



**INSTITUTE FOR ADVANCED COMPUTING AND
SOFTWARE DEVELOPMENT, AKURDI, PUNE**

“Sportify”

PG-DAC August 2024

Submitted By:

Group No: 26

Roll No. Name of Student

248058 Paras Dongre

248007 Ajinkya Ladhe

Mrs. Geeta Darunte

Project Guide

Mr. Rohit Puranik

Centre Coordinator

Abstract

Sportify is an advanced sports e-commerce platform designed to provide athletes, fitness enthusiasts, and sports lovers with a seamless shopping experience. The platform offers a wide range of sports equipment, apparel, accessories, and fitness gear from top brands, catering to various sports such as football, basketball, cricket, tennis, and more.

The website incorporates modern web technologies to ensure a user-friendly interface, secure transactions, and personalized recommendations. Key features include an intuitive search and filter system, product reviews and ratings, secure payment gateways, and order tracking.

This documentation report details the design, architecture, implementation, and key functionalities of Sportify, along with its user journey, security considerations, and future scalability plans. It aims to serve as a comprehensive guide for developers, stakeholders, and business analysts involved in the project.

Acknowledgement

I take this occasion to thank God, almighty for blessing us with his grace and taking our endeavor to a successful culmination. I extend my heartfelt thanks to our esteemed guide, **Mrs. Geeta Darunte** for providing me with the right guidance and advice at the crucial juncture and showing me the right way. I sincerely thank our respected Centre Co- Ordinator, **Mr. Rohit Puranik**, for allowing us to use the available facilities. I would also like to thank the other faculty members at this occasion. Last but not least, I would like to thank my friends and family for the support and encouragement they have given me during our work.

Paras Dongre (240841220114)

Ajinkya Ladhe (240841220011)

Table of Contents

Sr. No.	Title	Page No.
1	Introduction	1
2	SRS	4
3	Diagrams	12
3.1	ER Diagram	12
3.2	Class Diagram	13
3.4	Activity Diagram	14
3.5	Use case Diagram	15
3.7	Sequence Diagram	16
3.8	Data Flow Diagram	17
4	Database Design	18
5	Project Snapshots	22
6	Conclusion	29
7	References	31

List of Figures

Sr. No.	Title	Page No.
1	Fig 3.1. E-R Diagram for Sportify	12
2	Fig 3.2 Class Diagram for Sportify	13
3	Fig 3.3 Activity Diagram for Sportify	14
4	Fig 3.4 Use Case Diagram for Sportify	15
5	Fig 3.5 Sequence Diagram for Sportify	16
6	Fig 3.6 DFD level 0 for Sportify	17
7	Fig 3.7 DFD level 1 for Sportify	17
8	Fig 4.1 Database Design for Sportify	18
9	Fig 4.2.1 User Table	19
10	Fig 4.2.2 User roles table	19
11	Fig 4.2.3 Role table	19
12	Fig 4.2.4 Category table	20
13	Fig 4.2.5 Products table	20
14	Fig 4.2.6 Orders table	20
15	Fig 4.2.7 Order Item table	20
16	Fig 4.2.8 Images table	21
17	Fig 4.2.9 Cart table	21
18	Fig 4.2.10 Cart Item table	21
19	Fig 5.1 Login Page	22
20	Fig 5.2 Registration Page	22
21	Fig 5.3 Home Page	23
22	Fig 5.4 Products Page	23
23	Fig 5.5 Shopping Cart Page	24
24	Fig 5.6 Order Summary Page	24

Sr. No.	Title	Page No.
25	Fig 5.7 Payment Gateway Page	25
26	Fig 5.8 Order Confirmation Page	25
27	Fig 5.9 View Orders Page	26
28	Fig 5.10 User Profile Page	26
29	Fig 5.11 Admin Categories Page	27
30	Fig 5.12 Admin Products Page	27
31	Fig 5.13 Admin Users Page	28
32	Fig 5.14 Notification via Mail for Order Confirmation	28
33	Fig 5.15 Notification via Mail for User Registration	29

1. Introduction

1.1 Overview

Sportify is a dynamic and user-friendly sports e-commerce platform that provides a seamless online shopping experience for sports enthusiasts, athletes, and fitness lovers. The website offers a diverse range of sports equipment, apparel, footwear, accessories, and fitness gear from leading brands, catering to multiple sports such as football, basketball, cricket, tennis, badminton, swimming, and more.

Designed with the latest web technologies, Sportify ensures a responsive, secure, and efficient shopping experience. Users can browse products through an intuitive interface, apply smart filters, read customer reviews, compare products, and make secure online purchases with multiple payment options. Additionally, AI-driven recommendations personalize the shopping journey, enhancing user engagement.

1.2 Purpose of the System

The primary objective of Sportify is to bridge the gap between sports enthusiasts and quality sports products by providing a reliable and feature-rich online marketplace. The platform is built to:

- Offer a wide range of sports products in one centralized marketplace.
- Ensure a smooth and engaging user experience with a well-structured UI/UX.
- Provide a secure payment gateway for hassle-free transactions.
- Enable real-time order tracking and customer support for queries.
- Support a multi-device experience, making it accessible via desktop, tablet, and mobile.

1.3 Scope of the Project

The Sportify e-commerce platform encompasses various functionalities to enhance the shopping experience. The scope includes:

1.3.1 User Functionalities

- **User Registration & Authentication:** Secure login and sign-up with email verification.
- **Product Browsing & Filtering:** Category-based and keyword search functionality.
- **Shopping Cart & Wishlist:** Option to add products for later purchase.
- **Order Placement & Payment Integration:** Multiple payment methods, including credit/debit cards, PayPal, and UPI.
- **Order Tracking & History:** Users can check their order status in real-time.
- **Reviews & Ratings:** Customers can leave feedback and rate products.

1.3.2 Admin Functionalities

- **Product Management:** Adding, updating, and deleting product listings.
- **Order & Inventory Management:** Monitoring stock levels and handling customer orders.
- **User & Review Moderation:** Managing users and ensuring fair reviews.
- **Sales Reports & Analytics:** Insights into sales performance and customer preferences.

1.3.3 Technical Features

- **Frontend:** Developed using **React.js, HTML, CSS, JavaScript** for a responsive UI.
- **Backend:** Built with **Spring Boot**, providing a robust API.
- **Database:** Uses **MySQL** for relations and efficient data storage.
- **Security Features:** Includes **BCrypt encryption, JWT authentication, and role-based access control (RBAC).**

1.4 Target Audience

Sportify is designed for:

- **Athletes & Sports Enthusiasts** looking for professional and casual sports gear.
- **Fitness & Gym Users** searching for quality workout apparel and accessories.
- **Retailers & Coaches** interested in bulk purchasing and equipment procurement.

- **General Consumers** who need reliable sports and fitness products.

1.5 Importance of the Project

With the increasing demand for online shopping in the sports industry, Sportify aims to:

- Provide a dedicated and specialized platform for sports and fitness products.
- Enhance customer experience through smart recommendations and seamless navigation.
- Ensure a secure and scalable system that supports growing customer demands.
- Facilitate easy accessibility with a mobile-friendly and cross-platform interface

1.6 Organization of the Document

This documentation provides a comprehensive breakdown of the design, development, and implementation of Sportify. It includes:

- **System Analysis & Design** – Outlining system architecture and database structure.
- **Implementation Details** – Covering front-end, back-end, and database technologies.
- **Testing & Deployment** – Describing test cases, debugging, and deployment strategies.
- **Future Enhancements** – Highlighting scalability, new feature additions, and optimization.

Sportify aims to redefine the sports e-commerce experience by integrating cutting-edge technology, ensuring security, and delivering an engaging shopping journey for all users.

2. Software Requirements Specification

2.1 Product Perspective

Sportify is an independent, web-based application that integrates various modules such as user management, product catalogue, order processing, and payment gateways. The system architecture is divided into the **frontend** (user interface), the **backend** (server-side logic), and the **database** (data storage).

User Classes and Characteristics

- **Registered Users:** Have a user account and can make purchases, track orders, and manage personal details.
- **Guest Users:** Can browse and search products but must register or log in to make a purchase.
- **Administrators:** Manage the backend system, including products, orders, and users.

Operating Environment

Sportify is accessible via a **web browser** (Chrome, Firefox, Safari, Edge) on both desktop and mobile devices. The back-end will run on a **Spring Boot** with a **MySQL** database.

2.2 Functional Requirements

2.2.1 User Role Functional Requirements

User Registration and Authentication

- **Description:** Users must be able to register an account by providing basic information like name, email, and password. Registered users can log in using their credentials.
- **Functional Requirements:** Users must be able to sign up and log in securely. The system should provide password recovery and email verification. Authentication should be managed using **JWT** (JSON Web Tokens) for secure sessions.

Browsing and Searching Products

- **Description:** Users can browse products by category or search for specific items.
- **Functional Requirements:** Users should be able to filter products based on categories, price, brand, and ratings. A search bar must allow users to find products using keywords. Each product listing should show an image, description, price, and reviews.

Shopping Cart and Checkout

- **Description:** Users can add products to their cart, view, and modify the contents before proceeding to checkout.
- **Functional Requirements:** Users should be able to add, remove, and update quantities of items in their cart. Users should be able to view the total price and estimated shipping costs. A checkout process that includes personal details, shipping address, and payment options. Secure payment gateway integration (e.g., **PayPal**, **Stripe**).

Order Tracking

- **Description:** Users can track the status of their orders after purchase.
- **Functional Requirements:** Users should be able to view the status of their orders, such as "Processing," "Shipped," and "Delivered." Order details should include the tracking number and carrier information.

User Profile and History

- **Description:** Users can view and edit their personal details and purchase history.
- **Functional Requirements:** Users should be able to update their name, email, and shipping address. Users can view their past orders, including order details and status.

Reviews and Ratings

- **Description:** Users can leave reviews and ratings for products they have purchased.
- **Functional Requirements:** Users should be able to rate products on a scale (e.g., 1 to 5 stars). Users can add comments with their reviews.

2.2.2 Admin Role Functional Requirements

Product Management

- **Description:** Administrators can add, update, and delete product listings.
- **Functional Requirements:** Admins should be able to upload product images, set prices, and update stock quantities. Admins can categorize products by type (e.g., football, basketball, etc.). Admins can activate/deactivate products.

Order Management

- **Description:** Admins can view and manage customer orders.
- **Functional Requirements:** Admins should be able to view all orders with their statuses. Admins can update order statuses (e.g., mark as "Shipped" or "Delivered"). Admins should be able to handle refunds and returns.

User Management

- **Description:** Admins can manage registered users and moderate reviews.
- **Functional Requirements:** Admins can view a list of users and edit their details if needed. Admins can disable or delete user accounts. Admins can approve, reject, or edit product reviews.

Sales and Analytics

- **Description:** Admins can access sales reports and product performance analytics.
- **Functional Requirements:** Admins should be able to generate sales reports by date range. Admins can analyse customer buying patterns and product popularity.

2.3. Non-Functional Requirements

2.3.1 Performance Requirements

- The system should handle at least **1000 concurrent users** without significant degradation in performance.
- **Page load time** should be under **3 seconds** for optimal user experience.

- The system should ensure **quick response times** (less than 2 seconds) for product searches and filtering.

2.3.2 Security Requirements

- All sensitive data, such as user credentials and payment details, should be transmitted using **SSL/TLS encryption**.
- User passwords should be stored using a secure hashing algorithm (e.g., **bcrypt**).
- User sessions should be managed securely using **JWT** tokens.
- The admin panel should be protected by **role-based access control (RBAC)**.

2.3.3 Usability Requirements

- The user interface must be intuitive and easy to navigate for both novice and experienced users.
- The website must be **responsive**, ensuring a consistent experience across desktop, tablet, and mobile devices.
- **Accessibility** standards should be adhered to (e.g., WCAG 2.1 compliance).

2.3.4 Availability and Reliability

- The system should be **available 99.9% of the time**, excluding planned maintenance.
- **Backup** procedures must be in place to prevent data loss in the event of system failure.
- The system should be designed to handle a growing number of products and users efficiently.

2.3.5 Scalability

- The platform should be easily scalable to accommodate future growth in terms of users, products, and traffic.
- The architecture should allow for the addition of new features (e.g., additional payment gateways, product categories).

2.3.6 Maintainability

- The codebase should be modular and well-documented to facilitate maintenance and future enhancements.

- A version control system (e.g., **Git**) should be used to track changes and facilitate collaboration.

2.4. Other Requirements

This section outlines the hardware and software requirements for the **Sportify** project. The system is designed to provide a responsive and high-performance experience across multiple platforms. The development and deployment environments are specified to ensure smooth operation and efficient project management.

2.4.1 Hardware Requirements

Development Environment

For development purposes, the following hardware configurations are recommended:

- **Processor:** Minimum of **Intel i5** or **AMD Ryzen 5** (or equivalent) with 4+ cores.
- **RAM:** **8 GB** (Recommended: **16 GB** for smoother performance in case of large projects).
- **Storage:** Minimum **100 GB** of free disk space for the operating system, project files, dependencies, and version control repositories.
- **Graphics Card:** Integrated or dedicated graphics, preferably **4GB** VRAM, for better handling of frontend design in IDEs like IntelliJ IDEA and VS Code.
- **Monitor:** Full HD resolution (1920x1080) for efficient multi-tasking and viewing code and web interfaces simultaneously.
- **Operating System:** Windows 10/11, macOS, or Linux (Ubuntu or CentOS preferred for the development environment).

2.4.2 Software Requirements

Backend Development

- **Java 17:** The backend of the system is developed using **Java 17**, which ensures compatibility with modern libraries and features, offering enhanced performance and long-term support.
- **Spring Boot 3:** Spring Boot framework for backend development enables rapid application development with minimal configuration. It provides various features like embedded servers, security, data access, and REST API development.
- **Maven:** Build automation tool **Maven** for dependency management, project building, and packaging.
- **MySQL 8:** The database used for persistent storage, providing a robust and scalable relational database management system (RDBMS).
- **JDK 17:** Java Development Kit version 17, which includes the required libraries and runtime environment for developing Java applications.

Frontend Development

- **React.js:** The frontend of Sportify is developed using **React.js**, a JavaScript library for building user interfaces. React enables the development of reusable UI components and ensures a dynamic, responsive experience.
- **Node.js & NPM:** **Node.js** as the runtime environment for the frontend development. **NPM (Node Package Manager)** is used to manage libraries and dependencies for React and other frontend tools.
- **Webpack/Babel:** **Webpack** and **Babel** are used for bundling and transpiling JavaScript and other frontend assets, optimizing them for production.

Integrated Development Environments (IDEs)

- **IntelliJ IDEA:** **IntelliJ IDEA** is the primary IDE used for backend development in Java and Spring Boot, offering advanced features like code completion, debugging tools, and integrated testing for Java-based projects.

- **VS Code: Visual Studio Code** is used for frontend development. It provides essential tools and extensions for working with JavaScript, React, and Node.js, including syntax highlighting, code completion, and Git integration.

Database and Storage

- **MySQL 8:** An open-source relational database management system used to store user, product, and order data. **MySQL 8** offers enhanced security features, high performance, and scalability.

Operating Systems

- **Backend Development:** The backend can be developed and run on various operating systems such as **Windows 10/11, macOS, or Linux** (Ubuntu preferred for the backend server).
- **Frontend Development:** The frontend can be developed on **Windows 10/11, macOS, or Linux**, as React is cross-platform and can be developed on all these systems.
- **Production Server (Deployment):**
 - **Linux (Ubuntu or CentOS)** is recommended for hosting the backend server due to its reliability, performance, and support for Spring Boot applications.

Web Server & Application Servers

- **Apache Tomcat:** Used as an embedded server for Spring Boot applications to serve the backend API.
- **Nginx/Apache HTTP Server:** For serving the frontend assets and acting as a reverse proxy for backend services.

Version Control and Collaboration Tools

- **Git:** A distributed version control system used to track changes in the project and enable collaboration among developers.
- **GitHub:** Git repository hosting platform used for version control, collaboration, and managing code branches.

3. Diagrams

3.1 E-R Diagram

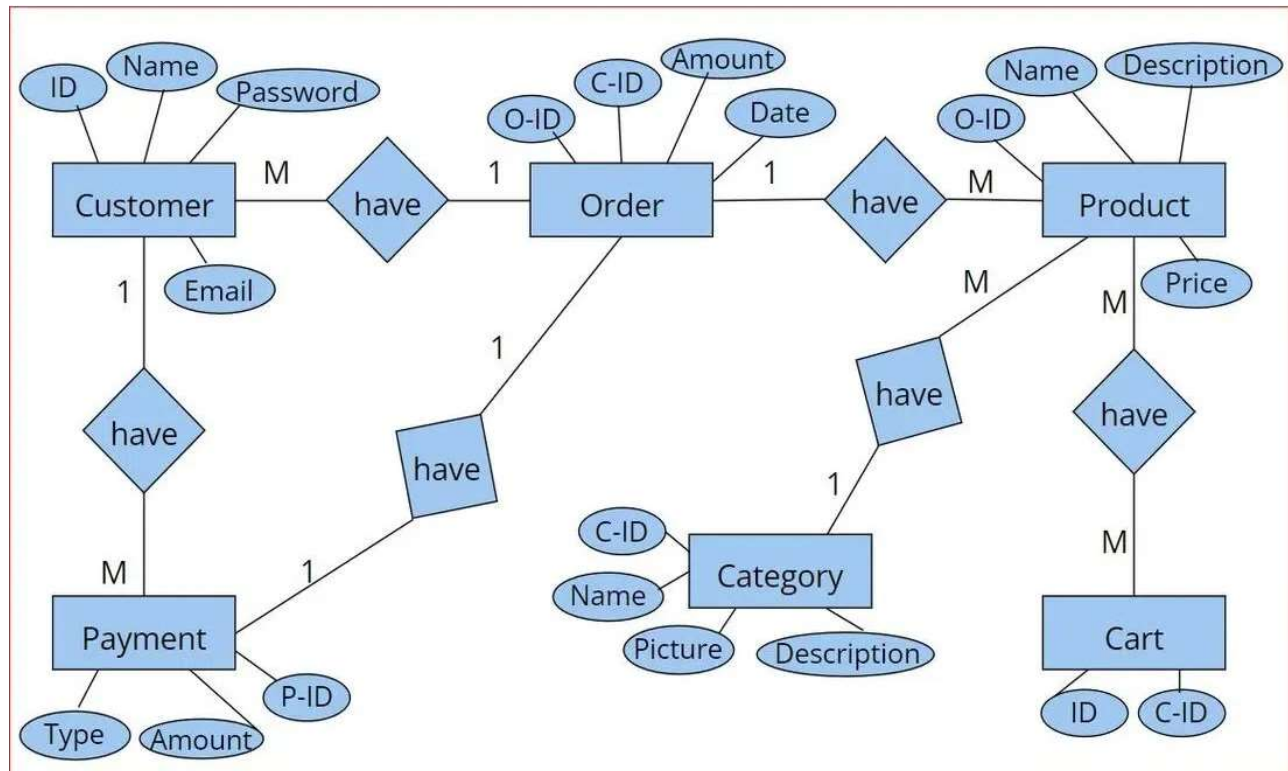


Fig 3.1. E-R Diagram for Sportify

3.2 Class Diagram

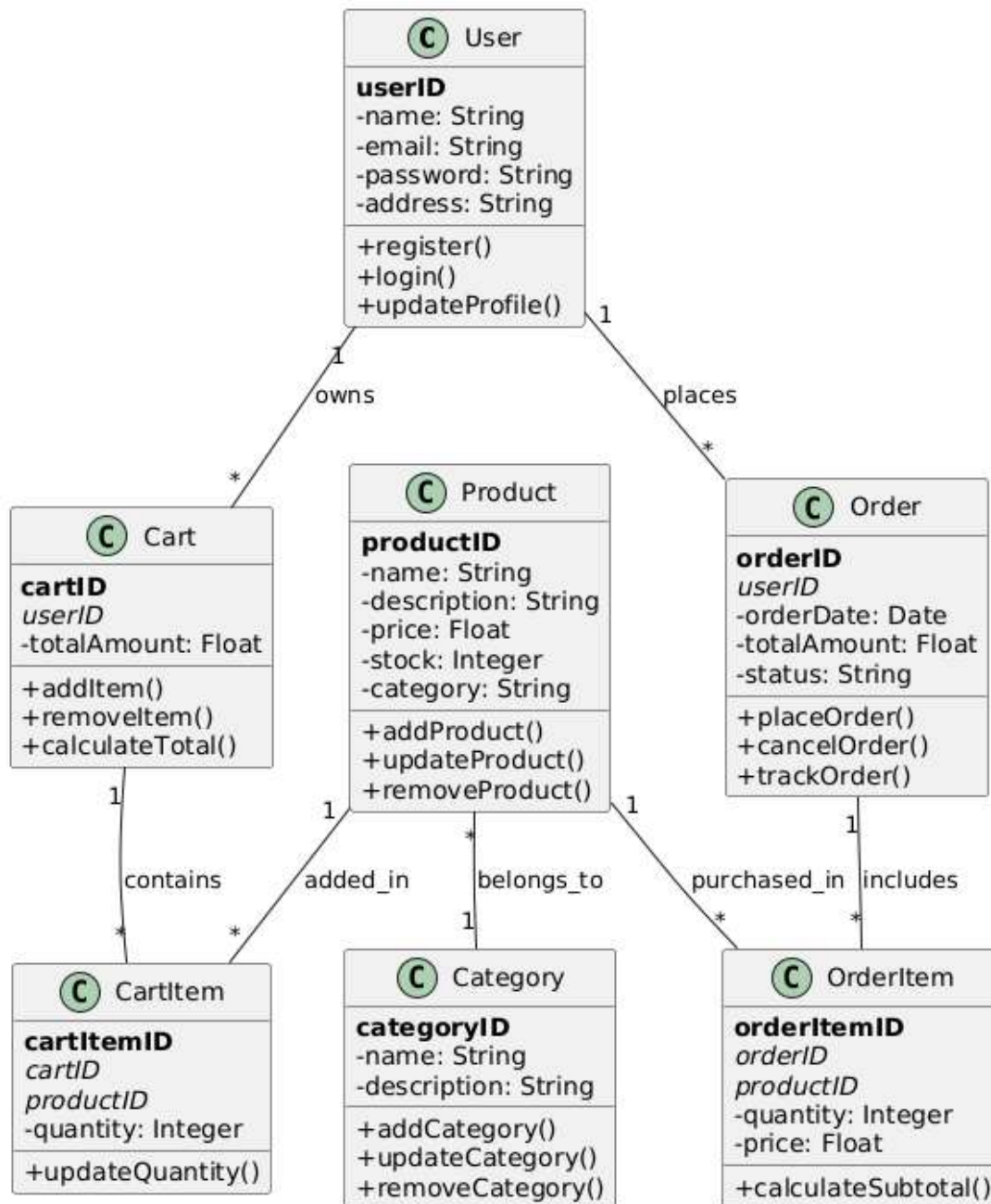


Fig 3.2 Class Diagram for Sportify

3.3 Activity Diagram

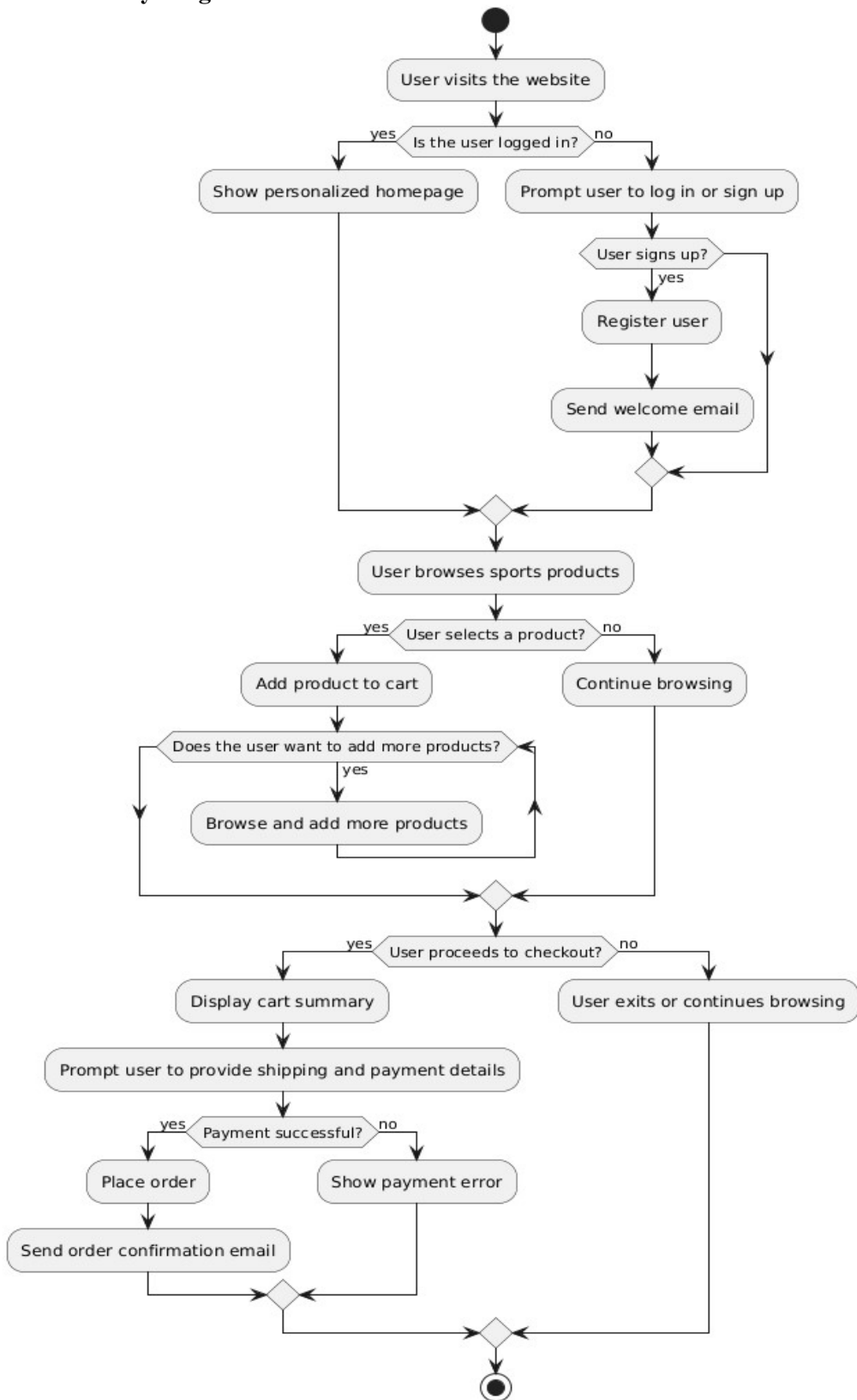
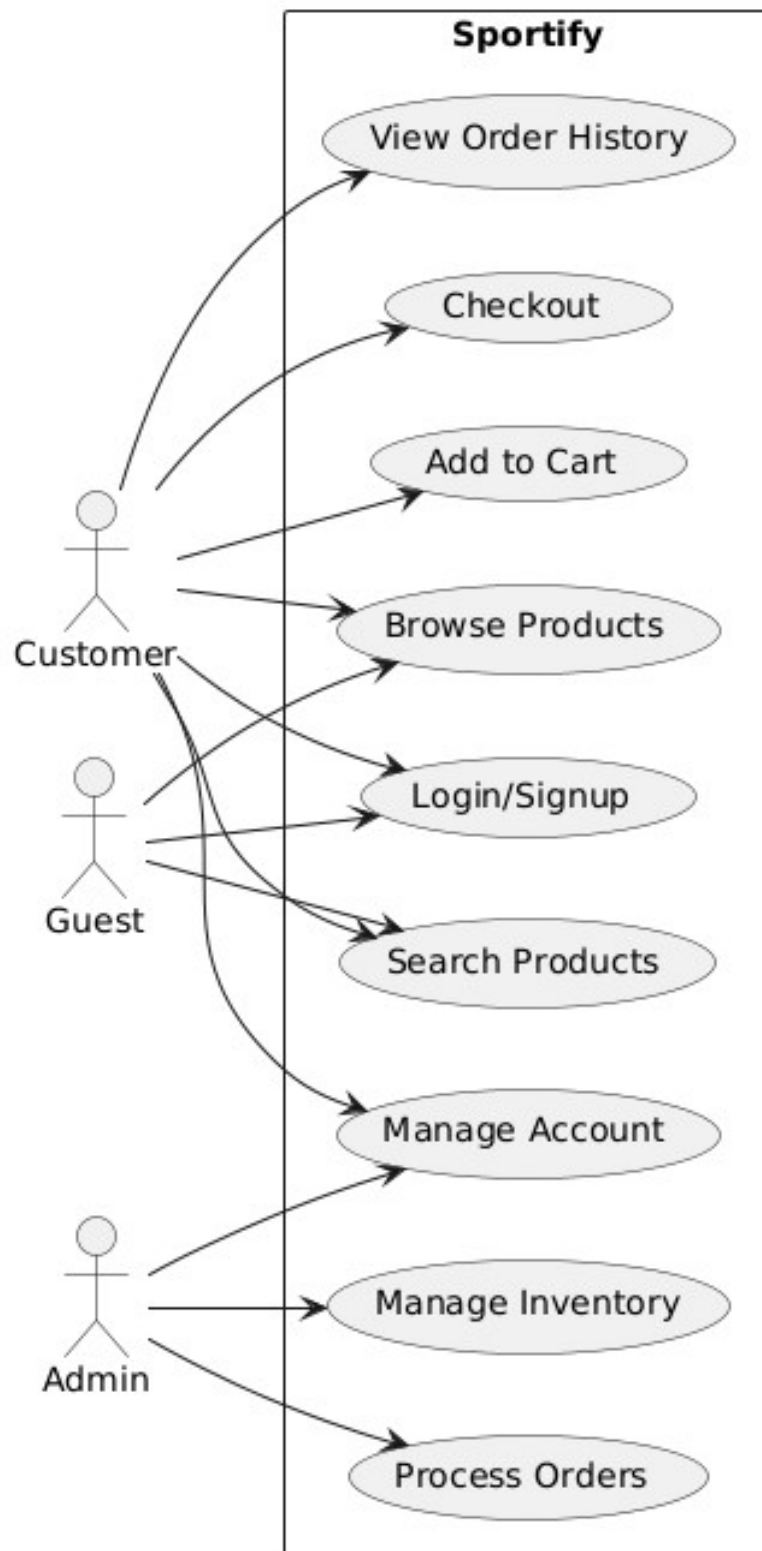


Fig 3.3 Activity Diagram for Sportify

3.4 Use case Diagram



3.4 Use Case Diagram for Sportify

3.5 Sequence Diagram

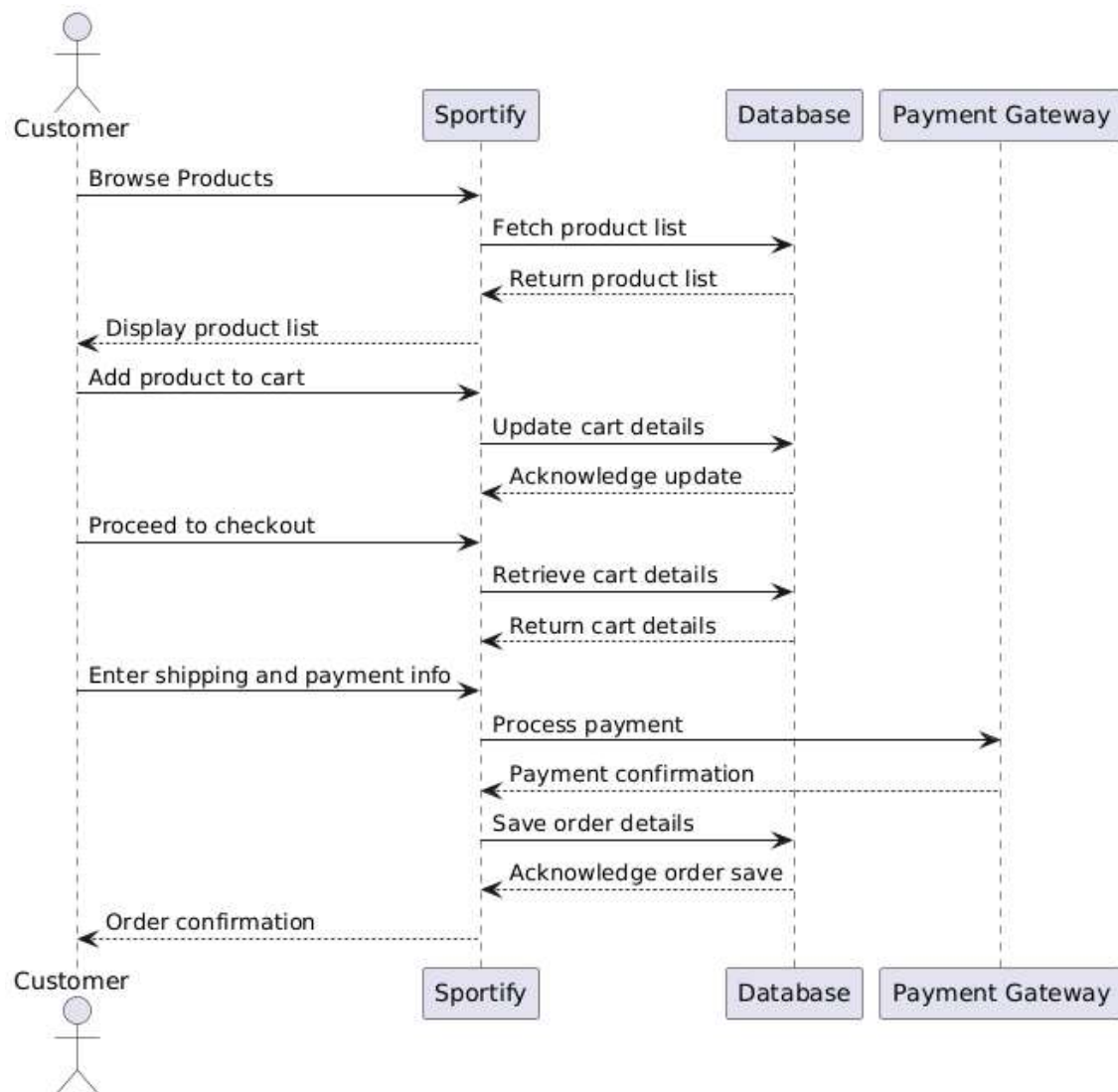


Fig 3.5 Sequence Diagram for Sportify

3.6 DFD level 0

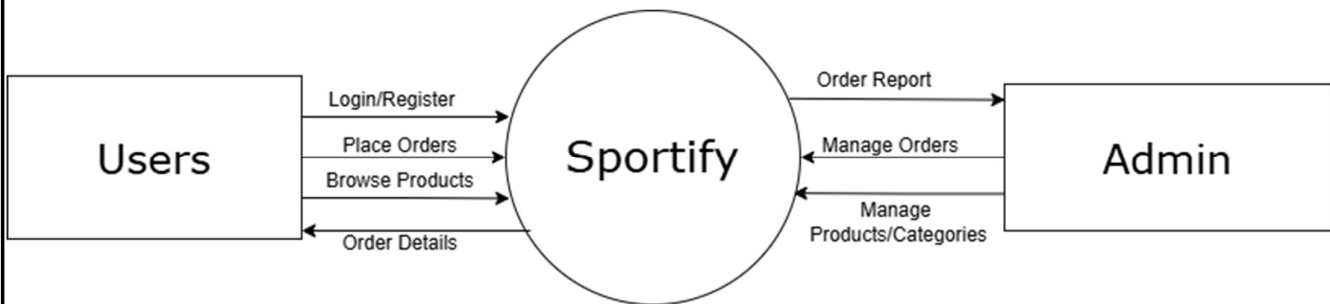


Fig 3.6 DFD level 0 for Sportify

3.7 DFD Level 1

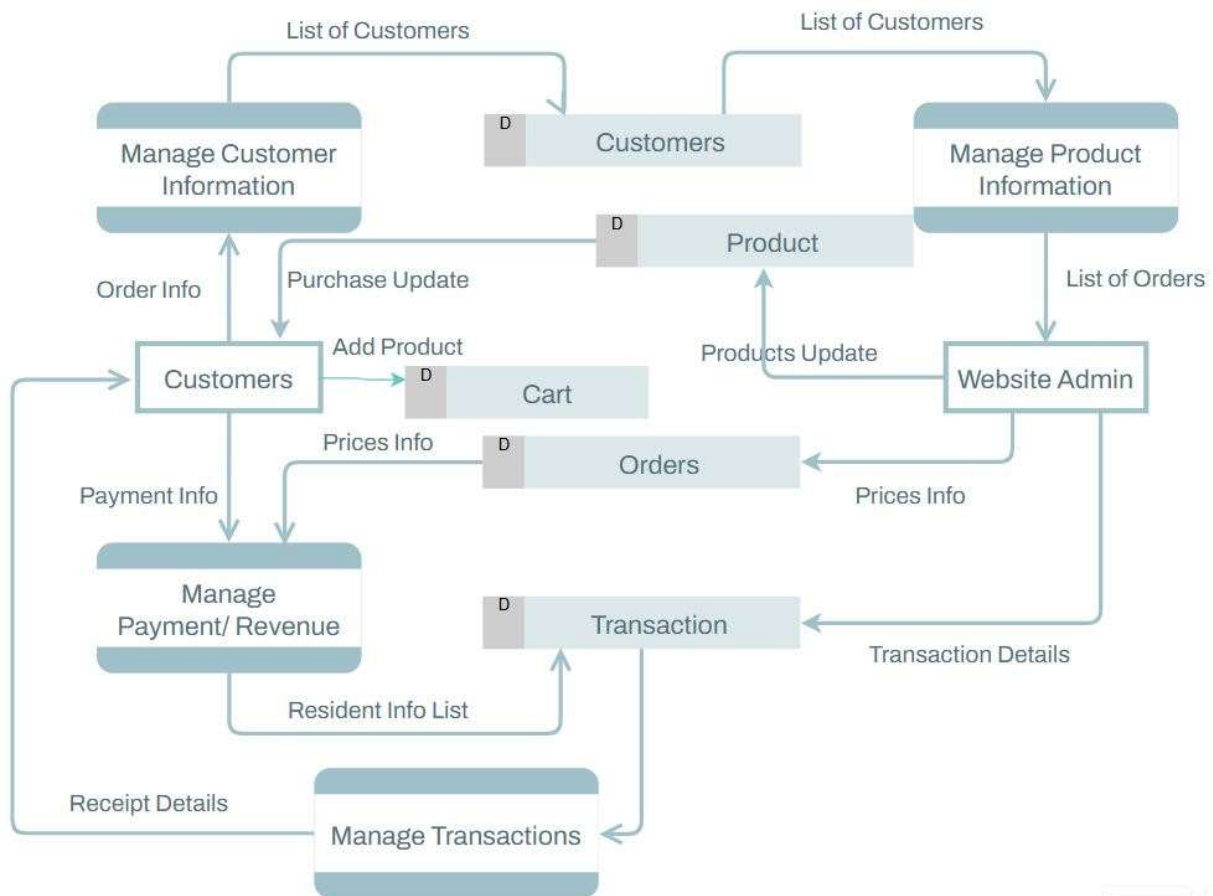


Fig 3.7 DFD level 1 for Sportify

4.1 Design

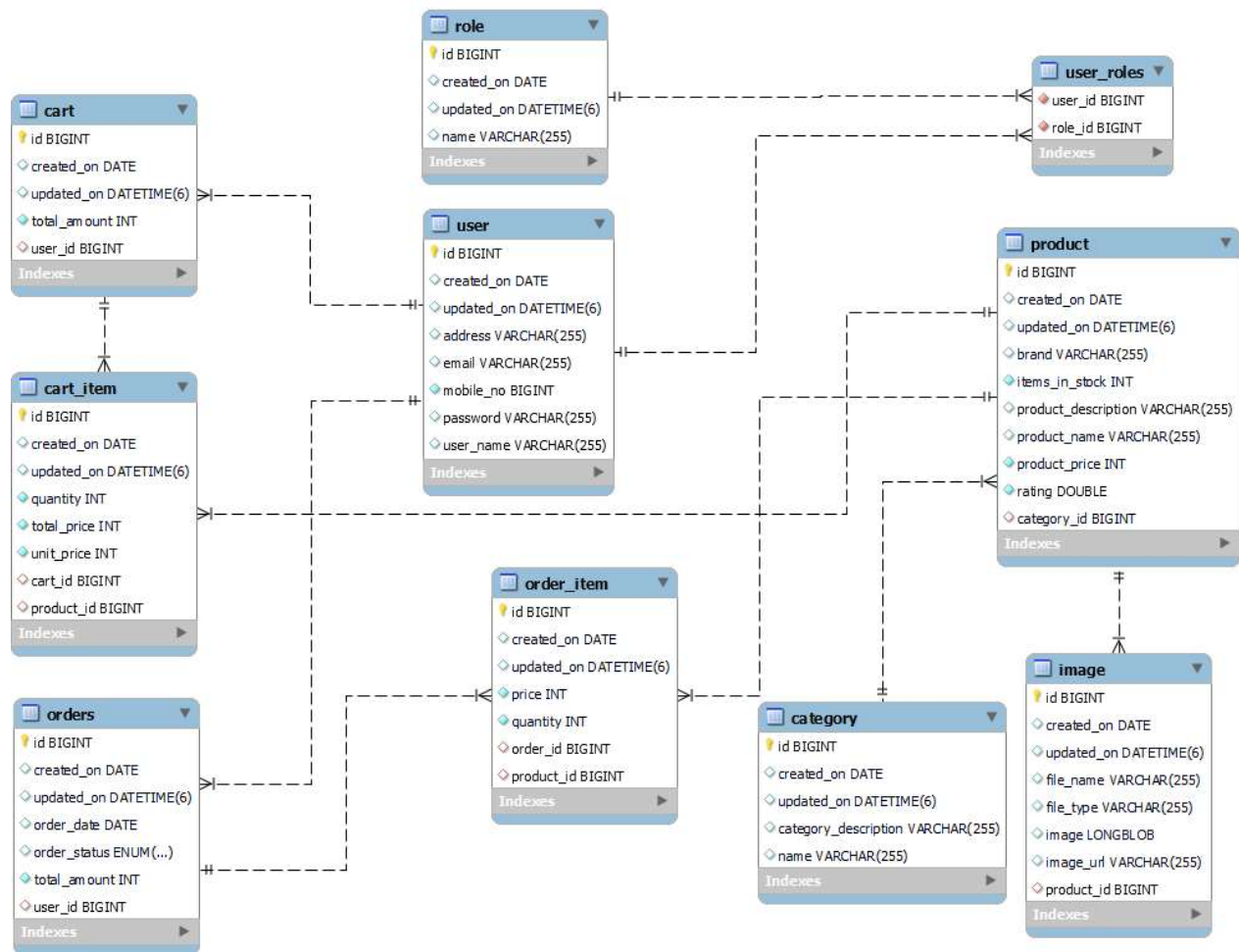


Fig 4.1 Database Design for Sportify

4.2 MySQL Tables

```
mysql> desc user;
```

Field	Type	Null	Key	Default	Extra
id	bigint	NO	PRI	NULL	auto_increment
created_on	date	YES		NULL	
updated_on	datetime(6)	YES		NULL	
address	varchar(255)	YES		NULL	
email	varchar(255)	YES		NULL	
mobile_no	bigint	NO		NULL	
password	varchar(255)	YES		NULL	
user_name	varchar(255)	YES		NULL	

8 rows in set (0.02 sec)

Fig 4.2.1 User Table

```
mysql> desc user_roles;
```

Field	Type	Null	Key	Default	Extra
user_id	bigint	NO	MUL	NULL	
role_id	bigint	NO	MUL	NULL	

2 rows in set (0.04 sec)

Fig 4.2.2 User roles table

```
mysql> desc role;
```

Field	Type	Null	Key	Default	Extra
id	bigint	NO	PRI	NULL	auto_increment
created_on	date	YES		NULL	
updated_on	datetime(6)	YES		NULL	
name	varchar(255)	YES		NULL	

4 rows in set (0.00 sec)

Fig 4.2.3 Role table


```
mysql> desc category;
```

Field	Type	Null	Key	Default	Extra
id	bigint	NO	PRI	NULL	auto_increment
created_on	date	YES		NULL	
updated_on	datetime(6)	YES		NULL	
category_description	varchar(255)	YES		NULL	
name	varchar(255)	YES		NULL	

```
5 rows in set (0.01 sec)
```

Fig 4.2.4 Category Table

```
mysql> desc product;
```

Field	Type	Null	Key	Default	Extra
id	bigint	NO	PRI	NULL	auto_increment
created_on	date	YES		NULL	
updated_on	datetime(6)	YES		NULL	
brand	varchar(255)	YES		NULL	
items_in_stock	int	NO		NULL	
product_description	varchar(255)	YES		NULL	
product_name	varchar(255)	YES		NULL	
product_price	int	NO		NULL	
rating	double	NO		NULL	
category_id	bigint	YES	MUL	NULL	

```
10 rows in set (0.00 sec)
```

Fig 4.2.5 Products Table

```
mysql> desc orders;
```

Field	Type	Null	Key	Default	Extra
id	bigint	NO	PRI	NULL	auto_increment
created_on	date	YES		NULL	
updated_on	datetime(6)	YES		NULL	
order_date	date	YES		NULL	
order_status	enum('CANCELLED', 'DELIVERED', 'PENDING', 'PROCESSING', 'SHIPPED')	YES		NULL	
total_amount	int	NO		NULL	
user_id	bigint	YES	MUL	NULL	

```
7 rows in set (0.00 sec)
```

Fig 4.2.6 Orders Table

```
mysql> desc order_item;
```

Field	Type	Null	Key	Default	Extra
id	bigint	NO	PRI	NULL	auto_increment
created_on	date	YES		NULL	
updated_on	datetime(6)	YES		NULL	
price	int	NO		NULL	
quantity	int	NO		NULL	
order_id	bigint	YES	MUL	NULL	
product_id	bigint	YES	MUL	NULL	

```
7 rows in set (0.00 sec)
```

Fig 4.2.7 Order Item Table

```
mysql> desc image;
```

Field	Type	Null	Key	Default	Extra
id	bigint	NO	PRI	NULL	auto_increment
created_on	date	YES		NULL	
updated_on	datetime(6)	YES		NULL	
file_name	varchar(255)	YES		NULL	
file_type	varchar(255)	YES		NULL	
image	longblob	YES		NULL	
image_url	varchar(255)	YES		NULL	
product_id	bigint	YES	UNI	NULL	

8 rows in set (0.00 sec)

Fig 4.2.8 Images Table

```
mysql> desc cart;
```

Field	Type	Null	Key	Default	Extra
id	bigint	NO	PRI	NULL	auto_increment
created_on	date	YES		NULL	
updated_on	datetime(6)	YES		NULL	
total_amount	int	NO		NULL	
user_id	bigint	YES	UNI	NULL	

5 rows in set (0.00 sec)

Fig 4.2.9 Cart Table

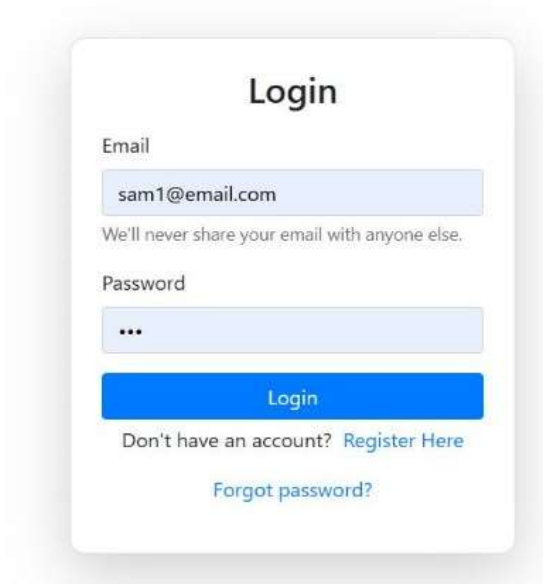
```
mysql> desc cart_item;
```

Field	Type	Null	Key	Default	Extra
id	bigint	NO	PRI	NULL	auto_increment
created_on	date	YES		NULL	
updated_on	datetime(6)	YES		NULL	
quantity	int	NO		NULL	
total_price	int	NO		NULL	
unit_price	int	NO		NULL	
cart_id	bigint	YES	MUL	NULL	
product_id	bigint	YES	MUL	NULL	

8 rows in set (0.00 sec)

Fig 4.2.10 Cart Items Table

5. Project Snapshots



The screenshot shows a login form titled "Login". It includes an "Email" field with the text "sam1@email.com", a "Password" field with three dots indicating a masked password, and a blue "Login" button. Below the button, there are two links: "Don't have an account? Register Here" and "Forgot password?". A small disclaimer "We'll never share your email with anyone else." is located between the email and password fields.

Login

Email

sam1@email.com

We'll never share your email with anyone else.

Password

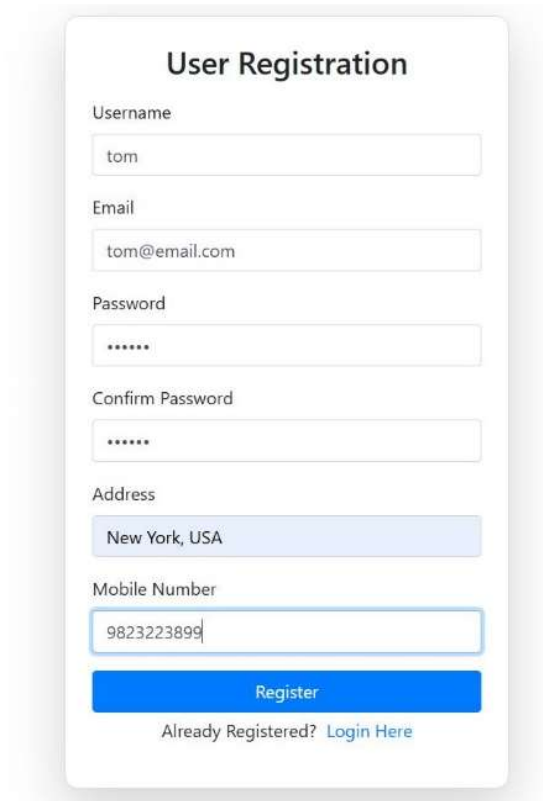
...

Login

Don't have an account? [Register Here](#)

[Forgot password?](#)

Fig 5.1 Login Page:



The screenshot shows a user registration form titled "User Registration". It includes fields for "Username" (tom), "Email" (tom@email.com), "Password" (masked with dots), "Confirm Password" (masked with dots), "Address" (New York, USA), and "Mobile Number" (9823223899). A blue "Register" button is at the bottom. Below the button is a link: "Already Registered? Login Here".

User Registration

Username

tom

Email

tom@email.com

Password

.....

Confirm Password

.....

Address

New York, USA

Mobile Number

9823223899

Register

Already Registered? [Login Here](#)

Fig 5.2 Registration Page

When the user is logged in, the home page is shown

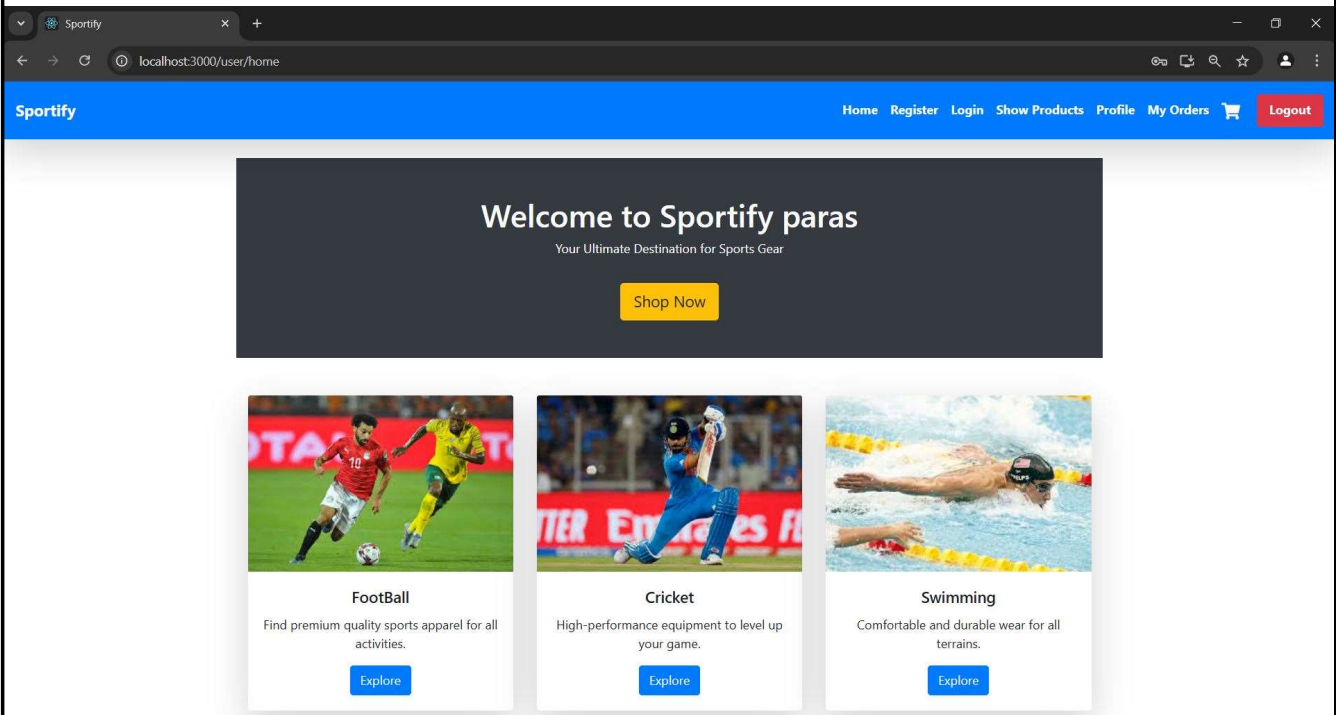


Fig 5.3 Home Page

User can browse products of their choice and add them to their cart

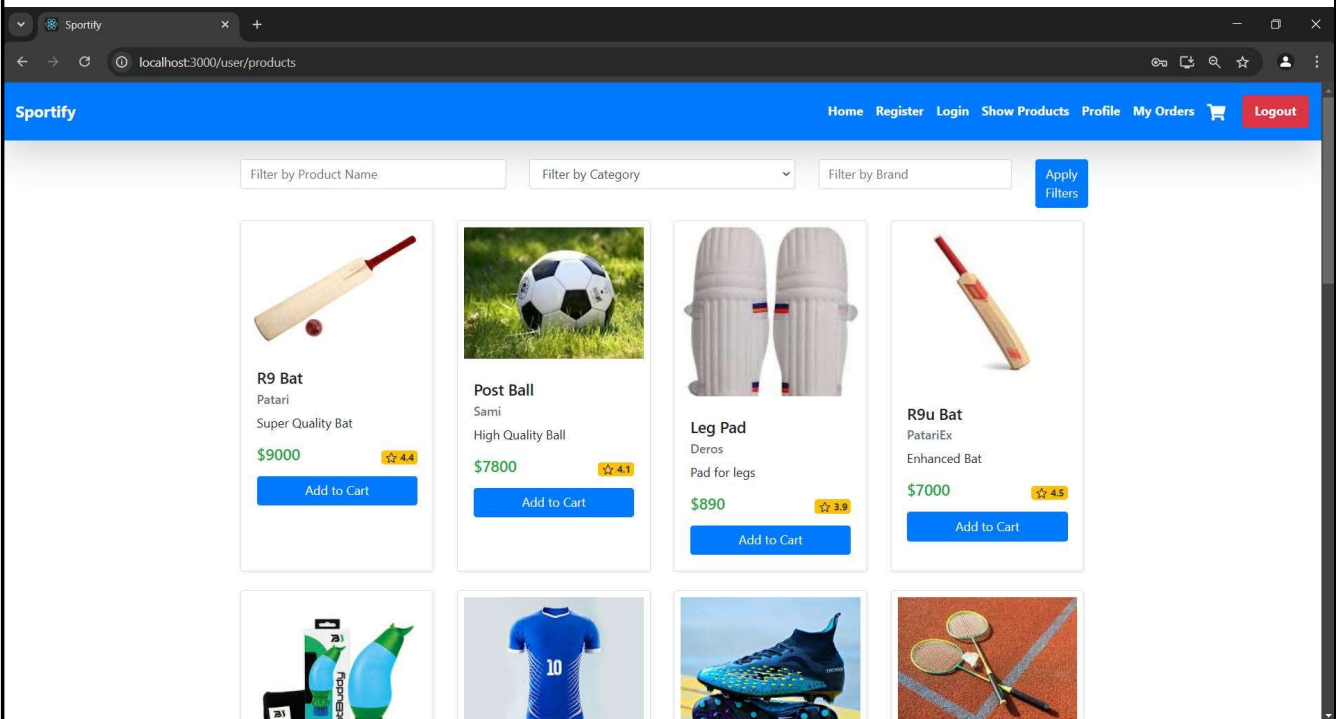


Fig 5.4 Products Page

The products which the user wishes to buy are seen here

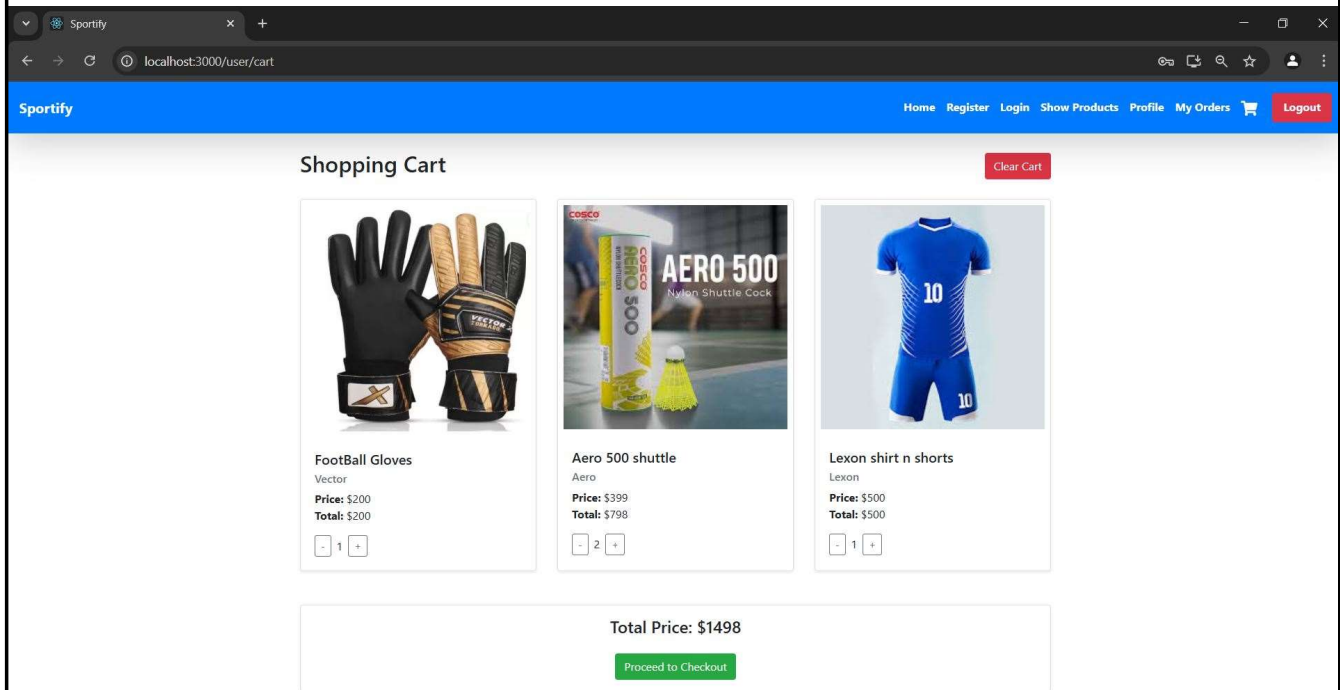


Fig 5.5 Shopping Cart

The user has to confirm their order with an amount that they have to pay.

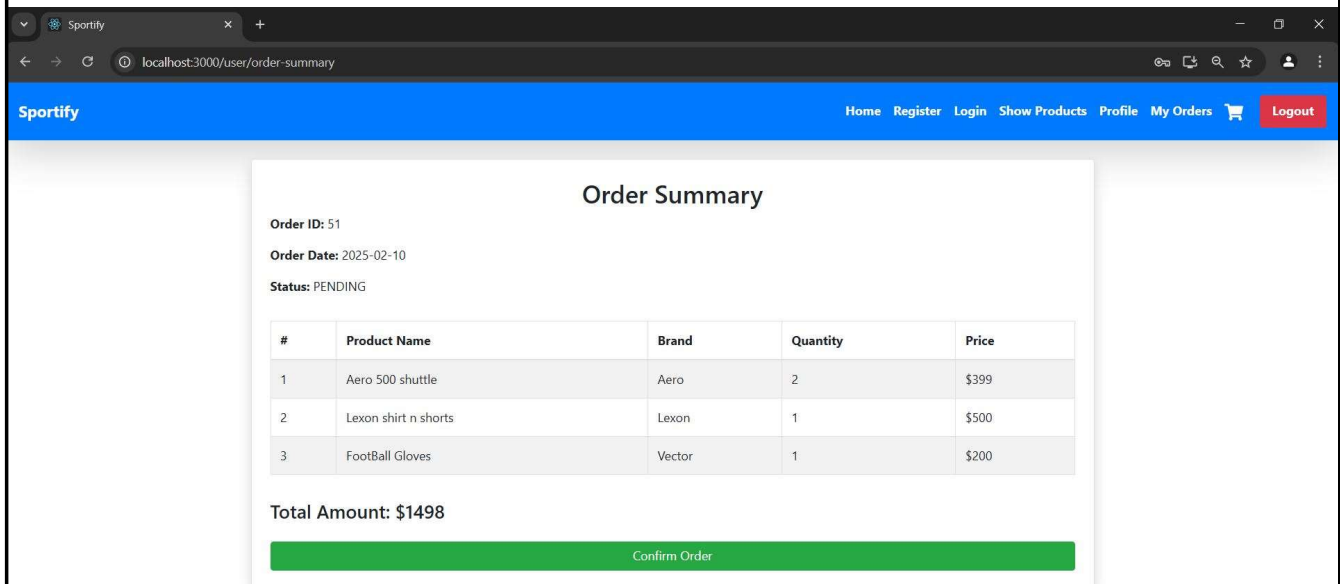


Fig 5.6 Order Summary Page

User has to make payment through UPI or by Card.

The screenshot shows a web browser window with the URL `localhost:3000/user/payment`. The page has a blue header with the 'Sportify' logo and navigation links: Home, Register, Login, Show Products, Profile, My Orders, and a Logout button. The main content area features a white card titled 'Payment' with a green subtitle 'Total Price: \$1498'. Below the title, there is a section 'Select Payment Method:' with two radio buttons: 'UPI' and 'Credit/Debit Card' (which is selected). Underneath, there are input fields for 'Card Number' (containing '1234-1234-1244-1244'), 'Expiry Date' (containing '10/26'), 'CVV' (containing '***'), and 'Cardholder Name' (containing 'Tom'). A blue 'Make Payment' button is at the bottom of the card.

Fig 5.7 Payment Gateway

This page serves as a final confirmation for users, ensuring they have accurate information about their order and providing clarity for any future steps.

The screenshot shows a web browser window with the URL `localhost:3000/user/order-confirmation`. The page has the same blue header as the previous one. The main content area features a white card titled 'Order Confirmed!' in green. Below the title, it says 'Thank you for your purchase.' and lists the following details: 'Order ID: 51', 'Order Amount: \$1498', 'Order Date: 2/10/2025', and 'Estimated Delivery Date: 2/15/2025'. A blue 'Go to Home' button is at the bottom of the card.

Fig 5.8 Order Confirmation Page

Allows users to view and manage their order history and status.

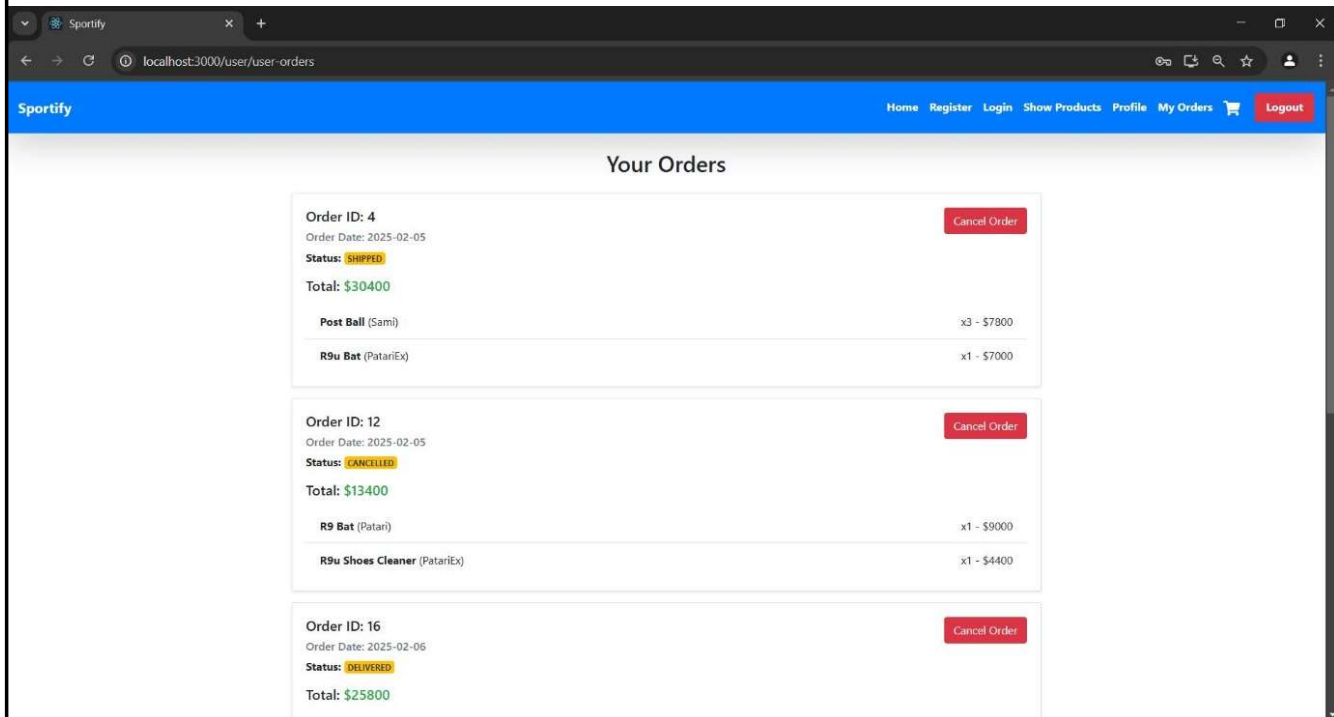


Fig 5.9 View Orders Page

Allows users to manage and update their personal information.

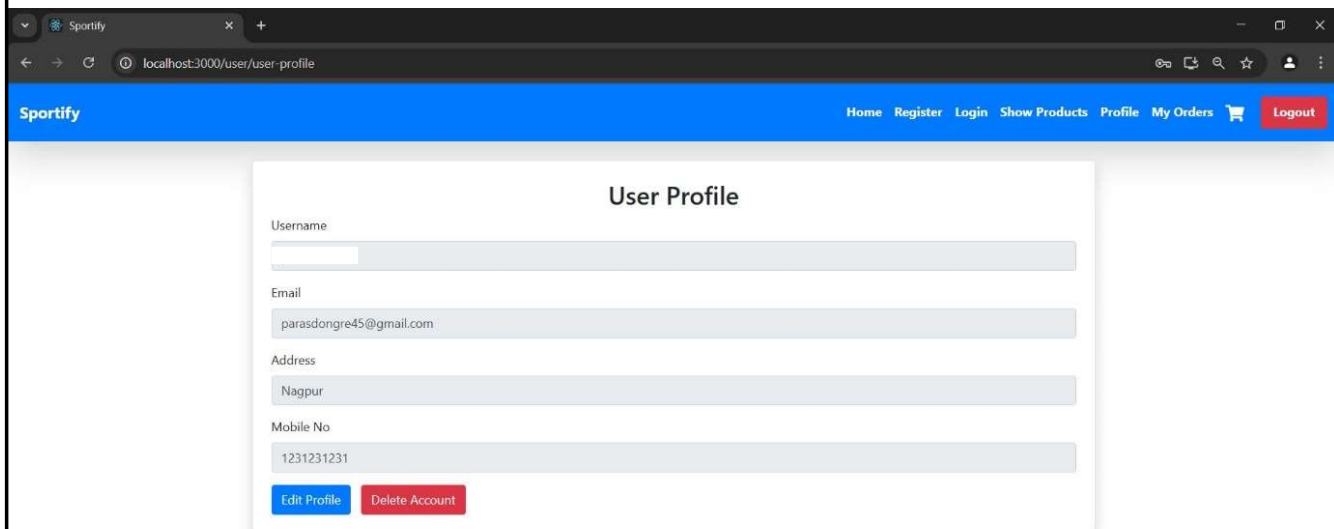


Fig 5.10 User Profile Page

Allows administrators to manage and organize product categories on the platform.

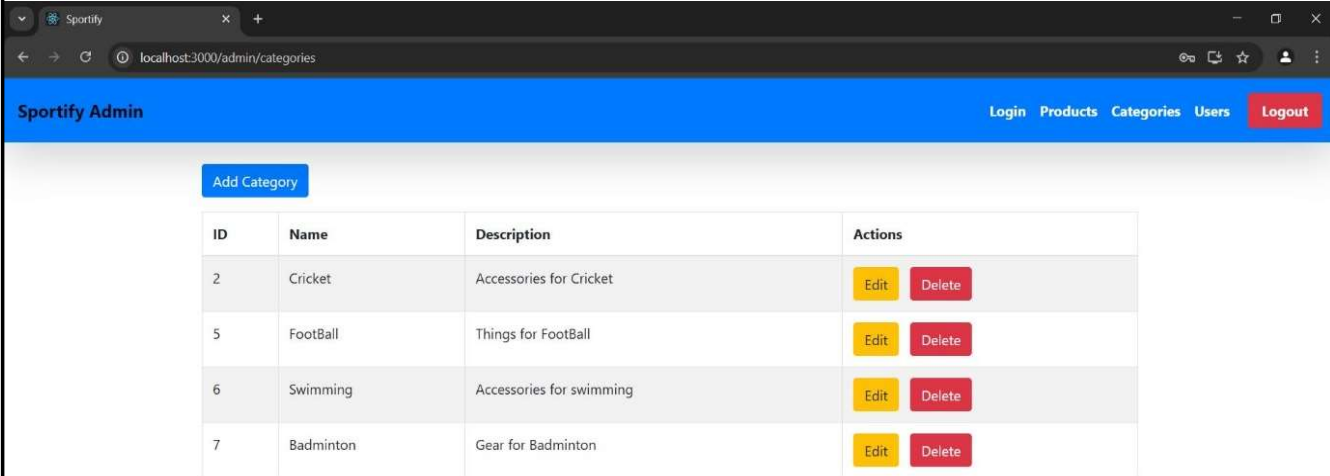


Fig 5.11 Admin Categories Page

Allows administrators to manage the products listed on the platform.

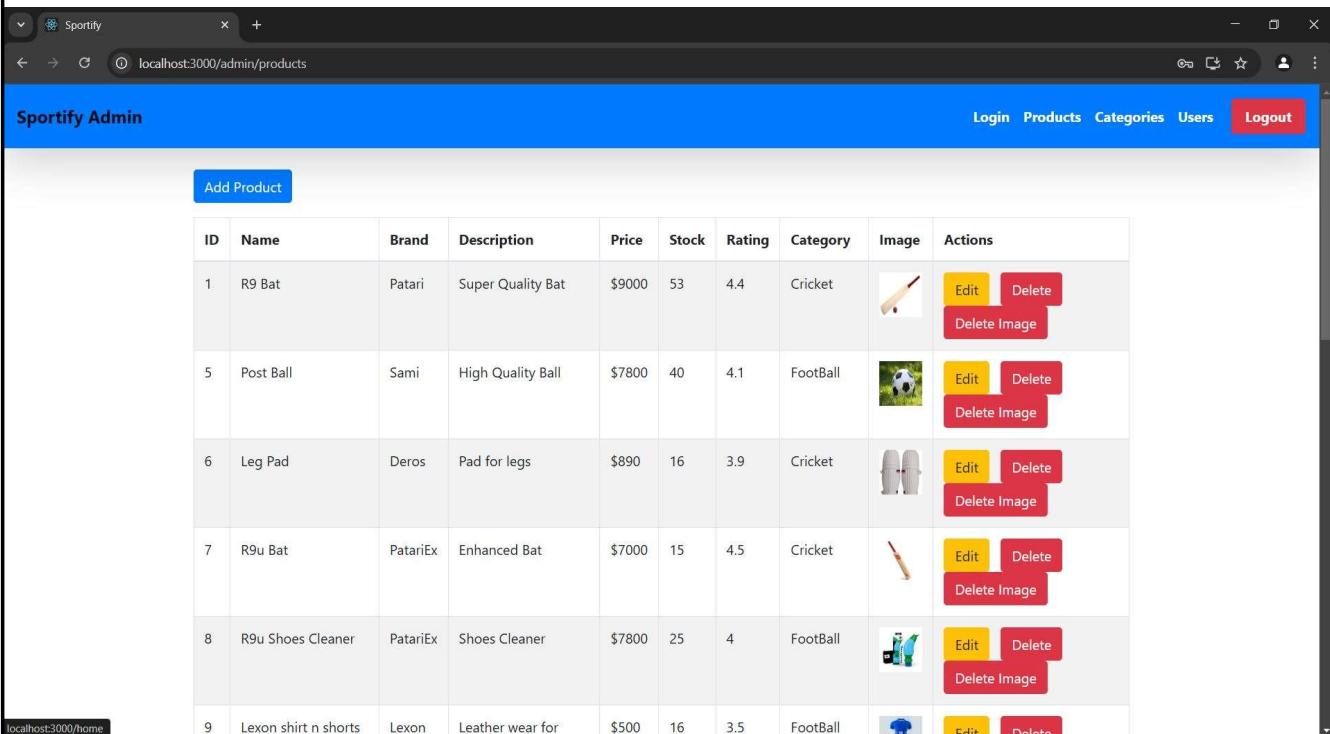
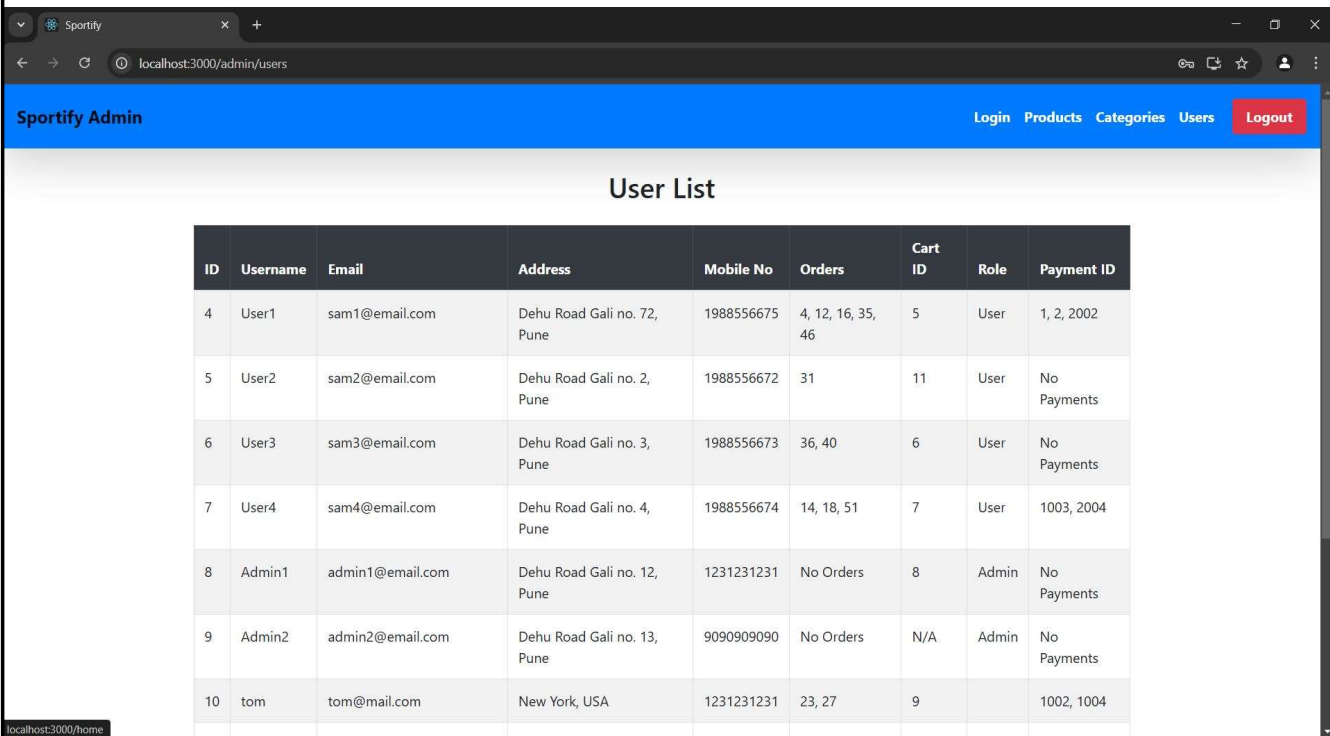


Fig 5.12 Admin Products Page

This page provides a overview of customer details, orders and payments done by them.



ID	Username	Email	Address	Mobile No	Orders	Cart ID	Role	Payment ID
4	User1	sam1@email.com	Dehu Road Gali no. 72, Pune	1988556675	4, 12, 16, 35, 46	5	User	1, 2, 2002
5	User2	sam2@email.com	Dehu Road Gali no. 2, Pune	1988556672	31	11	User	No Payments
6	User3	sam3@email.com	Dehu Road Gali no. 3, Pune	1988556673	36, 40	6	User	No Payments
7	User4	sam4@email.com	Dehu Road Gali no. 4, Pune	1988556674	14, 18, 51	7	User	1003, 2004
8	Admin1	admin1@email.com	Dehu Road Gali no. 12, Pune	1231231231	No Orders	8	Admin	No Payments
9	Admin2	admin2@email.com	Dehu Road Gali no. 13, Pune	9090909090	No Orders	N/A	Admin	No Payments
10	tom	tom@mail.com	New York, USA	1231231231	23, 27	9		1002, 1004

Fig 5.13 Admin Customer Order Page

This notification ensures that customers receive immediate confirmation of their order, offering transparency and clarity about their purchase and delivery details.

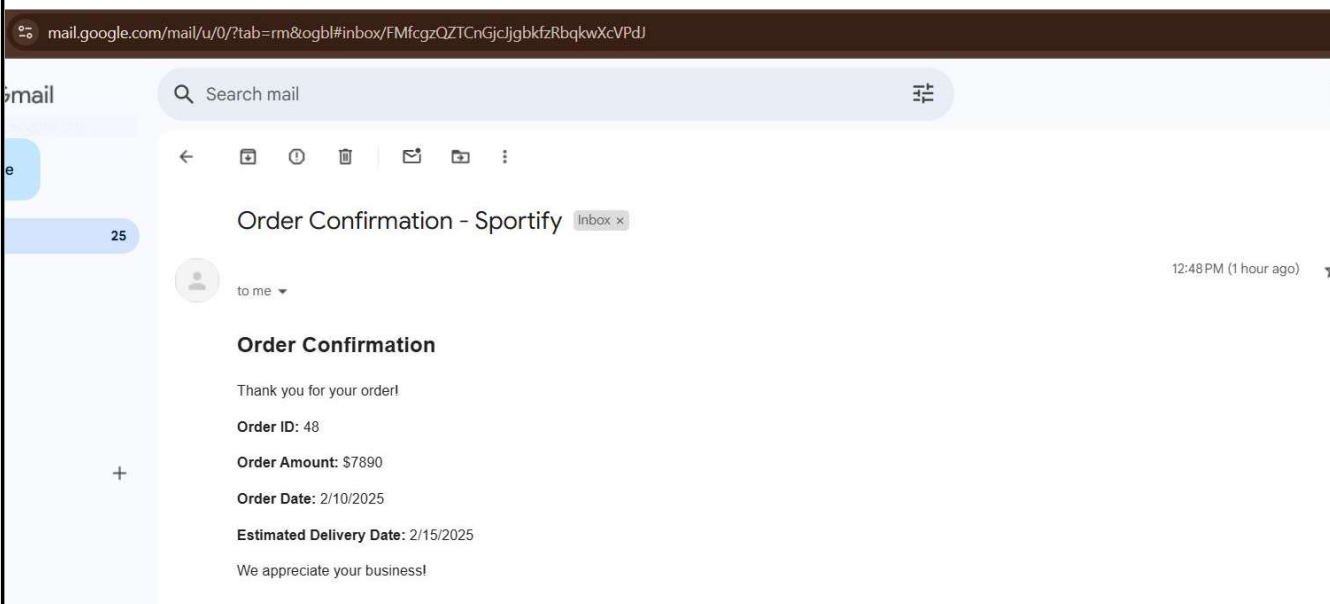


Fig 5.14 Notification via Mail for Order Confirmation

This notification confirms the successful registration, helps users access their accounts, and ensures they're aware of any further actions required to complete their setup.

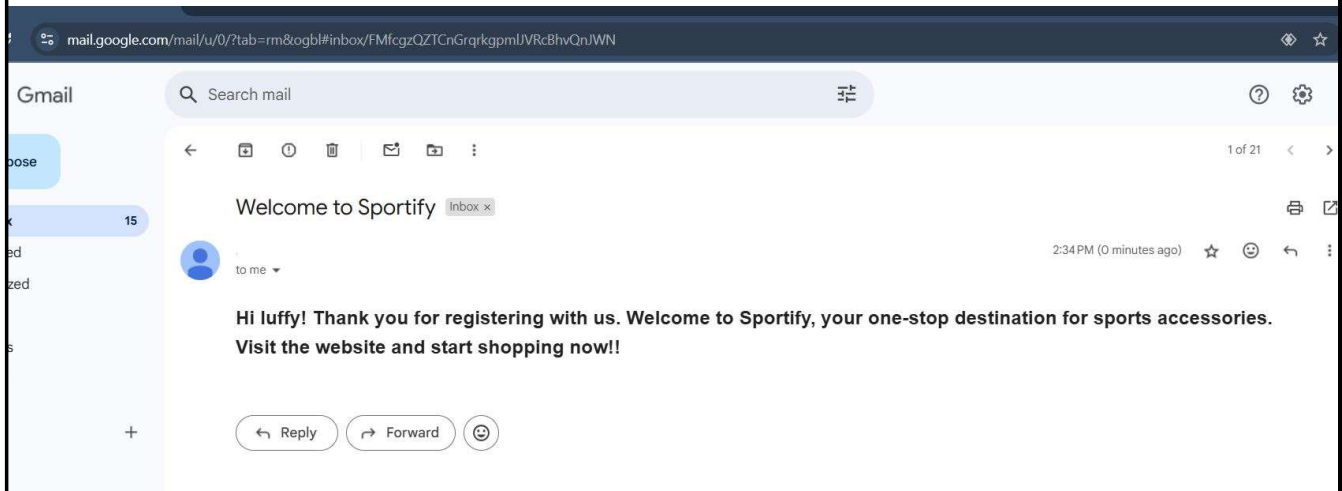


Fig 5.15 Notification via Mail for User Registration

6. Conclusion

Sportify is a robust, scalable, and feature-rich sports e-commerce platform designed to provide an intuitive and seamless shopping experience for users while offering powerful administrative tools for store management. This documentation outlines the complete software requirement specifications, including functional and non-functional requirements, ensuring clarity in the system's development and deployment.

6.1 Key Takeaways

- **User-Centric Design:** Sportify focuses on an interactive and responsive user experience, ensuring seamless navigation, product discovery, and hassle-free checkout.
- **Comprehensive Admin Features:** Administrators have access to a fully functional backend to manage products, orders, users, and analytics.
- **Scalability & Performance:** The system is developed using modern technologies, including Java 17, Spring Boot 3, React.js, and MySQL 8, ensuring high performance, security, and future scalability.
- **Secure Transactions:** Integration with secure payment gateways (Stripe, PayPal, Razorpay) guarantees a reliable shopping experience.
- **Cross-Platform Compatibility:** The website is designed to work on all modern browsers and mobile devices, ensuring a consistent experience across platforms.
- **Robust Architecture:** The use of REST APIs, microservices, and modular design ensures the system is maintainable and adaptable to future enhancements.

6.2 Future Enhancements & Scope

While Sportify meets the fundamental requirements of a modern sports e-commerce platform, there are several potential enhancements that can be incorporated in future updates:

6.2.1 Feature Enhancements

- **AI-Powered Recommendations:** Implement machine learning algorithms to recommend products based on user behavior.

- **Augmented Reality (AR) Integration:** Allow users to preview sportswear and equipment in real-time before purchasing.
- **Subscription-Based Services:** Introduce premium memberships, loyalty rewards, and sports training programs.
- **Multi-Vendor Marketplace:** Expand the platform to allow third-party vendors and brands to list their products.
- **Social Media Integration:** Enable users to share purchases and reviews directly on Facebook, Instagram, and Twitter.

6.2.2 Technical Improvements

- **Cloud-Based Infrastructure:** Migrate to AWS, Google Cloud, or Azure for better scalability and global availability.
- **Progressive Web App (PWA):** Develop a PWA version for offline access and faster mobile performance.
- **Headless Commerce Integration:** Implement a headless architecture to support multiple front-end applications, including mobile apps.
- **Blockchain for Secure Payments:** Explore the possibility of crypto transactions and blockchain-based order tracking.

6.3 Final Thoughts

The **Sportify** project successfully combines cutting-edge technologies, user-friendly interfaces, and robust backend architecture to create a next-generation sports e-commerce platform. By adhering to the defined software requirement specifications (SRS) and leveraging industry best practices, Sportify ensures an optimal balance between performance, security, and usability.

With a well-structured development approach and a clear roadmap for future enhancements, Sportify is poised to become a leading platform for sports enthusiasts and athletes worldwide, offering them an unmatched shopping experience tailored to their needs.

7. References

1. **Building a Sports eCommerce Website: Features, Setup, and Costs** - This guide offers a comprehensive roadmap for creating a sports e-commerce website. <https://dolphinwebsolution.com/blog/building-sports-ecommerce-website/>
2. **Sports E-commerce Website: Features You Must Have** - <https://www.micrasolution.com/blog/sports-e-commerce-website%3A-features-you-must-have>
3. **Case Study: SPORT-LINE e-Commerce** - A detailed UX/UI case study focusing on the design and development of a sports e-commerce platform. <https://medium.com/@ansvetr/case-study-sport-line-e-commerce-4aae620f75ac>
4. **How to Develop a Sports Goods E-commerce Website?** - This guide provides a step-by-step approach to developing an e-commerce platform for sports goods, covering key considerations and strategies. <https://krify.co/sports-goods-e-commerce-website-development/>
5. **Sports Direct UX Case Study – Baymard Institute** - <https://baymard.com/ux-benchmark/case-studies/sports-direct>
6. **How To Build A E-Commerce Website For Your Fitness Business?** - A guide that covers everything from domain selection to SEO, aimed at building an effective e-commerce platform for fitness products. <https://wholesale.rdxsports.com/blog/how-to-build-a-killer-e-commerce-website-for-your-business>
7. **Boosting Sales: Sports eCommerce Success Story | Case Study** - <https://www.thecommerceshop.com/case-study/sports-ecommerce-case-study/>
8. Chen, L. (2000). Enticing Online Consumers: A Technology Acceptance Perspective Research-in-Progress. ACM Proceedings, SIGCPR.
9. Diwakar, H., Marathe, M. (2000). The architecture of a one-stop web-window shop. December, ACM SIGecom Exchanges, Volume 2 Issue 1.
10. Morrison, M., Morrison, J., and Keys, A. (2002). Integrating Web Sites and Databases. Communications of the ACM, September, Volume 45, Issue 9.
11. Kubilus, N. J. (2000). Designing an e-commerce site for users. September 2000, Crossroads, Volume 7 Issue 1.
12. Tilson, R., Dong, J., Martin, S., Kieke, E. (1998). A comparison of two current ecommerce sites. September.