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**FPT UNIVERSITY**

**CAPSTONE PROJECT DOCUMENT**

BSMS

**Report #1 – Project Introduction**

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| Project Code | BSMS |

- Hanoi, 05/2017 -

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# INTRODUCTION

## Purpose

The main aim of writing this document is to provide reviewers with insight and adequate information with regards to BSMS. Reviewers will fully gain insight of what our overall system is all about, including some detailed information about our system. This document contain brief overview of what our system is all about

## Acronyms and Definitions

|  |  |  |
| --- | --- | --- |
| Acronym & Abbreviation | Definition | Note |
| UI | User Interface |  |
| GUI | Graphical User Interface |  |
| BSMS | Bookstore Management System |  |
| **CRUD** | Create, Read, Update, Delete |  |
|  |  |  |
|  |  |  |
|  |  |  |

Table 1-1: Definitions and Acronyms

# ABSTRACT

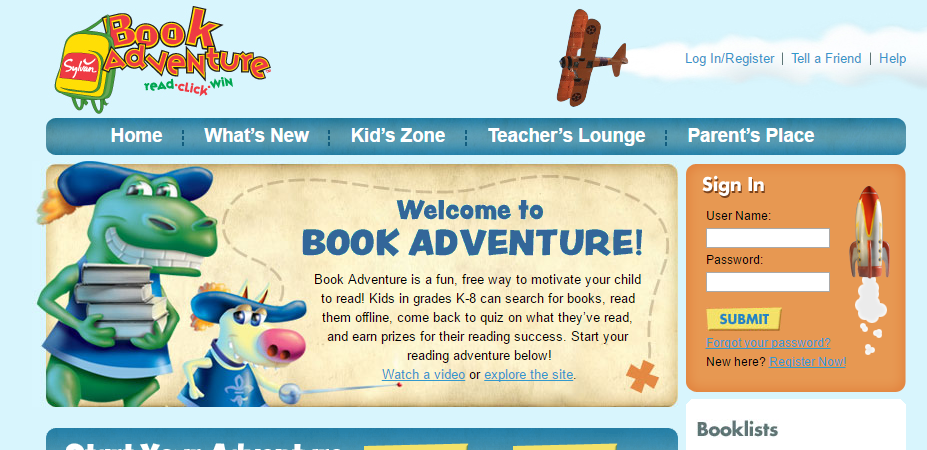
I have always assumed a system that could really help us managing information, so I thought many bookstores that manages their information using the manual book entry records,

# LITERATURE REVIEW

Existing system which have previously implement BSMS features have really done a lot of work and in our own implementation we will add more additional features, and dispose some of the feature that are less necessary in version 1.0.

During our team research we found this particular asp.net web-form website, that seems to imitate bookstore management system, <http://www.bookadventure.com/Home.aspx>, and this website is lacking a lot functionality and it is not dedicated to a particular bookstore, instead it just focus on books and kids.

We have come up with ideas to make this web application better than what it’s currently seems to be.



# PROPOSAL

## The idea

The idea of this project all comes from management problem faced by many managers and staff, we have decided to solve that problem as we build a content/information management system with full focus on Books so we’ve named our application Bookstore Management System (BSMS), with our BSMS web application work will became more easer for both Managers, Staffs and even Customers, whereas customer can keep track of books that the bookstore have and those they don’t have, bookstore can also provide some free books which are readable online.

## Objectives

The goal of building this system is to convince bookstores and customers to use the BSMS, the objectives include:

|  |  |  |
| --- | --- | --- |
| User | | What to do |
| Customer | | Read Book Online / Download |
| Receive Email Notifications |
| Wish list Management |
| Search |
|  | | |
| Staff | Book Management | |
| Producer Management | |
| Author Management | |
| Authentication Management | |
| ` | | |
| Admin | Oversees the Overall System | |

## Brief description about system

Bookstore Management System has been one of the trending type of web based applications this days. This is a complete customize version of the solution that have been use by many bookstore up till date, dissecting our application you will notice that Staff users can Add book, Update Book Information, as well as Delete, same functionality is allow of the staff for Author, Category and Many more, whereas the Admin of the system oversees the overall system and customer is allow to keep track of their favorite books.

## System features

The feature of our system includes the following:

* System Management
* Search
* Advance Search
* Authentication Management
* Login
* Logout
* Forget Password
* Register Customer / Staff
* Staff Management
* Create, Read, Update, Delete (CRUD)
* Category Management
* Create, Read, Update, Delete (CRUD)
* Book Management
* CRUD
* Wish List Management
* Add to Wish List
* Remove From Wish List
* Profile Management
* Change Password
* Edit Profile
* Author Management
* CRUD
* View Books By Author
* Producer Management
* CRUD
* View Book By Producer

# BENEFIT FROM PROJECT

## For Organization

Organizations like Bookstore companies will have a lot to gain from our system because we provide them with a management system that can help them reduce staff working in their organization thus reducing man power as they can keep track of their books, and also provides customer with information.

## For our group

This is a chance for our group to increase our knowledge; there are a lot of things we could learn from this project. Brainstorming is number one thing you we will surely learn from this, including Software Architecture, Coding Convention, REST web services, MVC design pattern, Unit testing and many more.

# POTENTIAL RISKS

Risk management is an important factor that hiders success of any project, being aware that at-least one the listed risk below might occur, our team is fully ready to tackle such events

## Human Resource Risk

Disciplining team members have always serves as one of the biggest problems; team member failure to show up at the meeting at the scheduled time is unavoidable as well as missing deadline which may incur project delay and in the worst case scenario total project failure.

## Time Risk

Team member could have possibly underestimate the project, which 3 month might be too small for 3 people, in-which defining the SRS document might be larger than the team ability as more man power might be required.

## Communication Risk

Communication risk is one of the most common hindrances that could occur in project development phase. All our team member lives in different location, long distance to be precise (as long as 30km). With this communication might be done through Email or any social network around like Facebook or Whatsapp.

## Technical Risk

Team member might not be good with some of the model we are using; a simple example might be Technology. Team member might not be familiar with technology we will be using. They might not be good with Project Management, or some required thing we need to do throughout the project.

# REFERENCES

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[2] <http://www.searchsoftwarequality.techtarget.com/definition/unit-testing>

[3] <http://www.softwaretestingfundamentals.com/system-testing>