Project Documentation: StickerMan

1. Introduction:

StickerMan endeavors to transform the sticker customization landscape by offering an intuitive platform for users to design and purchase personalized stickers across a multitude of categories. The project targets users in five key countries: UAE, Qatar, Oman, Bahrain, and Saudi Arabia. A standout feature is the website's ability to dynamically adjust currency based on the user's location. The technology stack comprises ReactJS for frontend development, NodeJS for backend operations, and MongoDB or MySQL for database management.

2. Project Objectives:

- Develop a user-centric website facilitating seamless sticker customization and ordering processes.
- Implement robust localization features to accommodate users across the specified countries.
- Ensure a fluid currency conversion mechanism that adapts to the user's location seamlessly.
- Integrate secure payment gateways to guarantee safe and reliable online transactions.
- Embrace contemporary web development methodologies to ensure scalability, performance, and maintainability.

3. Features:

- User Registration and Authentication
- Sticker Customization
- Category Selection
- Shopping Cart
- Localization
- Currency Conversion
- Payment Gateway Integration
- Order Management
- Admin Panel

4. Technology Stack:

Frontend: ReactJS

Backend: NodeJS with Express framework for developing RESTful APIs.

Database: MongoDB or MySQL for storing user data, product information, and order details.

Payment Gateway: Integration with secure payment gateways like PayPal, Stripe, or local options. (Based on client)

Hosting and Deployment: Cloud platforms such as AWS, Azure, or Google Cloud for scalability and reliability.