

**Project Name: eFurniture**

**Course Number: CSE 299  
Section: 17**

**Group: 6**  
Semester: Summer 2019  
Faculty Name: Shaikh Shawon Arefin Shimon  
Student Name: Faysal Ahmed  
Student ID: 1620491042  
Student NSU email: Faysal.ahmed03@northsouth.edu  
Git repository link: <https://github.com/FaysalAhmed1/SU19CSE299S17G06NSU>  
Date prepared: 16/6/2019

**1) Project Idea:**

Our plan for this project is to build a user friendly online furniture shop when user will be able to order as their desire. It will have the custom options where users will be able to customize it. It is designed to make your daily purchase easier.

**a) Problem that it will solve:**

Most of the online furniture shop lacks the visual representation option for the clients. For home and office usage this project will be a problem solver when needed.

**b) How it will solve the problem:**

The product will have a varieties of furniture model in it. All furniture shop owners can add their product in our website for display. In the description menu all of the details will be given regarding that specific model. The user might want a different sized or a little bit different model comparing with their house model, for that case the request will be handled by an admin for their desired furniture. This will make the purchase much easier and comfortable.

**2) Features:**

a) Visual models of furniture with respective details to make the purchase easier. There will be an image will every listed product and user can see all available options with it.

b) Customizable designs. It will guide the user to find the right sized furniture for their home, user will be able to choose a different approach than the existing models.

c) Calculating the existing model and specific custom model and provide a suitable price for the furniture.

d) We may add 3D models in the product to make the furniture more realistic.

**3) Technology:**

For our project we will use HTML, CSS, PHP, JavaScript, MySQL database. Suitable frameworks like bootstrap, laravel will be used.

**4) Monetization:**

We’ll launch this product for free in the first place. After fixing the major concern and collecting data we will turn it to trial for a few months section. After visualizing the success rate well make it a paid product. We’ll identify the major user base and keep implementing new trial options. We’ll optimize the products performance and make it cost efficient with the collected data.

**5) Future Business plan:**

There will be three major category of user using this product.

a) The general user will be all sorts of people like students, bachelor, and family person. They will use this product to find their desired furniture easily and this application will be built the way so they can maximize the benefit from it.

b) Shop owners can maximize their profit and increase the sell quantity with this product. By getting listed in this application we will open up a online portal for them to sell their items. They’ll be charged 5% of their sale.

c) Organizations sometimes need big number of products for their offices .This all will come handy for them. Well charge them 10% for their orders.

d) User will be able to play using ucash, bkash , master card and all available online payment options.