**“Online Store Project”**

*CS [3] - Section (11)*

**Team Members**

**- Mostafa Saad *(Team Leader)*.**

**- Manar Ashour.**

**The Users of this Mobile App based on their roles are:**

- Users / Clients.

- Admins.

**Functional Requirements**

- User should register to the App.

- User can sign in with facebook or Google account.

- If user forgets the password, system will send it as email or sms.

- User can Find categories for what he/she needs.

- User can buy any product if and only if the product is available.

- User can add any number of products to “favorite list”.

- User can add maximum 20 products to “shopping cart”.

- User can track order after buying it.

- System displays products to users with its prices, description in brief,

product image and customers evaluation as five stars.

- If users click on any product, system will display the price, full description

of it, 5 images for that product and client’s comments on it.

- System allows users to give feedback on the products and sellers.

- Feedbacks are public for anyone who visit the website.

- System provides private favorite list and shopping cart for each user.

- System permits users to drop items from cart and favorite list.

- System allows users to select quantity of each product.

- System provides 3 options of payment methods: Cash, Credit Card, PayPal

account.

**Non -Functional Requirements**

- Performance.

- Reliability.

- Usability.

- Security.

- **Process Requirements**:

* Platform: android OS (4.4.4 or Above).
* Hardware: at least 850 GB RAM for better experience.
* Programming Language: Java & XML.
* Database: SQLite DB.