Project Proposal

YenSports.com

Abstract

Electronic commerce or ecommerce is a term for any type of business, or commercial transaction, that involves the transfer of information across the Internet.  We are living in an age where every individual is tech savvy and hence nobody will travel to a conventional brick and mortar store to buy stuff.

Ecommerce allows consumers to electronically exchange goods and services with no barriers of time or distance. This has expanded rapidly over the past five years and is predicted to continue at this rate, or even accelerate. In the near future the boundaries between "conventional" and "electronic" commerce will become increasingly blurred as more and more businesses move sections of their operations onto the Internet. Electronic commerce has also led to the development of electronic marketplaces where suppliers and potential customers are brought together to conduct mutually beneficial trade.

This project will ease the process of buying and selling sports equipment online.

Project Scope

As ecommerce for a business can broaden the name of the brand, is convenient, influences purchase decisions and can easily be customized to give customers the personalized experience.

Here , this project is limited to the basic crud implementation for the user and the admin roles .This will also be inclusive of mailing feature , where when the user places an order , and mail will be sent to acknowledge the transaction .

Challenges

* Handling huge data
* Scalability
* Responsive
* CRUD Operations
* Extensions of functionalities

Task Units

-**Admin**

* Adding categories of products.
* Binding products with the categories.
* Adding products.
* Updates the data for an existing product.
* Delete the existing ones.

-**User**

* View the product.
* Search for a product.
* Book product(s) for delivery .
* Cancel an order.
* Add feedback with the products.

Specifications

**-Hardware Specifications**

* 64 bit OS.
* having at least 4 GB RAM
* network with min 512 kbps

**-Software Specification**

* **Front end :** Angular.js , HTML , Bootstrap , CSS , JSON , JSP , JQuery , Javascript
* **Middleware :** Spring , Hibernate , XML
* **Database :** h2
* **Version Controlling :** git