Commerce store using web-development |
| **c** | **Problem Statement:**  A problem statement in a project clearly defines the issue that needs to be solved. It explains what the problem is, why it matters, and show the problem's impact. This helps focus the project and guides the development of effective solutions. | 1. **Low User Engagement**: Users are not spending enough time on the platform.  2. **User Frustration**: The current interface may not be interesting, leading to user frustration and negative experiences, which can harm the brand's reputation. |
| **d** | **Project Objectives and Scope:**  Project objectives are specific, measurable goals that the project aims to achieve. They provide a clear direction and serve as benchmarks for evaluating the project's success.  **Scope:**  The project scope outlines the boundaries and deliverables of the project, detailing what will and will not be included. It sets the context for what the project will accomplish and helps manage stakeholder expectations. | The objective of our ecommerce clothing store is to provide a unique with the interactivity of a swipe-based interface which can lead to engage more users to our websites leads to greater sales. |

|  |  |  |
| --- | --- | --- |
| **e** | **Background Study of Existing System**  The background study involves an examination of the existing relevant systems or technology that the project seeks to improve or replace. This includes an analysis of its architecture, functionalities, strengths, and weaknesses. | 1. **Architecture**:   * Built with a modern web framework, compatible with various devices.   2. **Functionalities**:   * Swipe to like/dislike items. * Shopping cart for purchases. * Product details, images, and reviews available.   3. **Strengths**:   * **Engaging Interface**: Interactive and fun. * **Mobile-Friendly**: Works well on mobile devices. * **Visual Appeal**: High-quality images and clean layout. |
| **f** | **Methodology and Approach**  **Methodology:** The methodology section outlines the systematic procedures/method/ workflow/flowchart/architecture and techniques that will be used to conduct the project. This section also describes the practical steps and strategies that will be implemented to achieve the project’s goals. | Full Stack Web-development & Python(for recommendation system). |
| **g** | **Tentative Project Plan, Timeline and individual role**  The project timeline provides the project schedule, highlighting key milestones, deadlines, and the duration of each phase. |  |
| **h** | **Innovation and Originality**  **Innovation:** The innovation aspect of the project refers to the novel features, methodologies, or technologies introduced to address the problem in a new and effective way.  **Originality:** Originality emphasizes the project's uniqueness and contribution to the field. It involves the creation of new knowledge, concepts, or products that have not been previously developed. | Innovation:   1. Introducing the recommendation system based on user preferences. 2. Unique user-friendly interface.   Originality:   1. New swipe-based clothing store which is a new approach apart from traditional E-commerce store. |

**Note: Students can attach extra pages if requited for the parameter C, D, E, F, G, H.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Sr.**  **No.** | **Date** | **Suggestions by mentor** | **Comments/remarks based on the suggestions received (to be mentioned by student)** | **Comments/remarks by mentor** |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |