**e-Farming**

**Business Requirement Specification**

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# 1. Introduction

# Document Purpose

This document communicates the business requirements and scope for developing E-Farming System. The scope of this document is to define the functional and non functional requirements, business rules and other constraints requirements.

# Project Background

As we are moving forward towards a growing generation, the knowledge and practice of farming and cultivating crops has dropped to some extent. Considering the youths, there is less bending towards agricultural activities in rural areas. If such avoidance towards a major factor of living is continued, circumstances to face severe crop cultivation issues would arise. There need to be a platform, where every aspect of farming is reached in a substantial manner. Farmers lack behind in practicing advanced techniques in farming due to the limited source of information. So there should be a platform which helps educate people of all generations to practice farming at top-notch level.

# Goals of the project

The main motive of this project is for developing a web-based application that helps people to educate about farming from scratch and achieve maximum productivity. As 54% of India’s population practice farming, it is necessary for the famers to get exposed tot eh changings techniques and trends in market. Developing an application that would help farmers to understand every aspect of the required crop with keeping them in touch with wavy market conditions and representing their cultivation to the next extent.

# Customers and Stakeholders

Customers:

* + Youths in farming starting from scratch.
  + Farmers that will be exposed to latest farming technologies.
  + Generalized visited clients for updating agricultural knowledge.
  + Farmers who wants to improve their Farming technique

Stakeholders

* + Farming Community.
  + Youth in farming
  + Farm workers Organization
  + Agri-Business Industry

# 2. Business Requirements Overview

* E-Farming System is the public web application.
* E-Farming System will be opened to the global, but in the phase 1, the main target is in the India.
* There are mainly two types of user. One is the wholesaler and other is Farmer.
* Farmers can search for the market values of related agro products
* Wholesaler can search for the products available in the market and even the information about the farmer
* E-Farming System provides the functions which connect the farmers and the wholesaler efficiently.
* E-Farming System could be maintained by Administrator.

# 3. Functional Requirements Overview

E-Farming System consists of four modules described as below.

1. Farmer Module
2. Wholesaler Module
3. Admin Module
4. Message Acknowledgement Module

# 3.1 Farmer Module

* Farmer can register and create his own account.
* E-Farming System provides the function which allows Farmer to publish his products.
* He is able to browse existing Market price.
* The Farmer could learn the technique how to use e-farming.
* The Farmer could find what are pricing of others Farmers crop.
* Providing “Pay-Back System” in case of dissatisfactions.

# 3.2 Wholesaler Module

* Wholesaler can register and create his own account.
* E-Farming System provides the function which allows Wholesaler user to find out the crops information.
* And could find the price all over the country state wise.
* Providing “Pay-Back System” in case of dissatisfactions.

# 3.3 Admin Module

* E-Farming System should provide all function to admin how to handle the System.
* What are the farmers and wholesaler are using this system and are they authorized.
* Could able to know all the Transaction.

# 3.4 Message Acknowledgement Module

* Message Acknowledge Module should provide the entire users feedback message about their completion of transaction.

# 4. Non-functional Requirements

* The website should use professional design, look and feel and color scheme.
* Users will have no limitations for accessing the application through Internet. The portal being an internet application, it is difficult specify exact number of visitor or users. Hence we will target the system to support between 5 and 10 million users on launch of phase 1.
* Being a public website, the site must follow general usability guidelines for menus, navigation, colors, links and other actions provided on the screens.
* The system should be designed in such a manner that user will be able to complete tasks in minimum number of steps.