

KartZed

Developed By

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Guided by

Dr. Jignesh Doshi

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CERTIFICATE

Enrollment No: 202000450021	0021	Seat No:
This is to certify that Mr./Ms.	Bhavin Rajkumar Kalal	of Master of Science
(Information Technology) Integrated,	Semester VI , Div A ,	Roll No_21_ has satisfactorily completed
his/her project titled	KartZed	in S/W Project (050020609) under the
supervision of Dr. Jignesh Doshi		
Internal Guide		HOD
Dr. Jignesh Doshi		Dr. Jignesh Doshi
Date of Submission:		



CERTIFICATE

Enrollment No:	2020004500210019	Seat No:			
This is to certify 1	that Mr./Ms.	Varad K	<u>Ketanbhai</u>	Joshi	of Master of Science
(Information Techno	ology) Integrated, Semester	<u>VI</u> ,	Div <u>A</u>	, Roll No <u>19</u>	has satisfactorily completed
his/her project titled	l <u>Kart</u> Z	Zed		in S/W	Project (050020609) under the
supervision of <u>D</u>	r, Jignesh Doshi				
Take 10					нор
Internal Gu	ide				HOD
Dr. Jignesh D	oshi				Dr. Jignesh Doshi
Date of Submiss	ion:				



CERTIFICATE

Enrollment No: :	2020004500210067		Seat No	0:	
This is to certify that	Mr./Ms	Vasu Vimalku	mar Sidapara	of 1	Master of Science
(Information Technolo	egy) Integrated, Semester	<u>VI</u> , D	iv <u>B</u> , Roll N	No <u>13</u> has satisfa	actorily completed
his/her project titled	Kart	tZed	in S	S/W Project (0500	20609) under the
Internal Guid				НС	
Dr. Jignesh Do Date of Submission				Dr. Jign	esh Doshi

Certificate of Originality

This is to certify, that the project work submitted by me/us titled is an outcome of my/our independent and original work. I/we assure that this project is not copied from any other person's work (published/unpublished), and has not previously submitted for assessment either at university or elsewhere. I/we confirm that, I/we have read and understood the rules and regulations on plagiarism in LJU.

Sr. No.	Enrollment No.	Name of the student	Signature
1	2020004500210021	Bhavin Kalal	
2	2020004500210019	Varad Joshi	
3	2020004500210067	Vasu Sidapara	

Commitment form

I/we assure that following at the said project titled confirm that, I/we have read of UFM in LJU.		Further I/we
Student 1		
Enrollment No. :	Division:	Roll No. :
Name of the student:		
Components worked on (Not ov	erlapping or common	across members)
1		
3	4	
5	6	
7	8	
9	10	
Date:		Signature:
Student 2		
Enrollment No. :	Division:	Roll No. :
Name of the student:	2 4 6	
9	10	
Date:		Signature:

Student 3

Enrollment No. :	Division: Roll No. :	
Name of the student:		
Components worked on (No	ot overlapping or common across members)	
1	2	
3	4	
5	6	
7	8	
9	10	
Date:	Signature:	

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1) Introduction

KartZed website is an online platform that enables businesses to sell games to customers over the internet. These websites provide customers with a convenient and easy way to browse and purchase games from the comfort of their own homes, as well as providing businesses with a cost-effective way to reach a wider audience and increase sales.

KartZed websites typically include a catalog of products or services, a shopping cart, and a payment gateway that enables secure transactions. The catalog displays the products or services that are available for purchase, often with images, descriptions, and prices. Customers can add items to their shopping cart, view the total cost of their order, and proceed to checkout.

The payment gateway is a secure system that enables customers to make payments using a variety of methods, such as credit cards, debit cards, or online payment services. This ensures that transactions are processed safely and securely, protecting both the customer and the business from fraud and other risks.

KartZed provide a platform for selling products and services, It can also be used to build brand awareness, provide customer support, and collect valuable data about customer behaviour and preferences. This data can be used to improve marketing strategies, product offerings, and overall customer satisfaction.

1.1) Existing System

The approach of our website is very unique so there is no existing system that provide the same services.

Although there is a website called gameflip that so the similar work but has very poor website maintenance.

Also, it is taking more time to manage customer services, reporting, and other activities. We have a system in place to record both business and non-business interactions, but it still has certain shortcomings.

1.2) Need for a New System

The existing system has a number of drawbacks. The shortcomings of the current system are addressed by the suggested system. There are various benefits to the suggested approach that make it possible to do business solely from a window. Complexity and time are not completely eliminated. All transactions relating to business are logged in one location.

Work on client feedback and service management becomes increasingly concentrated. With reports produced by an automated system, business analysis and gap discovery are made simple. Large-scale company operations can be managed successfully.

1.3) Objective for the New System

E-commerce websites offer a wide range of products, from local to global, 24/7 access, quick and easy shopping experience, time-saving, lower prices, discounts, coupons, and deals, and rich product information. They also offer multiple payment options, such as credit/debit cards, PayPal, and more, making it convenient for users to pay.

1.4) Problem Definition

Various challenges and limitations that affect users worldwide. Some of the problems with offline shopping include:

Limited accessibility and availability, Time-consuming, Increased prices, Restricted access to information, Limited payment options

1.5) Advantages and Limitations of the Proposed System

Advantages:

- one stop solution
- simple navigation
- quick product display
- increase in availability
- Ease user task by 60-70%

Limitation:

- less contact with service provider
- verification insecurity

1.6) Core Components

User Management

- Registration
- Login
- Product pages
- Product Categories
- Product Description
- Product Availabilities
- Search functionalities
- Product Filtering
- Product Sorting
- · Quantity Selector
- Wishlist
- Shopping Cart
- Contact Form

Transaction Management

- Payment Gateway (admin)
- Discounts and Promotions
- Payment Gateway (user)
- Special offers and promotions (user)

Master Management

- Dashboard overview
- Inventory Showcase
- Product Management
- Shipping Management
- Customer Reviews & Feedbacks
- Review Management
- · Order Management
- Content Management
- Inventory Management

Reports

- Sales analytics and reports (admin)
- Reporting and analytics
- Analytics and Tracking (merchant)
- Order status updates (user)

1.7) Targeted Users

- Vendors
- Customers
- Professionals

1.8) Project Profile

Project title	KartZed
Front-End and Back-End	Django 4.1, CSS5, HTML5, JS, Python
Database	MongoDB
Libraries	OS, String, Random, Datetime, math
GitHub URL	https://github.com/SidaparaVasu/KartZed-Django
Evaluators	Dr. Jignesh Doshi (HOD)

2) Requirement Determination & Analysis

2.1) User Requirements

End User Requirements:

- Easy Navigation
- Product Information
- Search Functionality
- User-Friendly Checkout
- Secure Payment Options
- Mobile Responsiveness
- Customer Support
- Personalization
- Different browser supports (including versions)
- Wishlist and Shopping carts (future purchase).
- Users should be able to view & track the status of items they have ordered.

Administrator Requirements:

- Administrators should be able to manage eCommerce applications using Web browsers.
- Data managers should be able to delete users.
- Site administrators should be able to change the status of goods purchased by users after items have been shipped.
- Administrators should be able to view all user transactions.
- Site managers should be able to view all transactions for the day.

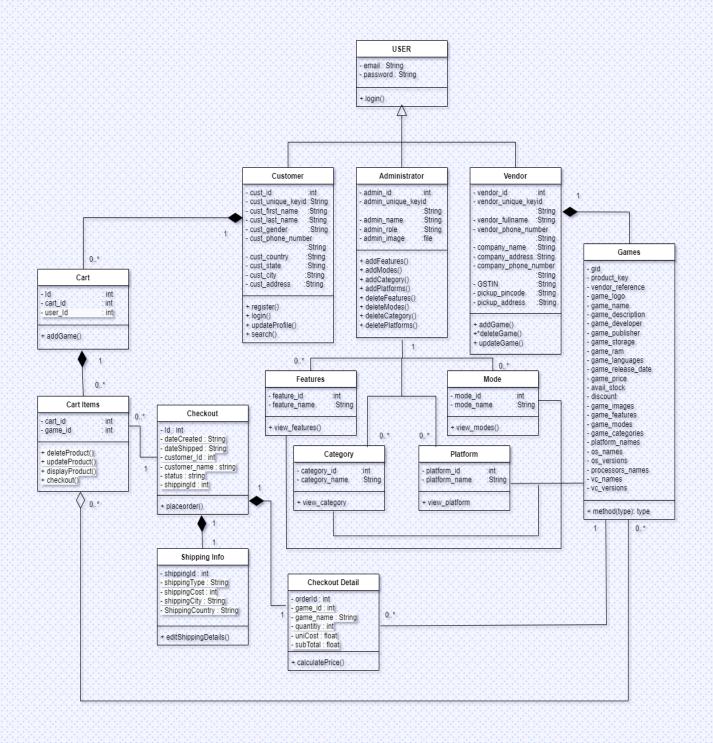
2.2) Requirement Determination

- User have to search valid information
- Vendors have to maintain availability of product
- Only verified products must be sold

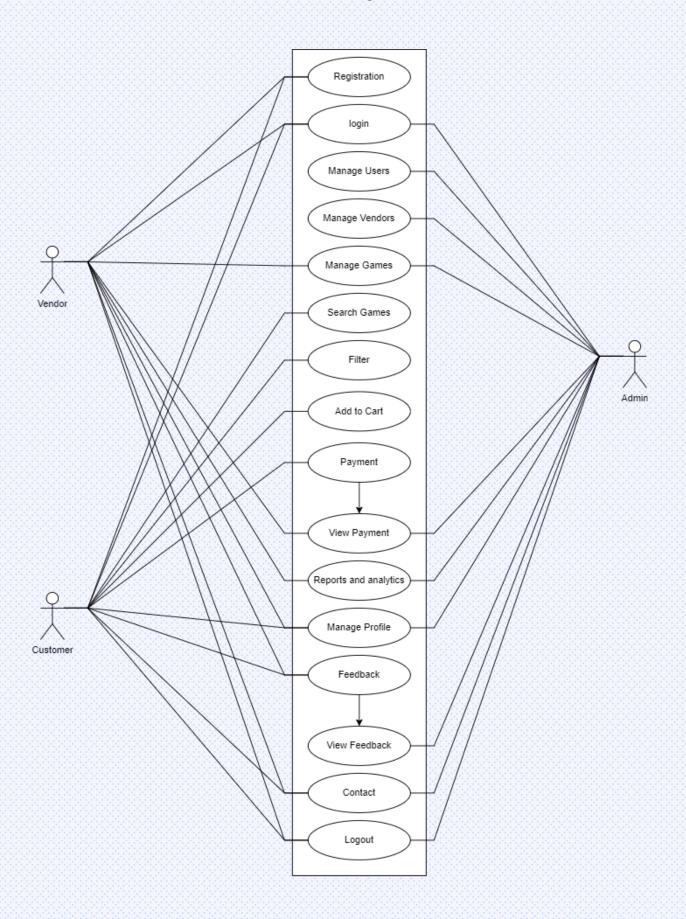
3) System Design

3.1) UML Diagrams

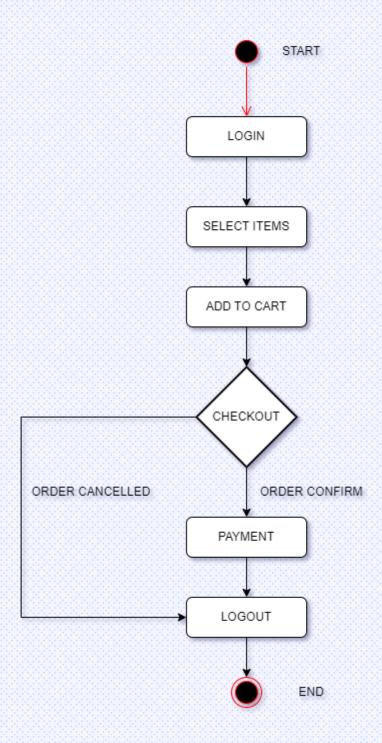
Class Diagram:



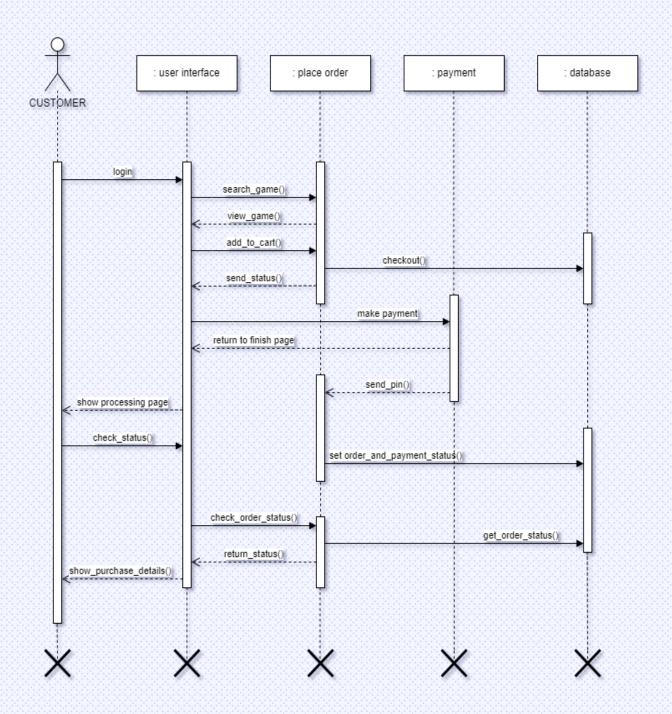
USE CASE Diagram:



Activity Diagram:



Sequence Diagram:



3.2) Data Dictionary

ADMINS COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
admin_id	int (10)	unique	001
admin_unique_keyid	string (16)	unique	Uqpet14a7e5g6w5w
admin_name	string (20)		Administrator
admin_role	string (40)		superadmin
admin_email	string (20)		kartzed@ecommerce.com
admin_password	string (12)		admin@123
admin_image	image		Media/Image.png

CUSTOMERS COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
cust_id	int (10)	unique	001
cust_unique_keyid	string (16)	unique	Go910a7e5g6w5w
cust_first_name	string (20)		Ram
cust_last_name	string (20)		xyz
cust_gender	string (6)		male/female
cust_email	string (20)	=	amazon@a.com
cust_phone_number	string (10)		9281634582
is_phone_verified	boolean		True
otp	int (6)		125478
cust_country	string (25)		India
cust_state	string (25)	-	Gujarat
cust_city	string (25)		Ahmedabad
cust_address	string (50)		Jivaraj Park
cust balance	int (10)		2500

VENDORS COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
vendor_id	INT (10)	UNIQUE	001
vendor_unique_keyid	STRING (16)	UNIQUE	001
vendor_fullname	STRING (20)		XYZ
vendor_password	STRING (12)		XYZ
vendor_email	STRING (20)	UNIQUE	KZed1@a.com
vendor_phone_number	STRING (10)	UNIQUE	8362547392
company_name	STRING (30)	UNIQUE	Riot Games
company_address	STRING (50)		Mumbai, India
company_phone_number	STRING (10)	UNIQUE	836253491
GSTIN	STRING (15)	UNIQUE	28362819
pickup_pincode	STRING (10)	<u>-</u>	380053
pickup_address	STRING (50)		Navi mumbai

USER_BALANCE_POINTS COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
points_id	INT (10)	UNIQUE	123
points	INT (10)		3400
customer	STRING (100)	FOREIGNKEY	XYZ

PLATFORM COLLECTION

	FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
	platform_id	INT (10)	UNIQUE	123
•	platform_name	STRING (100)	UNIQUE	Play Station

FEATURES COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
game_feature_id	INT (10)	UNIQUE	123
game_feature_name	STRING (25)	UNIQUE	Multiplayer

MODE COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
game_mode_id	INT (10)	UNIQUE	123
game_mode_name	STRING (25)	UNIQUE	Battle Royale

CATEGORY COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
game_category_id	INT (10)	UNIQUE	123
game_category_name	STRING (25)	UNIQUE	Adventure

OPERATING_SYSTEM COLLECTION

-	FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
	os_id	INT (10)	UNIQUE	123
	os name	STRING (25)	UNIQUE	Windows

OS_VERSION COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
version_id	INT (10)	UNIQUE	123
os_name	STRING (25)	FOREIGNKEY	Windows
version	STRING (50)	UNIQUE	Window 11

PROCESSOR COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
processor_id	INT (10)	UNIQUE	123
os_name	STRING (25)	FOREIGNKEY	Windows
processor_name	STRING (50)	UNIQUE	Ryzen 5

VIDEOCARDS COLLECTION

٠	FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
	vc_id	INT (10)	UNIQUE	123
	vc_name	STRING (50)	UNIQUE	Intel, AMD

VCVERSIONS COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
vc_version_id	INT (10)	UNIQUE	123
vc_name	STRING (50)	FOREIGNKEY	Intel, AMD
vc_version_name	STRING (50)	UNIQUE	GeForce GTX

OFFER COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
offer_id	INT (10)	UNIQUE	123
offer_name	STRING (100)		50% off
offer_description	STRING (100)		Offer description
offer_tc	STRING (250)	-	Terms & Conditions

PLAN COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
plan_id	INT (10)	UNIQUE	123
points	INT (10)		100
amount	INT (10)		125

GAMES COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
gid	INT (10)	UNIQUE	123
product_key	STRING (16)	UNIQUE	Zuiop14q2er4tyo9
vendor_reference	STRING (20)	FOREIGNKEY	Riot Games
game_logo	IMAGE		Media/logo/valorant.jpg
game_name	STRING (255)		Valorant
game_description	STRING (255)		5v5 shooter game
game_developer	STRING (255)	<u> </u>	Riot Games
game_publisher	STRING (255)		Riot Games
game_storage	STRING (255)		24GB
game_ram	STRING (255)		8GB
game_languages	JSON		English, Hindi
game_release_date	STRING (250)		23/4/2020
game_price	INT (10)		545
avail_stock	INT (10)		50
discount	STRING (250)		5%
game_points	INT (10)		450
game_features	JSON		Action
game_modes	JSON		Bomb Plant
game_categories	JSON		Multiplayer
platform_names	JSON		Windows, MacOS
os_names	STRING (250)		Window
os_versions	STRING (250)	· · · · · · · · · · · · · · · · · · ·	Window 11
processors_names	STRING (250)	÷	Ryzen 5
vc_names	STRING (250)	-	AMD
vc_versions	STRING (250)		GeForce GTX

GAME IMAGES COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
game	STRING (250)	FOREIGNKEY	valorant
images	IMAGE		Media/games/image.png

VENDOR_CONTACT COLLECTIONS

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
contact_id	INT (10)	INT (10)	123
contact_name	STRING (25)		user
contact_email	STRING (50)	EMAIL	user@gmail.com
contact_message	STRING (250)		Very Good UI

CART COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
cart_id	INT (10)		45
cust_id	INT (10)	FOREIGNKEY	1
is_paid	Boolean		True

CARTITEM COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
cart	INT (10)	FOREIGNKEY	45
game	INT (10)	FOREIGNKEY	15

CONTACT COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
contact_id	INT (10)	UNIQUE	123
contact_name	STRING (25)		user
contact_email	STRING (50)		user@gmail.com
contact_message	STRING (250)		Fast Delivery

ORDER COLLECTION

FIELD NAME	DATATYPE (SIZE)	CONSTRAINTS	SAMPLE DATA
order_id	INT (10)	UNIQUE	123
order_placed_status	STRING (12)		Placed/pending
shipped_status	STRING (7)		Shipped/pending
delivered_status	STRING (9)		Delivered/pending

4) Development

4.1) Coding Standards

Naming conventions:

Use descriptive and meaningful names for variables, functions, classes, and files.

Use Snake Case for class names and Snake Case for function and variable names.

Use all lowercase letters for file names.

Code formatting:

Use 4 spaces for indentation.

Limit lines to a maximum of 80 characters.

Use single quotes for string literals unless a single quote appears within the string.

Database design:

Use MongoDB's schema less design to store game data.

Use appropriate data types for fields.

Use indexes to improve query performance.

Error handling:

Use try-except blocks to handle exceptions.

Testing:

Write unit tests for few functions and class.

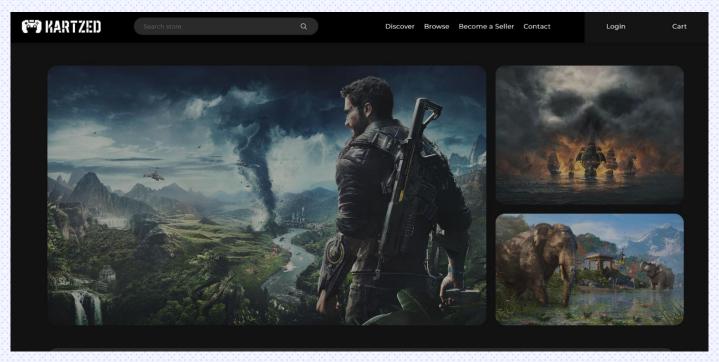
Documentation:

Use clear and descriptive comments for each function and class.

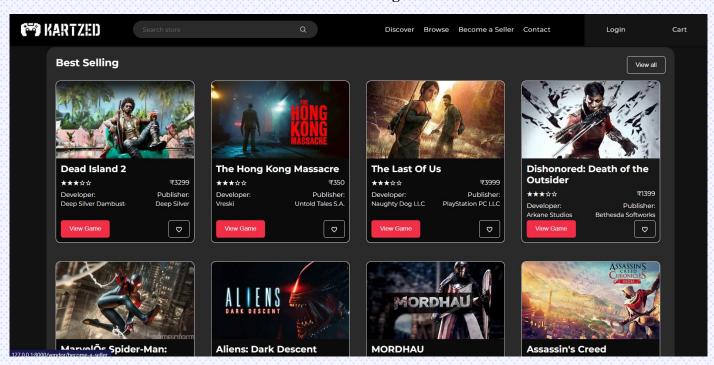
Use Draw.io, quill Bot or similar tools to generate documentation.

4.2) Screenshot

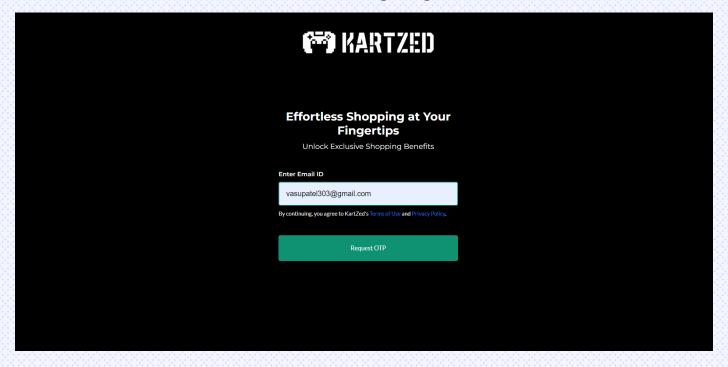
Homepage



Browse Page



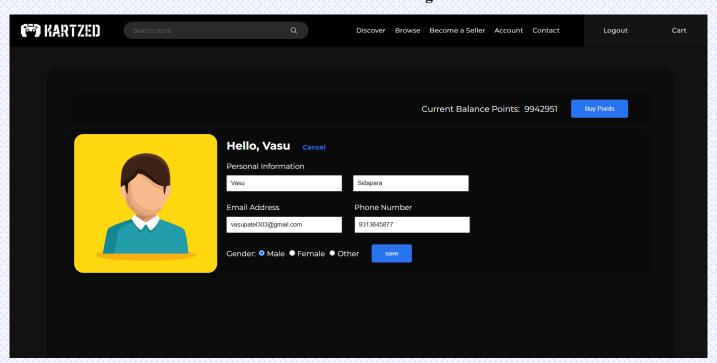
Customer Login Page



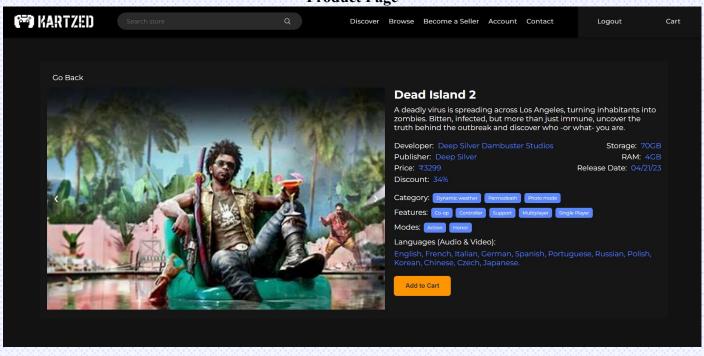
Verify OTP page (for login)

(**) KARTZED			
	OTP Verification		
	OTP		
	Don't you get the OTP? Click Resend OTP	60 sec.	
	CONTINUE		

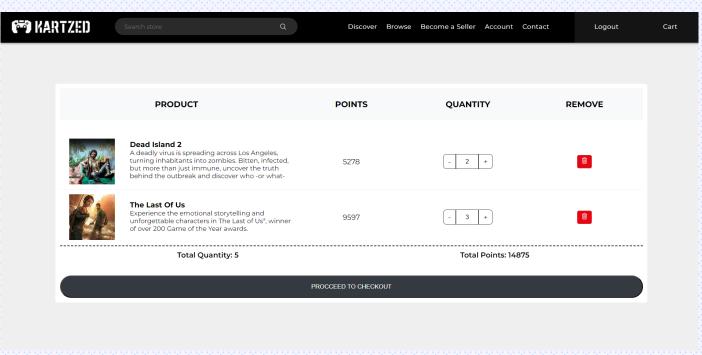
Customer Profile Page



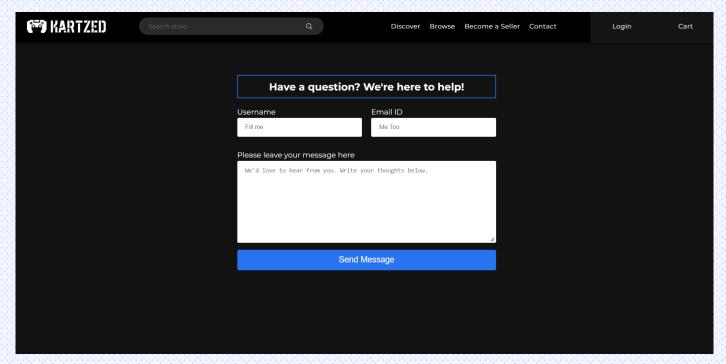
Product Page



Cart Page

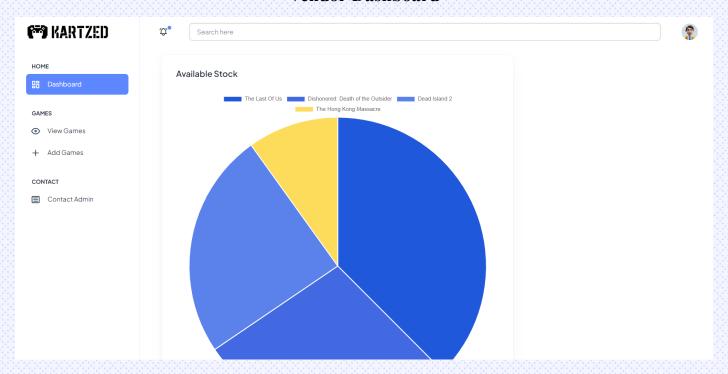


Contact Page

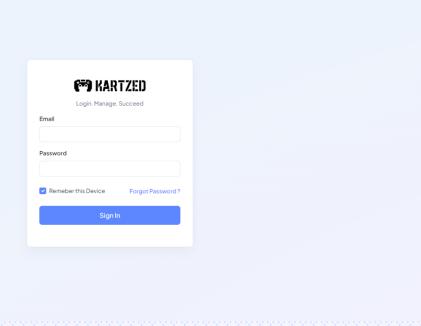


Vendor

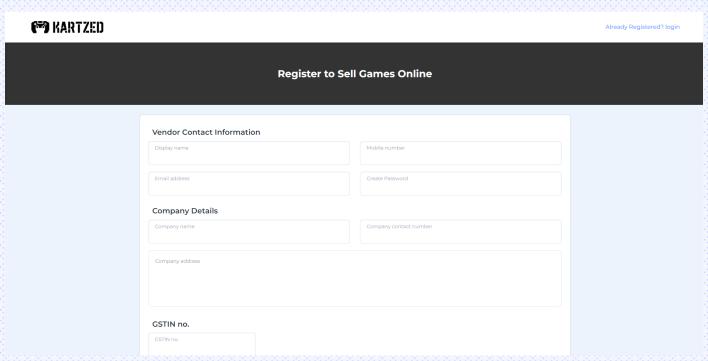
Vendor Dashboard



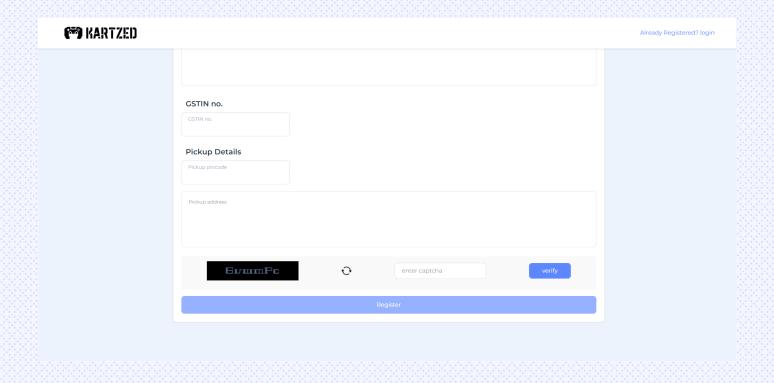
Vendor Login Page



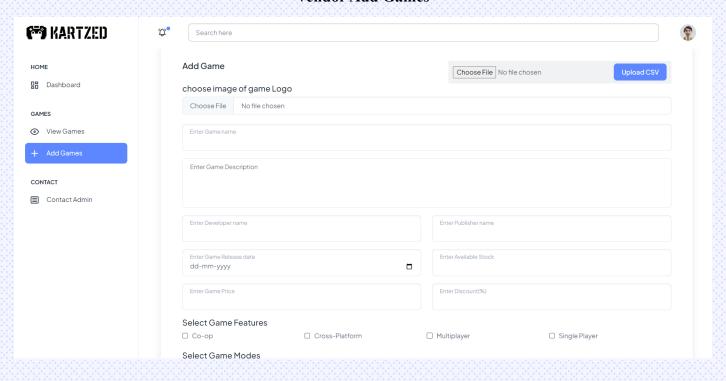
Vendor Registration Form (1)



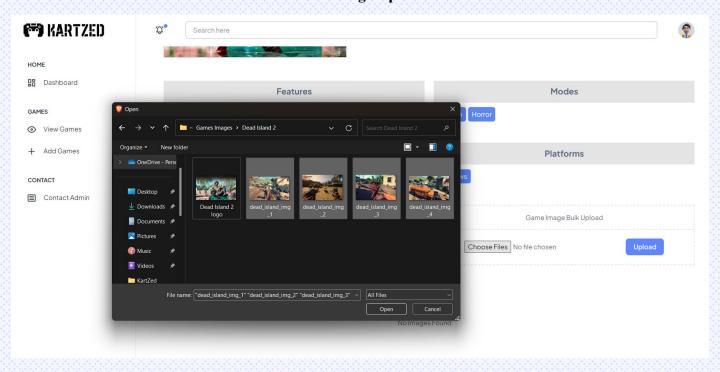
Vendor Registration Form (2)



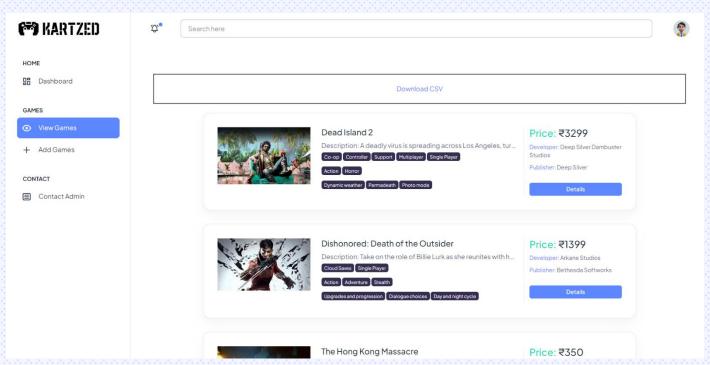
Vendor Add Games



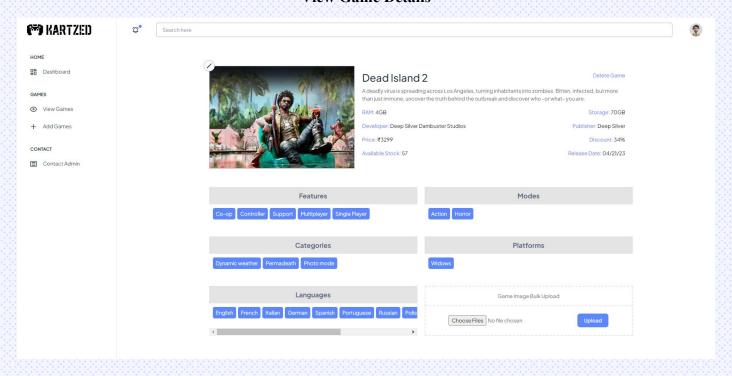
Bulk Image Upload



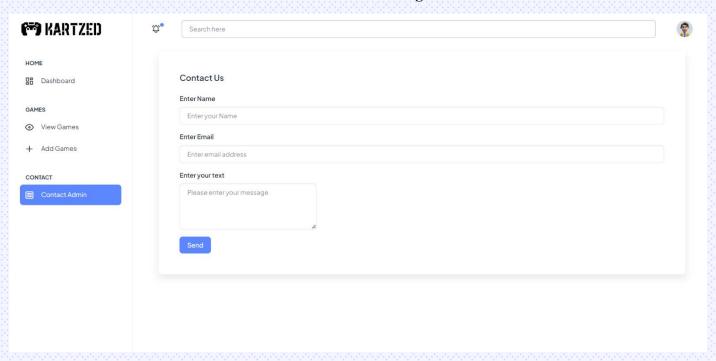
Vendor Show all Games



View Game Details

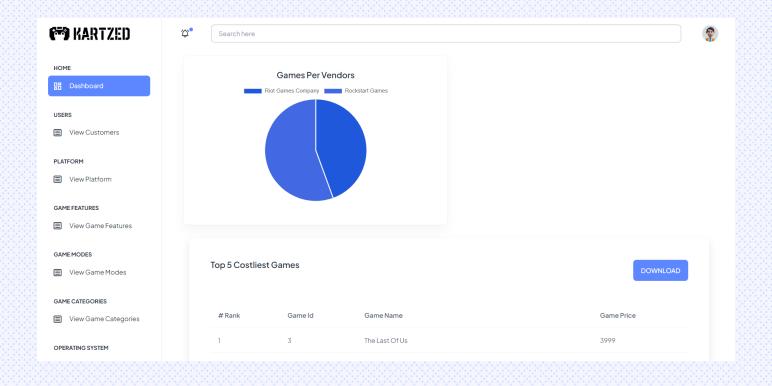


Vendor Contact Page

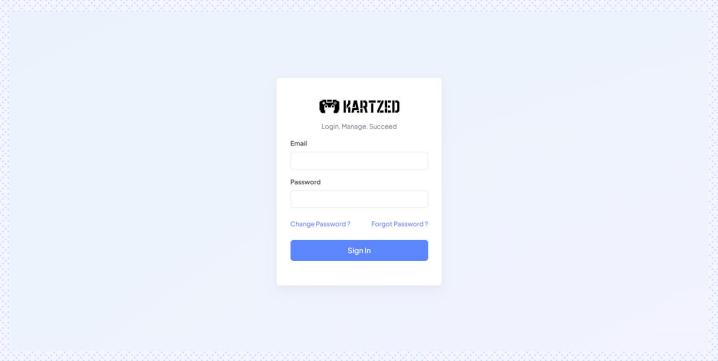


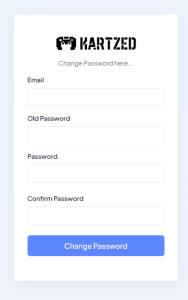
Administrator

Administrator Dashboard

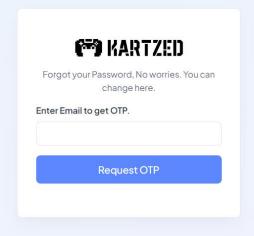


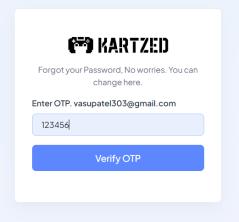
Admin Login Page

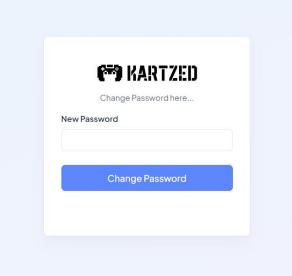




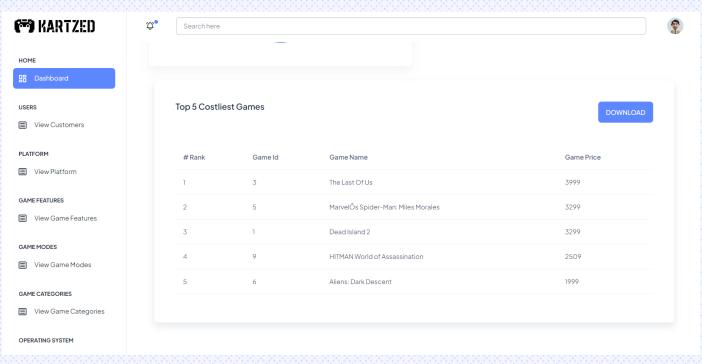
Forgot Password



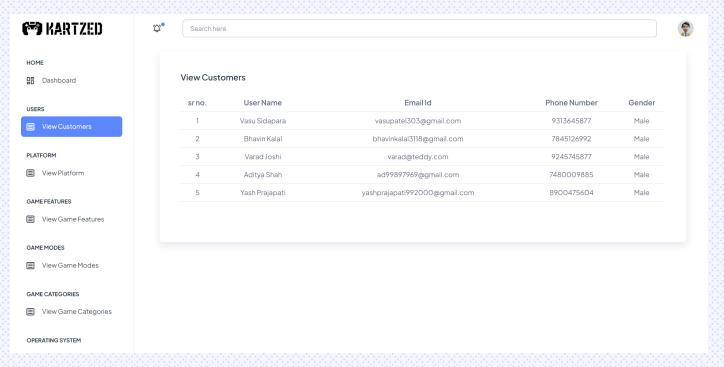




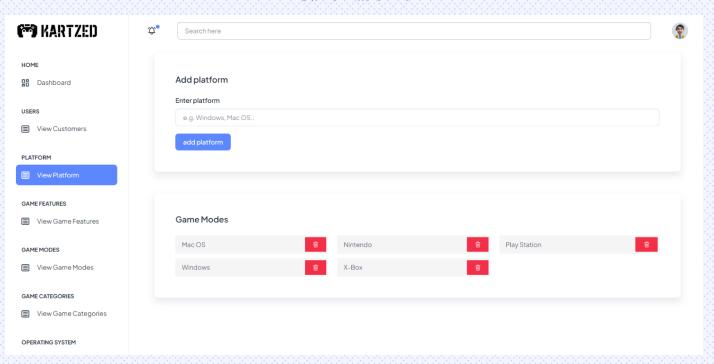
Show Reports



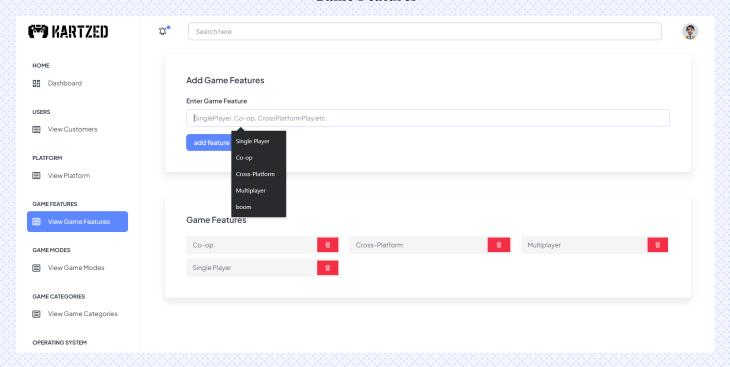
View Customers



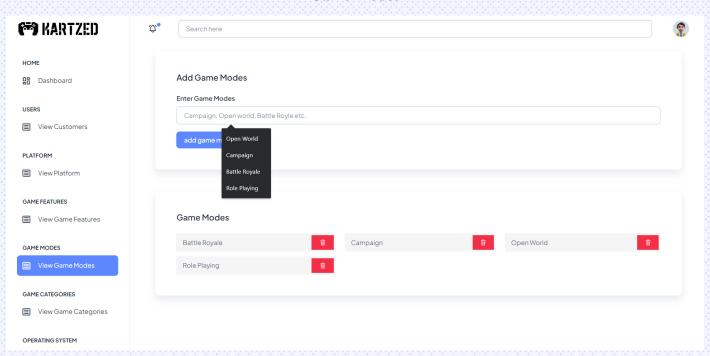
Game Platforms



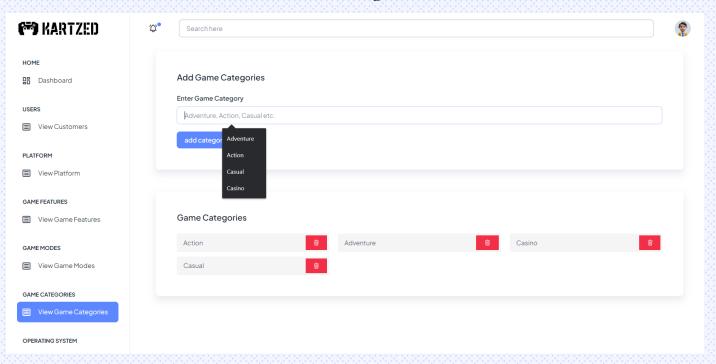
Game Features



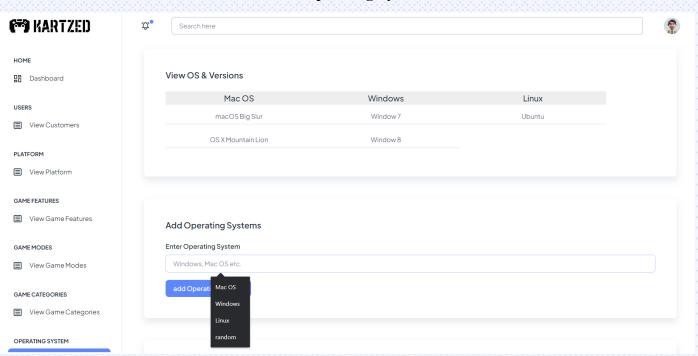
Game Modes



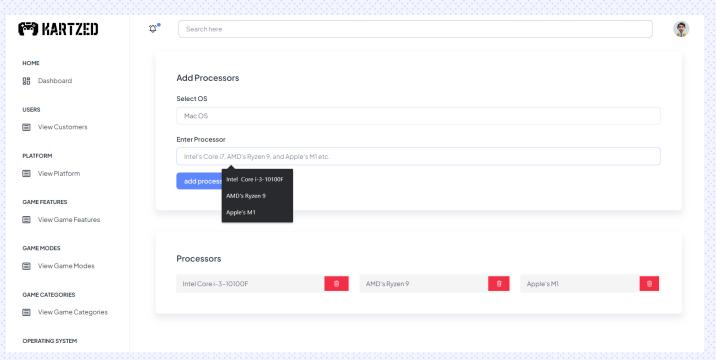
Game Categories



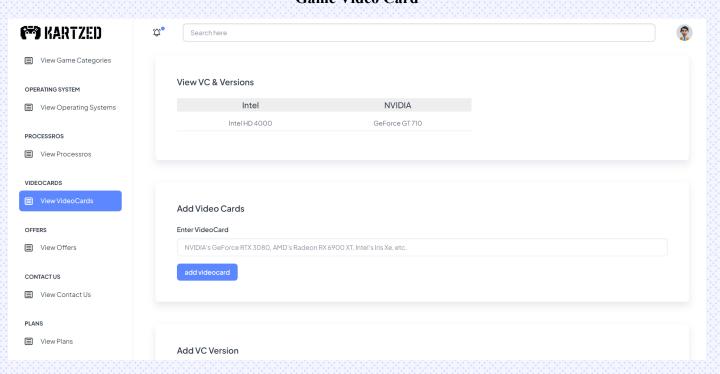
Game Operating Systems



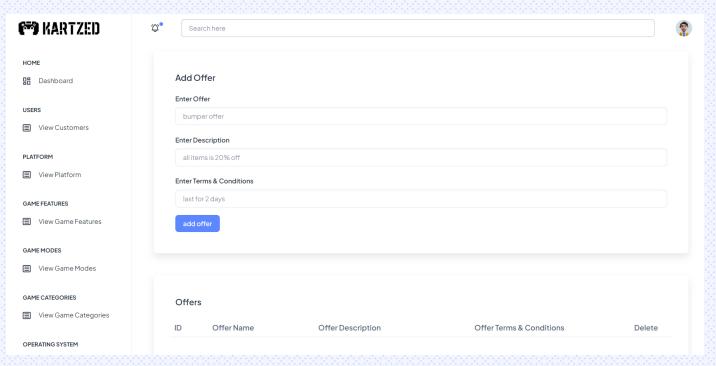
Game Processors



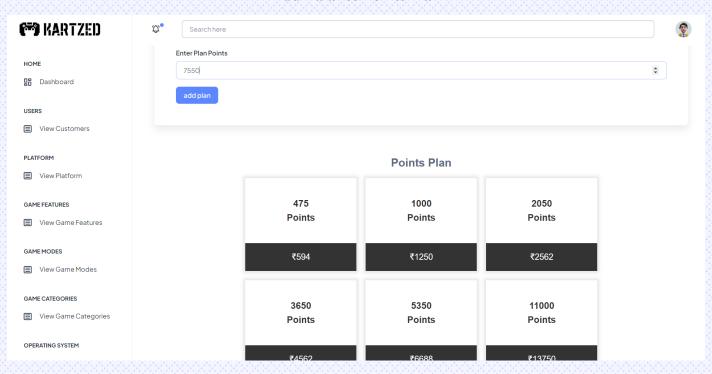
Game Video Card



Add Offers



Add Balance Points Plan

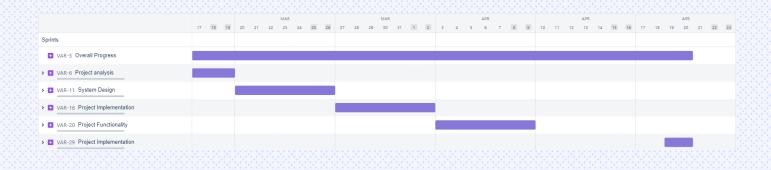


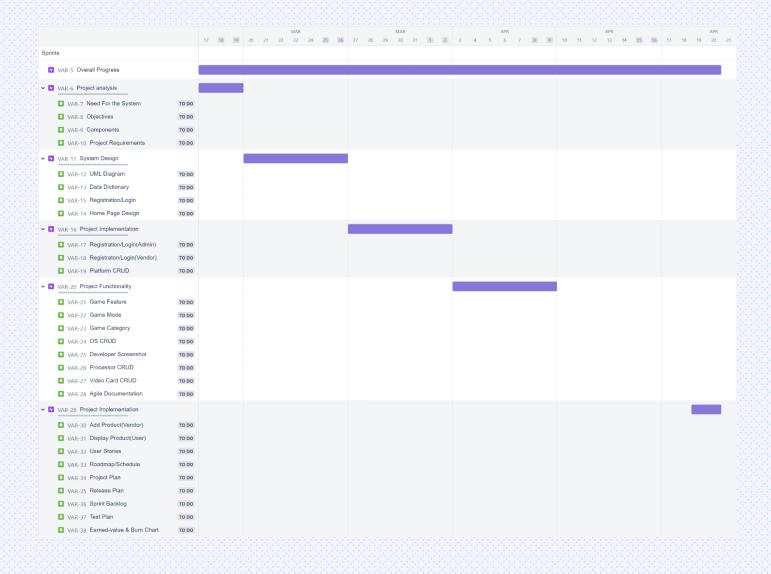
5) Agile Documentation:

5.1) Agile Project Charter

MSSION	One stop solution Simple navigation Quick product display Increase in availability Ease user task by 60-70%
VISION	Provide all required to customers what they needed all over nation
SCOPE	The scope of the project includes the entire gaming community up to all boundaries. Its expandable to new games creation and launch.

5.2) Roadmap/Schedule





5.3) Project Plan

Sr No.	Date	Module	Author	Status
1	26/03/2023	Basic Project Created	Vasu	Done
2	26/03/2023	Admin: Login	Vasu	Done
3	26/03/2023	Vendor: Register	Vasu	Done
4	26/03/2023	Vendor: Login	Vasu	Done
5	26/03/2023	Customer: Login	Vasu	Done
6	26/03/2023	Email Verification	Vasu	Done
7	28/03/2023	Admin: Change Password	Vasu	Done
8	28/03/2023	Admin: Forgot Password	Vasu	Done
9	29/03/2023	Admin: Logout	Vasu	Done
10	29/03/2023	Vendor: Logout	Vasu	Done
- 11	29/03/2023	Customer: Logout	Vasu	Done
12	01/04/2023	Admin: Dashboard	Vasu	Done
13	01/04/2023	Admin: Dashboard - View Reports	Bhavin	Done
14	01/04/2023	Admin: View Customers	Bhavin	Done
15	03-04-2023	Admin: Dashboard - Download PDF	Vasu	Done
16	04/04/2023	Admin: Platform (CRUD)	Bhavin	Done

17	04/04/2023	Admin: Game Features (CRUD)	Bhavin	Done
18	04/04/2023	Admin: Game Modes (CRUD)	Bhavin	Done
19	05/04/2023	Admin: Game Categories (CRUD)	Bhavin	Done
20	05/04/2023	Admin: Operating System (CRUD)	Vasu	Done
21	07/04/2023	Admin: Processor (CRUD)	Bhavin	Done
22	07/04/2023	Admin: Video Card (CRUD)	Bhavin	Done
23	10/04/2023	Admin: Offers (CRUD)	Bhavin	Done
24	11/04/2023	Admin: Balance Points Plan (CRUD)	Bhavin	Done
25	12/04/2023	Admin: View Contacts (CRUD)	Varad	Done
26	13/04/2023	Vendor: Add Games - Form	Vasu	Done
27	15/04/2023	Vendor: Add Games - CSV/Excel Upload	Vasu	Done
28	15/04/2023	Vendor: View Uploaded Games	Vasu	Done
29	16/04/2023	Vendor: Download Uploaded Games (csv/excel)	Vasu	Done
30	16/04/2023	Vendor: Bulk Image Upload (Games)	Vasu	Done
31	17/04/2023	Vendor: Delete Games	Vasu	Done
32	17/04/2023	Vendor: Contact Admin	Varad	Done
33	18/04/2023	Vendor: Dashboard - View Reports	Varad	Done
34	18/04/2023	Customer: Homepage	Vasu	Done
35	19/04/2023	Customer: Browse Games	Varad	Done
36	19/04/2023	Customer: Search Games	Varad	Done
37	20/04/2023	Customer: Filter Games	Varad	Done
38	21/04/2023	Customer: Product Page	Varad	Done
39	21/04/2023	Customer: View Profile	Varad	Done
40	22/04/2023	Customer: Update Profile	Vasu	Done
41	24/04/2023	Customer: Buy Balance Points	Bhavin	Done
42	26/04/2023	Customer: Add to Cart	Bhavin	Done
43	28/04/2023	Customer: View Cart	Bhavin	Done
44	01/05/2023	Customer: Checkout	Bhavin	Done
45	01/05/2023	Customer: Contact Admin Customer	Varad	Done
46	02/05/2023	Track Purchase Order	Varad	Not Done

5.4) User Stories

User	Action	Value
As a User	I want to register	So that I register
As a User	I want to login	So that I logged in
As a User	I want to select game	So, I select a game
As a User	I want to add to cart a game	So, I added game to my cart
As a User	I want to buy a game	So, I got to purchase page
As a User	I want to purchase a game	So, I purchased a game
As a User	I want to search game	So, I enter input in search bar

As a User	I want to filter game	So, I select filter
As a Vendor	I want to add product	So, I fill the form
As a Vendor	I want to view product	So, Click on view product
As a Vendor	I want to Contact admin	So, I fill the contact form
As an admin	I want to logged in	So, I fill the form
As an admin	I want to add platform	So, I fill the form
As an admin	I want to add features	So, I fill the form
As an admin	I want to add modes	So, I fill the form
As an admin	I want to add categories	So, I fill the form
As an admin	I want to add OS Versions	So, I fill the form
As an admin	I want to add processors	So, I fill the form
As an admin	I want to add Video Cards	So, I fill the form
As an admin	I want to add offers	So, I fill the form
As an admin	I want to contact	So, I fill the form

5.5) Release Plan

TASK NAME	DURATION	START	FINISH	STATUS	RELEASE DATE
Admin Side/Vendor Side/Customer Side: -Login/Registration -Logout	3 days	17/03/2023	19/03/2023	complete	20/03/2023
Admin Side: -Platform CRUD -Game Features CRUD -Game Modes CRUD -Game Categories CRUD	7 days	20/03/2023	26/03/2023	complete	27/03/2023

Admin Side: -OS & Versions CRUD -Processors CRUD -VC & Versions CRUD -Offer CRUD	7 days	27/03/2023	02/04/2023	complete	03/04/2023
Admin Side: -Plan CRUD Vendor Side: -Game CRUD	7 days	03/04/2023	09/04/2023	complete	10/04/2023
Vendor Side: -Contact CRUD Customer Side: -Index Page -Browse Page -View Game Details	7 days	10/04/2023	16/04/2023	complete	17/04/2023
Customer Side: -Profile Page -Contact Page -Search Module	7 days	19/04/2023	23/04/2023	Complete	24/04/2023
Customer Side: -Buy Points Admin Side: -Reports Vendor Side -Reports	7 days	24/04/2023	30/04/2023	Complete	01/04/2023

5.6) Agile Sprint Backlog

Task Name	Duration	Story	Sprint ready	Priority High	Story Point	Status
User Side						
Login	1D	Yes	Yes	High	10	Complete
Dashboard	2D	Yes	Yes	High	10	Complete
Show product	1D	Yes	Yes	Low	5	Complete
Vendor Side						
Dashboard	1D	No	Yes	High	10	Complete
Add product	2D	Yes	Yes	High	10	Complete
View product	2D	Yes	Yes	Medium	7	Complete

Admin Side						
Dashboard	1D	No	Yes	High	10	Complete
Platform	1D	Yes	Yes	Medium	6	Complete
Feature	2D	Yes	Yes	Medium	6	Complete
Туре	1D	Yes	Yes	Medium	6	Complete
Operating System	2D	Yes	Yes	Medium	6	Complete
Processor	1D	Yes	Yes	Medium	6	Complete
Video Card	2D	Yes	Yes	Medium	6	Complete
RAM	1D	Yes	Yes	Medium	6	Complete
Offers	2D	Yes	Yes	Low	3	Complete
Contact	1D	Yes	Yes	Low	3	Complete
Languages	2D	No	Yes	Medium	2	Complete
Cart	4D	No	Yes	High	3	Complete
Purchase	3D	No	Yes	High	4	Complete

5.7) Testing Plan

Project Name: KartZed

Test Case Id: 1

Module Name: Login module

Test Title: Login user

Device/Browser: Lenovo Y540

Execution Date: 20/04/2023

No	Test step	Action	Expected Result	Actual Result	Status
1	Navigating Login page	Add URL in browser	Redirect Login Page	Redirect Login Page	Pass
1	Navigating Login page	Aud UKL III blowsei	Redirect Login 1 age	Redirect Logili I age	1 ass
2	Enter login mail	Send mail to user	User get OTP in mail	User get OTP in mail	Pass
3	Verify Email	Match user OTP with send OTP	Verify the user OTP	Verify the user OTP	Pass
4	Enter Details	Send email detail to server	Email recorded in server	Email recorded in server	Pass

Project Name: KartZed

Test Case Id: 2

Module Name: Add Product

Test Title: Add Game from vendor

Device/Browser: Lenovo Y540

Execution Date: 24/04/2023

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1	Navigating add game page	Add URL in browser	Redirect add game Page	Redirect add game Page	Pass
2	Enter form details	Send details to server	Details sent to database	Details sent to database	Pass
3	Detail recorded	Details recorded in database	Recorded in database	Recorded in database	Pass

Project Name: KartZed

Test Case Id: 3

Module Name: Confirm checkout

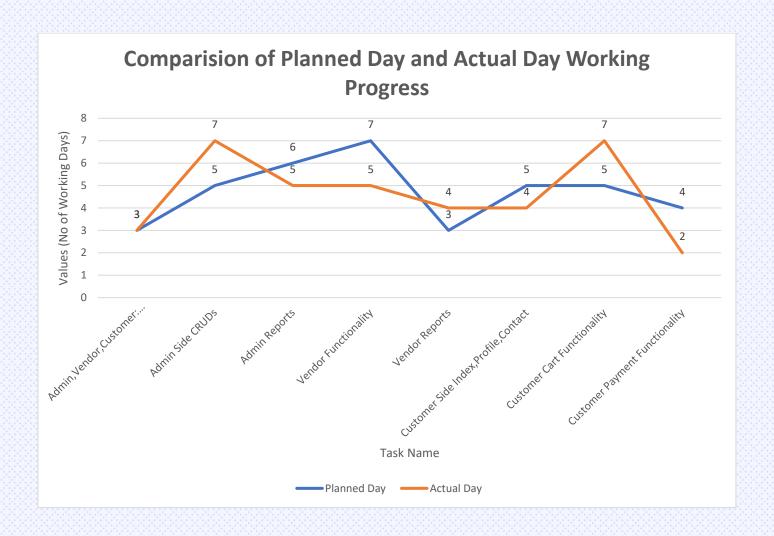
Test Title: Login user

Device/Browser: Lenovo Y540

Execution Date: 24/04/2023

Test step	Action	Expected Result	Actual Result	Status
Navigating Index page	Add URL in browser	Redirect Index Page	Redirect Index Page	Pass
Select Game	Click Add to Cart	Game get Add to Cart	Game get Add to Cart	Pass
Detail Recorded	Details recorded in database	Recorded in database	Recorded in database	Pass
Navigating Cart Page	Add URL in browser	Redirect Cart Page	Redirect Cart Page	Pass
View Cart Page	Check Cart	Confirm Cart to Checkout	Confirm Cart to Checkout	Pass
	Navigating Index page Select Game Detail Recorded Navigating Cart Page	Navigating Index page Add URL in browser Select Game Click Add to Cart Detail Recorded Details recorded in database Navigating Cart Page Add URL in browser	Navigating Index page Add URL in browser Redirect Index Page Select Game Click Add to Cart Game get Add to Cart Detail Recorded Details recorded in database Navigating Cart Page Add URL in browser Redirect Cart Page View Cart Page Check Cart Confirm Cart to	Navigating Index page

5.8) Earned Value & Burn Chart



- o Personalized recommendations
- o User reviews and ratings
- o Mobile app development
- o Social media integration
- o Achievements
- o AI-powered customer service

Links:

- https://www.w3schools.com/django/
- https://www.javatpoint.com/django-tutorial
- https://www.djangoproject.com/
- https://stackoverflow.com/

Books:

- Django Essentials
- Samuel Dauzon