BUILDING WEBSITE ECOMMERCE

Name: Nguyen Thanh Nhan

Supervisor: Tran Trong Minh

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Project Proposal

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1. Overview.

Currently, people are facing a very dangerous disease. The disease that has claimed millions of lives is the Covid-19 epidemic. The whole world is in a difficult situation, not only in terms of people, but the epidemic also has a serious impact on the economy. The government has ordered: People are not allowed to leave their homes unless absolutely necessary (Government, 2020). Every locality must suspend all non-essential activities to avoid large gatherings: Karaoke, Gym, Cinema, Supermarket, etc. The epidemic situation has improved under the timely leadership of the Vietnamese government, which has also taken steps to revive the economy. Although some facilities have been permitted to reopen by the government, the quantity of persons must be restricted. Therefore, it is very necessary for people to stay at home to buy food and necessary food. To ensure that people can buy food and food anywhere, I have designed an e-commerce website. As long as people use laptops, desktop computers, smart phones, they can buy the products they

like wherever they are. The website will have features such as login / registration, product search, ordering and the website will support online payment.

You want to buy food, but you can't leave the house or go to the supermarket to buy it directly. This makes you feel upset about eating, to overcome this situation, we bring you a quick and convenient solution, right now, and you can sit right at home, at the office or somewhere and with just 1 click you will be able to buy any utensils, food, water. In Vietnam, the form of ordering products online is still quite new, so this is a potential market. Moreover, today in Vietnam, information technology is widely and effectively applied in many areas of society's activities. With the practice of technology development and application in Vietnam, along with the determination of the Party and Government in the orientation to promote the development of information technology (IT) application in life and economy has greatly increased the application speed and the number of people working directly on the Internet. Along with IT infrastructure has been heavily invested to be ready for computerized applications. The number of people regularly accessing the Internet to update and search for information is increasing at a rate of 40% per year.

2. Aim.

Build a web app to help people buy products quickly and conveniently. The system will help buyers feel more secure about online payments.

3. Objectives.

3.1 Literature review.

3.1.1 Qualitative research.

3.1 Qualitative research

In this e-commerce web application design project, I will conduct a user survey to see how interested users are in our web application. The survey includes the following items: Survey, user's opinion about web application, web application functions. I will use form so that users can easily do interviews.

Survey tool: Google Forms.

Survey scope: The scope includes all users worldwide who have the need to buy products at our e-commerce web application.

3.2 Quantitative research.

In this project, I will collect and synthesize information related to online commercial web application. After that, I will analyze the information that will be collected. The purpose of this study is to draw conclusions about web application through data collection and data analysis in the market. (Bhandari, 2020)

3.3 Requirements

First, I will proceed to collect user requests for our web application. What functional requirements will users have? The purpose of this is to gather as much information as possible because it will help us identify the main functions in the web application and work on it in the near future.

Second, I will conduct an analysis of user requirements and needs for an e-commerce web application. Execution will take place as soon as I have collected enough user requests.

3.4 Product.

3.4.1 UI/UX design.

Currently, information technology is developing and getting everyone's attention. So the project needs to have an efficient user interface. The project needs to use different design techniques so that it is easy for users to see and access. The project needs to analyze the right solutions to give users the most optimal experience. This will help the project progress smoothly and can further develop in terms of the interface.

3.4.2 Technologies for web application development.

I will be using the MERN stack to build this web application for e-commerce. The term MERN stands for four technologies including: MongoDB, ExpressJS, ReactJS, and NodeJS. I will go into more detail about those technologies later and explain why I chose them for this project.

3.4.3 Product development.

The web system for selling movie tickets online will be developed as follows:

- **Admin:** The system administrator. Update necessary information, product content, news, promotions.
- **Viewers:** Viewers only view product information without registering members at the website.
- **Members:** Customers who view online and register at the website will become members and can purchase products.

3.5 Testing

First, once the web application is finished, I will run it and check if it has any errors during the run. If there is an error, I will make corrections in time.

Second, the web application will be tested by users, I will conduct a search for users who want to experience the web application soon. They will be the ones who will experiment and find the mistakes. I will collect all the information and will make corrections if there are any errors.

3.6 Deploying

I need to complete the functions and user interface to deploy my web application to the Internet. Once that's done, I'm going to start deploying and check if my web app is working or getting some errors during deployment. If there is any error in any function, I will check and fix it.

I need to review and double-check the information displayed during deployment. I'll start implementing as soon as I'm 80% done with the functionality and UI.

3.7 Evaluation

Conduct evaluation and re-tuning of web application functions to ensure the system can operate at high performance. Identify project weaknesses and take corrective action to complete the project as quickly as possible.

4. Legal, Social, Ethical and Professional Issues and Considerations

4.1 Legal.

Legal is always a very important and difficult issue. As a developer, I am responsible for and review all product and customer related legal issues. Currently on the market there are quite a few businesses using applications similar to my project. Therefore, my project will face many disadvantages and may infringe the copyrights of other businesses. The project may be sued or banned from use if it violates the law.

Copyright: If necessary, I will look for and utilize information with a clear source and permission and will not use the photos, documents, or content of other companies in our web app.

Security: Customer security is always a top priority. My project may be sued or banned from use if I disclose client's personal information. I will take great care and develop the project carefully and avoid poor security.

Brand: My project will use my own logo and brand design, my web app does not want to borrow logos or trademarks of other web apps.

4.2 Social.

Regarding social issues, my project is to build an e-commerce web app so people can freely access the site anytime, anywhere, as long as everyone's device is connected to the Internet. The project is also suitable for the current situation of the Covid-19 epidemic, so people can avoid large gatherings.

4.3 Ethical.

TN Market needs to pay attention to 2 important issues that are Personal Privacy and Access Rights:

Personal privacy: The project after being implemented will not be allowed to disclose customer information or use customer information for any purpose, which may cause the company to be sued and related to law. TN Market is also not allowed to disclose information about products ordered by customers. TN Market needs to have a system to prevent intrusion from revealing customer information.

Access: As mentioned about the security of customer information, allow outsiders to access. TN Market needs to have a clear regulation on the age of access and must not sell products related to legal issues.

4.4 Professional issues.

Before sending goods to customers, TN Market must carefully check all information and products. In order to avoid the case of customer information being stolen, TN Market must pay close attention to the security of customer information. In order for customers to feel secure to use and trust TN Market more, TN Market must also pay attention to listen to customer reviews and feedback.

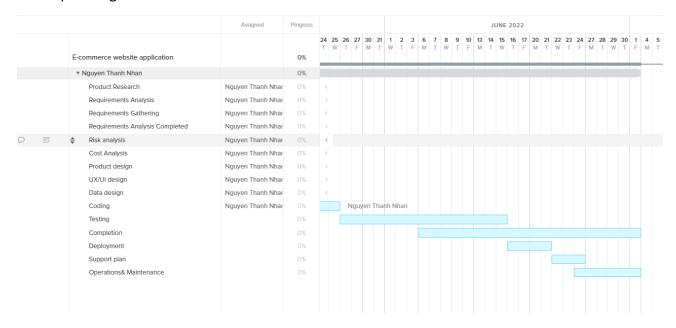# 5. Framework or Any Methodology used.

I choose Agile: Scrum process to apply to this project. Choosing it was a wise decision as it is a very important project and also a big one. Applying it to the project will help the project develop more, have a reasonable time and complete it on time. Prioritizing the MoSCoW method also helped me eliminate non-critical requests thus reducing my workload.

6. Planning (see appendix A)

Stages	Duration	Start	End
Product Research	14 days	11/09/2022	25/09/2022
Requirements Analysis	7 days	14/10/2022	21/10/2022
• Requirements Gathering		12/14/2022	12/16/2022
• Requirements Analysis Completed		12/17/2022	12/22/2022
Risk analysis	6 days	12/23/2022	12/30/2022
Cost Analysis	10 days	12/31/2022	01/13/2022
Product design	30 days	01/14/2022	02/24/2022

• UX/UI design		01/14/2022	01/28/2022
• Data design		01/29/2022	02/24/2022
Coding	92 days	02/25/2022	05/25/2022
Testing	20 days	05/26/2022	06/15/2022
Completion	15 days	06/16/2022	07/01/2022
• Deployment		06/16/2022	06/21/2022
• Support plan		06/22/2022	06/25/2022
• Operations & Maintenance		06/26/2022	07/01/2022

This is planning

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