

STYLE-MANIA

MINOR PROJECT SYNOPSIS

BACHELOR OF TECHNOLOGY

Information Technology

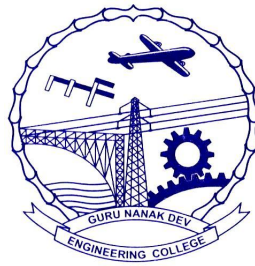
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1 Introduction

There are many Clothing E-commerce applications like Myntra, but these the applications only sell the products that are sold by the brand the customers can not customise them but we are designing our application with feature in which the customer can also customise his/her clothes. We can also use this application in many other fields like fooding, home automation etc. The innovative thing in our project is that the customer can add on his/her ideas according to their likes and dislikes. And also the customer can add up the images according to their ideas. We are using the Flutter and Google firebase for our application.

Developing mobile application is very challenging task. There are many frameworks by which we can develop mobile application. We know that Android provides a framework that is based on the java language and ios provides a framework that is based on the objective-C/shift language. And flutter is one that provides us with both android and ios framework. This is high performance framework that is based on dart language.

Google Firebase i.e Backend-as-a-server(BaaS) which started as a YC11startup. It grows up into a app-development platform on google cloud platform. Firebase is a no SQL database i.e real time. Google firebase is google backend application development software that allows developers to develop Android, IOS and web apps.

2 Objectives

1. To develop an e-commerce application based on clothing products and customise products according to customers need.

3 Feasibility Study

To reach the customers needs in the branded clothes we are going to develop Style-Mania.

To develop our application we have to implement some important modules:

1. User interface in which we have signin, signup screen, menu bar, tab bar, drawer, cart.
2. Authentication in which we have signin and signup of the user and google authentication with database.
3. Contents like clothes, brand integrations.
4. Payment gateway includes payment integration.
5. Invoice includes order list, delete order, track order.

To accomplish the above written modules, we are going to develop mobile application. This mobile application is named as “ Style-Mania”.

To develop this mobile application we are going to use these technologies:

- Dart
- Flutter SDK
- Flutter Fix
- Visual Studio Code
- Android Studio
- Google firebase

With our team support, guide’s guidance and help of different references, we will accomplish all objectives.

4 Methodology/ *Planning* of work

1. Divide the application in two major parts - FRONTEND (includes dart) and BACKEND (includes flutter SDK, flutter fix, google firebase).
2. Design a wireframe and prototype the application.
3. First module is User Interface which includes: Authentication screen that contains sign in/sign up page, forget password, Homepage that contains offer page, bottom bar, top bar, side bar, Product list, product detail, add to cart page, order page, payment gateway.
4. Second module is Authentication module which includes: Sign in/ sign up page (google authentication).

5 Facilities required for proposed work

There are a number of facilities required for the development of the project. The Internet is the main facility among all. Software/Hardware required for the proposed project are as under:

Requirement Type	Requirement	Description
Hardware Requirement	Personal Computer	Windows 10, RAM 4Gb, Memory 3Gb.
Software Requirement	Visual Studio Code	Version 1.54.3
	Android Studio	Version 4.1.2
	Flutter Toolkit	Version 2.0.0
	Google Firebase	Connectivity with database.

6 References

- [1] <https://flutter.dev/docs/get-started/install/windows>
- [2] <https://flutter.dev/docs/reference/tutorials>
- [3] <https://console.firebase.google.com/u/0/?pli=1>
- [4] <https://flutter.dev/docs/development/data-and-backend/firebase>