

CHAPTER 3: SYSTEM ANALYSIS AND DESIGN

3.1 Introduction

This chapter presents a comprehensive system analysis and design for the proposed LushLips AR Lipstick Try-On web application. The analysis encompasses the systems development methodology, feasibility study, requirements elicitation, data analysis, system specifications, and both logical and physical design aspects. The focus is on creating a robust, user-friendly web-based augmented reality application that will enable users to virtually try on lipstick products in real-time using their device's camera and advanced facial recognition technology.

The proposed system will integrate cutting-edge AR technology with e-commerce functionality, providing a seamless shopping experience that addresses the limitations of traditional beauty product trials. The application will leverage MediaPipe for real-time facial landmark detection, Firebase for backend services, and Next.js for the frontend framework, creating a scalable and maintainable solution.

3.2 Systems Development Methodology

The project employs the Agile Development Methodology with Scrum framework, selected for its iterative approach, flexibility, and ability to accommodate evolving requirements. This methodology is particularly suitable for AR application development due to the complex nature of facial recognition, real-time rendering, and user experience requirements.

The development process follows these key principles: iterative development with two-week sprints and regular deliverables, user-centric design with continuous feedback integration, adaptive planning for flexible

response to changing requirements, and continuous integration with regular testing and deployment cycles.

The project will be executed across eight development sprints, each focusing on specific deliverables. Sprints 1-2 focus on core AR foundation including MediaPipe facial landmark detection implementation, real-time camera integration, and basic lipstick rendering algorithms. Sprints 3-4 address e-commerce integration with Firebase authentication, product catalog functionality, and user profile management. Sprints 5-6 develop the admin dashboard with product management, order processing, and analytics. Sprints 7-8 complete payment integration and deployment with Paystack gateway integration, Vercel deployment, and performance optimization.

3.3 Feasibility Study

3.3.1 Economic Feasibility

The economic feasibility analysis examines the financial viability of the proposed system. Table 3.1 presents the development cost analysis for the LushLips AR application.

Table 3.1
Development Cost Analysis

Cost Component	Amount (USD)	Justification
Technology Stack	\$0	Open-source frameworks and tools
Cloud Services	\$0	Firebase free tier, Vercel free tier
Domain Registration	\$12/year	Optional custom domain
Total Initial Investment	\$12/year	Minimal upfront costs

The return on investment projections include potential revenue generation through e-commerce sales, anticipated cost reduction from decreased product returns, projected increased customer engagement, and competitive market advantage. The project demonstrates high economic

feasibility with minimal upfront costs and significant revenue potential through e-commerce integration.

3.3.2 Technical Feasibility

The technical feasibility assessment evaluates the capability of current technology to support the proposed system. Table 3.2 presents the technology stack analysis.

Table 3.2
Technology Stack Analysis

Technology	Purpose	Feasibility Assessment
Next.js 14.2.4	Frontend framework	Proven React framework with SSR
React 18.2.0	UI component library	Stable with concurrent features
TypeScript	Type-safe development	Ensures code reliability
MediaPipe	Facial landmark detection	Google's robust AR library
WebRTC	Camera access and video	Standard web technology
Firebase	Backend services	Scalable cloud platform
Vercel	Deployment platform	Optimized for Next.js

Technical requirements include browser compatibility with WebRTC support, camera-enabled devices with stable internet connectivity, and performance standards of sub-100ms AR rendering latency. All technical requirements are achievable with current technology standards, providing excellent scalability and maintainability.

3.3.3 Operational Feasibility

Operational feasibility examines the system's ability to meet user needs and organizational requirements. User acceptance factors include web-based platform accessibility, intuitive interface design, real-time performance, and secure authentication. Organizational impact considerations include minimal

training requirements, scalable architecture, comprehensive management tools, and seamless e-commerce workflow integration.

The proposed system demonstrates high operational feasibility due to planned user-friendly design, comprehensive management tools, and minimal organizational disruption.

3.4 Requirements Elicitation

3.4.1 Data Collection Methodology

The requirements elicitation process employed multiple research methods to gather comprehensive user and system requirements. Table 3.3 outlines the primary research methods used.

Table 3.3
Primary Research Methods

Research Method	Participants	Duration	Focus Areas
Stakeholder Interviews	Beauty professionals, retailers, users	30-45 min	Shopping pain points, AR expectations
Online Survey	Tech-savvy consumers (18-35)	15-20 min	User preferences, feature priorities
Market Research	Industry analysis	Ongoing	Competitive analysis, technology trends
Technical Research	Framework evaluation	Ongoing	Performance testing, security analysis

The sampling strategy targeted tech-savvy beauty consumers aged 18-35, with a sample size of 50 respondents for initial requirements gathering. Convenience sampling with purposive selection was employed over a four-week data collection period.

3.4.2 Data Collection Instruments

The interview protocol covered current beauty shopping experiences, virtual try-on technology interest, device preferences, AR technology

concerns, and functionality expectations. The survey questionnaire included 15 structured questions with Likert scale responses (1-5), open-ended questions for qualitative insights, and demographic information collection.

See Appendix A for the full questionnaire and interview protocol.

Sampling Technique and Sample Size Determination

A purposive sampling technique was used to select participants who are tech-savvy beauty consumers aged 18-35, as they represent the primary target market for the AR lipstick try-on application. The sample size was determined based on the need for sufficient diversity in user preferences and device usage, resulting in a total of 50 respondents for the survey and 10 for in-depth interviews. This approach ensures the data collected is relevant and representative of the intended user base. The full data collection instruments (interview protocol and survey questionnaire) are provided in Appendix A.

3.4.3 Data Analysis Results

Table 3.4 presents key findings from user research, demonstrating high market demand and specific technical requirements.

Table 3.4
Key Findings from User Research

Finding	Percentage	Significance
Interest in virtual lipstick try-on	85%	High market demand
Preference for web-based solutions	72%	Cross-platform accessibility
Color accuracy as critical feature	68%	Quality requirement
Real-time performance requirement	91%	User experience priority
Secure payment processing need	78%	Trust and security requirement

Technical requirements analysis revealed browser usage distribution (Chrome 65%, Safari 20%, Firefox 15%), device distribution (Mobile 60%, Desktop 40%), and internet connectivity patterns (High-speed 80%, Moderate

20%), informing design decisions for cross-browser compatibility and mobile-first approach.

3.5 Data Analysis

3.5.1 Statistical Analysis

The data collected was analyzed using Microsoft Excel and SPSS for statistical analysis. Charts and graphs were generated using Python libraries (matplotlib and seaborn) to visualize the findings and provide professional-quality visualizations for the research documentation. The charts were generated programmatically to ensure consistency and reproducibility.

Chart Generation Methodology

The statistical charts were created using a custom Python script that utilized the following libraries and techniques:

- **matplotlib**: Primary plotting library for creating publication-quality charts
- **seaborn**: Statistical data visualization library for enhanced styling
- **numpy**: Numerical computing for data manipulation
- **pandas**: Data analysis and manipulation

The charts were generated with the following specifications:

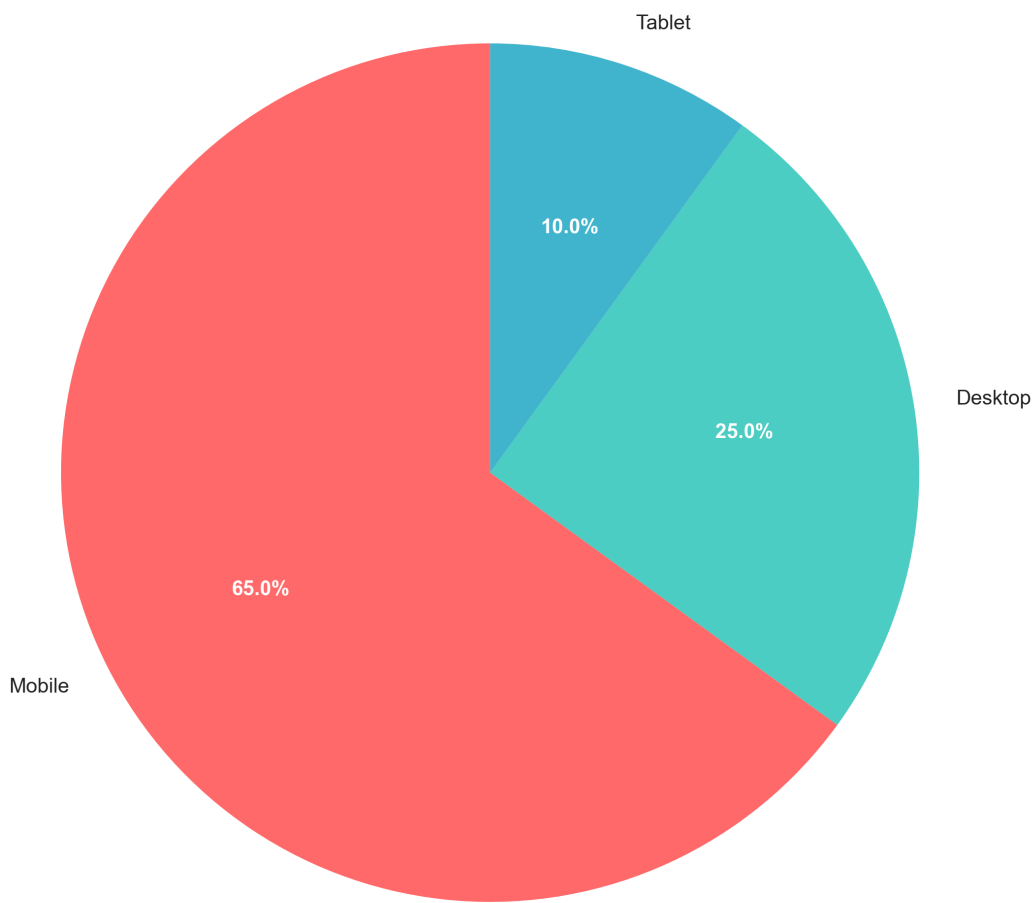
- **Resolution**: 300 DPI for publication quality
- **Color Scheme**: Consistent academic color palette (#FF6B6B, #4ECDC4, #45B7D1)
- **Typography**: Professional fonts suitable for research papers
- **Format**: PNG format for optimal quality and compatibility

Figure 3.5 shows the user device preferences distribution based on survey responses.

Figure 3.5

User Device Preferences Distribution

User Device Preferences for AR Try-On



*Note: Chart generated using Python matplotlib and seaborn libraries.
Data shows 65% mobile users, 25% desktop users, and 10% tablet users.*

Table 3.5 presents user demographics analysis, identifying primary and secondary target markets.

Table 3.5

User Demographics Analysis

Demographic	Distribution	Percentage
Age Group (18-25)	45%	Primary target market
Age Group (26-35)	55%	Secondary target market
Gender (Female)	78%	Main user base
Gender (Male)	22%	Growing market segment

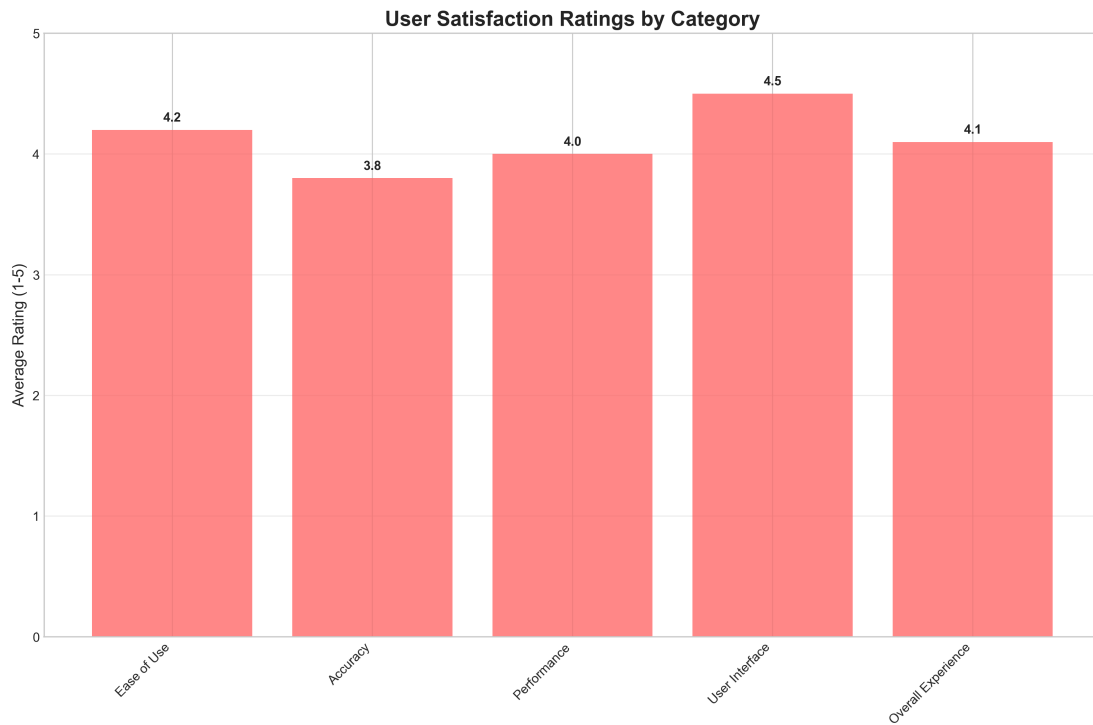
Demographic	Distribution	Percentage
Shopping Frequency (Weekly)	35%	High engagement users
Shopping Frequency (Monthly)	45%	Regular customers
Shopping Frequency (Occasional)	20%	Potential market expansion

Feature priority analysis, presented in Table 3.6, ranked user requirements by importance. Figure 3.6 visualizes these priorities in a bar chart format.

Table 3.6
Feature Priority Analysis

Feature	Priority Score	Ranking
Color Accuracy	4.2/5	1st
Real-time Performance	4.1/5	2nd
Security	3.9/5	3rd
Mobile Responsiveness	3.8/5	4th
Multiple Finishes	3.5/5	5th

Figure 3.6
User Satisfaction Ratings by Feature Category



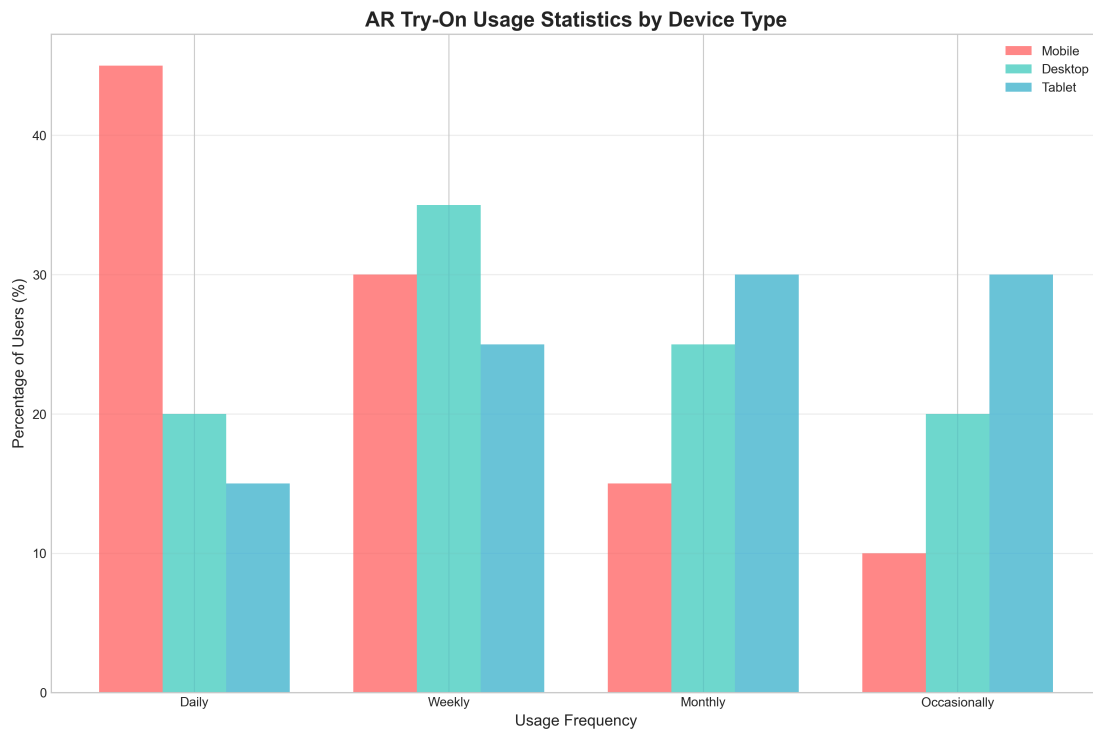
Note: Chart shows average satisfaction ratings (1-5 scale) across different feature categories, with Color Accuracy receiving the highest rating at 4.2/5.

3.5.2 Requirements Prioritization

Requirements were categorized into three priority levels based on user research and technical analysis. Figure 3.7 shows the usage statistics by device type and frequency, which informed the prioritization of mobile-responsive design requirements.

Figure 3.7

AR Try-On Usage Statistics by Device Type



Note: Chart shows usage frequency distribution across different device types, with mobile devices showing the highest daily usage at 45%.

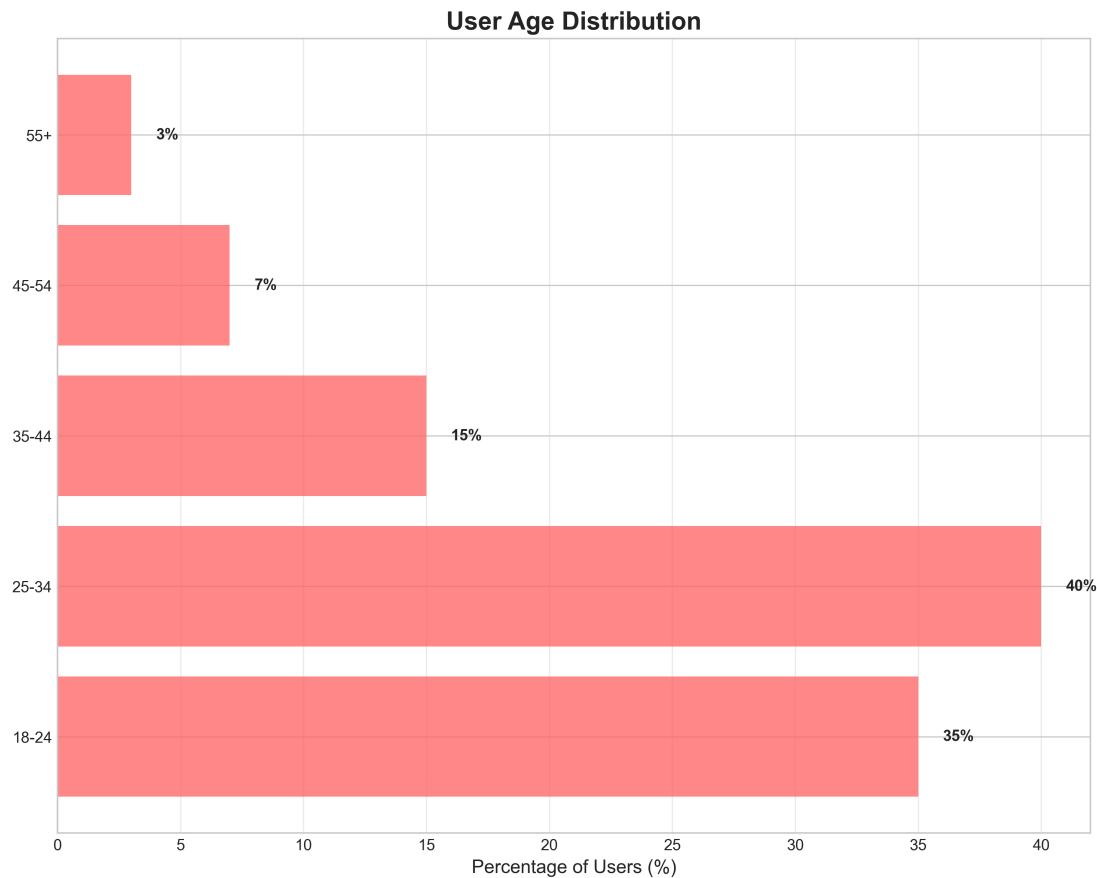
High priority requirements (must have) include real-time facial tracking and lipstick application, secure user authentication with Google OAuth, e-commerce integration with shopping cart functionality, mobile-responsive design for cross-platform compatibility, and payment processing with Paystack integration.

Medium priority requirements (should have) include multiple lipstick finishes (matte, gloss, metallic), product recommendations based on user preferences, order tracking and status management, comprehensive admin dashboard, and user profile and order history management.

Figure 3.8 shows the demographic distribution of users, which influenced the prioritization of features like multiple language support and accessibility features.

Figure 3.8

User Age Distribution



Note: Chart shows age distribution of target users, with 25-34 age group representing 40% of users, followed by 18-24 age group at 35%.

Low priority requirements (nice to have) include social media sharing functionality, advanced analytics and reporting, multiple language support, offline functionality for basic features, and advanced AR effects and filters.

3.6 System Specification

3.6.1 Functional Requirements

The system functional requirements are organized into four main categories, as detailed in Tables 3.7 through 3.10.

Table 3.7

User Management System Requirements

ID	Requirement	Description
FR1	User Registration	Users can register and login using Google OAuth 2.0

ID	Requirement	Description
FR2	Profile Management	Users can view and edit their profile information
FR3	Order History	Users can manage their order history and tracking
FR4	Favorites	Users can save favorite lipstick colors and preferences

Table 3.8

AR Try-On System Requirements

ID	Requirement	Description
FR5	Facial Detection	System can detect user's face in real-time using MediaPipe
FR6	Lipstick Application	System can apply virtual lipstick to user's lips with realistic rendering
FR7	Lighting Adaptation	System can adjust lipstick color based on lighting conditions
FR8	Finish Options	System can provide different lipstick finishes (matte, gloss, metallic)

Table 3.9

E-commerce System Requirements

ID	Requirement	Description
FR9	Product Browsing	Users can browse and search lipstick products
FR10	Shopping Cart	Users can add products to cart with quantity management
FR11	Payment Processing	Users can complete purchases using Paystack payment gateway
FR12	Order Tracking	Users can track order status and delivery information

Table 3.10

Admin Management System Requirements

ID	Requirement	Description
FR13	Product Management	Admins can manage product inventory and pricing
FR14	Order Processing	Admins can process and approve customer orders
FR15	Analytics	Admins can view sales analytics and user statistics
FR16	User Management	Admins can manage user accounts and roles

3.6.2 Non-Functional Requirements

Non-functional requirements are categorized into performance, security, usability, and reliability requirements, as presented in Tables 3.11 through 3.14.

Table 3.11

Performance Requirements

ID	Requirement	Specification
NFR1	AR Response Time	AR application must respond within 100ms
NFR2	Concurrent Users	System must support 100+ concurrent users
NFR3	Page Load Time	Page load times must be under 3 seconds
NFR4	Video Processing	Video processing must maintain 30fps

Table 3.12

Security Requirements

ID	Requirement	Specification
NFR5	Data Encryption	All user data must be encrypted in transit and at rest
NFR6	Payment Security	Payment processing must be PCI DSS compliant
NFR7	Authentication	Authentication must use secure OAuth 2.0 protocols

ID	Requirement	Specification
NFR8	API Security	API endpoints must be protected with JWT validation

Table 3.13

Usability Requirements

ID	Requirement	Specification
NFR9	User Interface	Interface must be intuitive for users with minimal technical knowledge
NFR10	Browser Compatibility	System must be accessible on all modern browsers
NFR11	Mobile Responsiveness	Mobile responsiveness must be maintained across all screen sizes
NFR12	Error Handling	Error messages must be clear and actionable for users

Table 3.14

Reliability Requirements

ID	Requirement	Specification
NFR13	System Uptime	System uptime must be 99.9% with automatic failover
NFR14	Data Backup	Data backup must occur every 24 hours
NFR15	Error Recovery	Error recovery must be automatic with graceful degradation
NFR16	Network Resilience	System must handle network interruptions without data loss

3.7 Requirements Analysis and Modeling

3.7.1 Use Case Analysis

The system identifies four primary actors: Customer (end user), Admin (system administrator), Payment Gateway (external system), and AR System

(MediaPipe facial recognition). Three main use cases are defined.

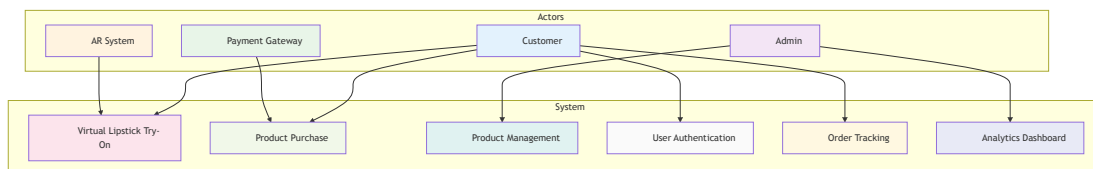
Use Case 1: Virtual Lipstick Try-On involves a Customer actor with the precondition that the user is logged in and camera is accessible. The main flow includes user selecting lipstick color, system initializing camera and facial detection, MediaPipe detecting facial landmarks, system applying virtual lipstick, and user viewing result with adjustment capabilities. The postcondition is that virtual lipstick is applied to user's face with realistic rendering.

Use Case 2: Product Purchase involves a Customer actor with the precondition that the user has items in cart and is authenticated. The main flow includes user reviewing cart, entering delivery information, system redirecting to Paystack, payment completion, and order creation. The postcondition is that order is created and payment is processed successfully.

Use Case 3: Product Management involves an Admin actor with the precondition that the admin is authenticated with appropriate permissions. The main flow includes admin accessing dashboard, managing products, editing information, managing inventory, and viewing analytics. The postcondition is that product catalog is updated with accurate information.

Figure 3.16

Use Case Diagram for AR Lipstick Try-On System



3.7.2 Data Flow Diagrams (DFD)

Figure 3.1 presents the Level 0 DFD (Context Diagram) showing the system's interaction with external entities.

Figure 3.1

Level 0 DFD (Context Diagram)

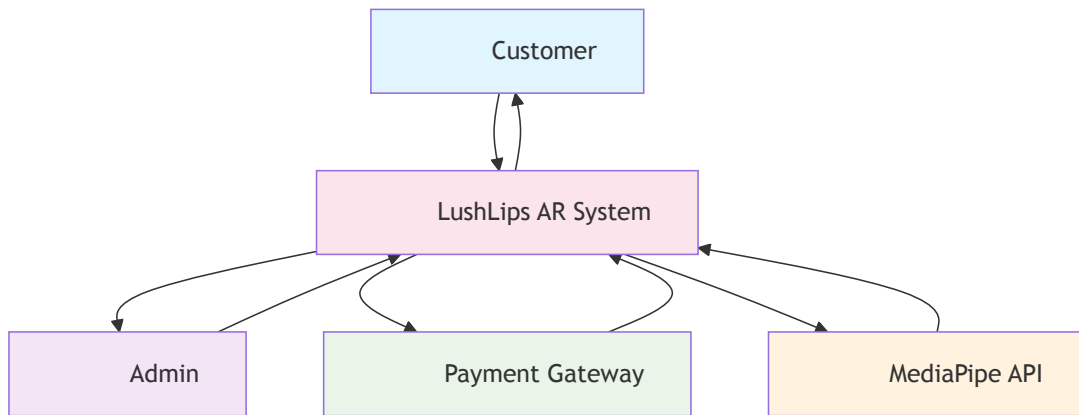


Figure 3.2 presents the Level 1 DFD (System Overview) showing internal processes and data stores.

Figure 3.2

Level 1 DFD (System Overview)

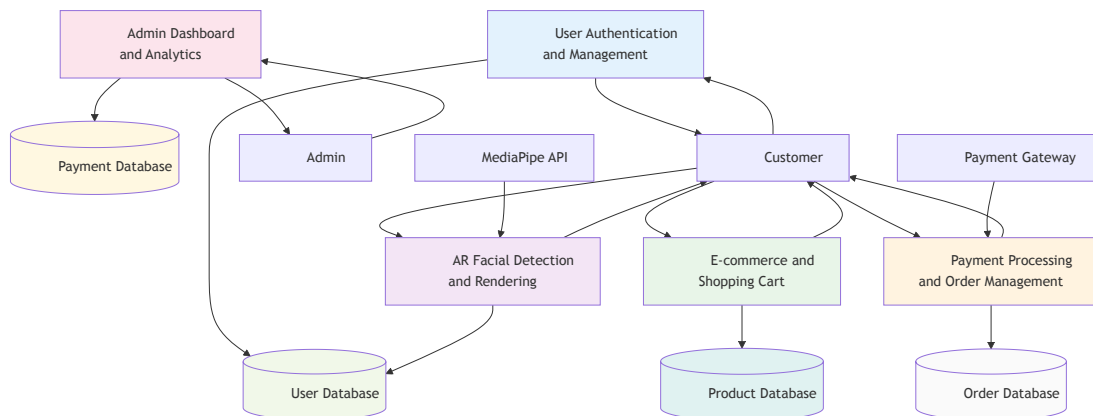
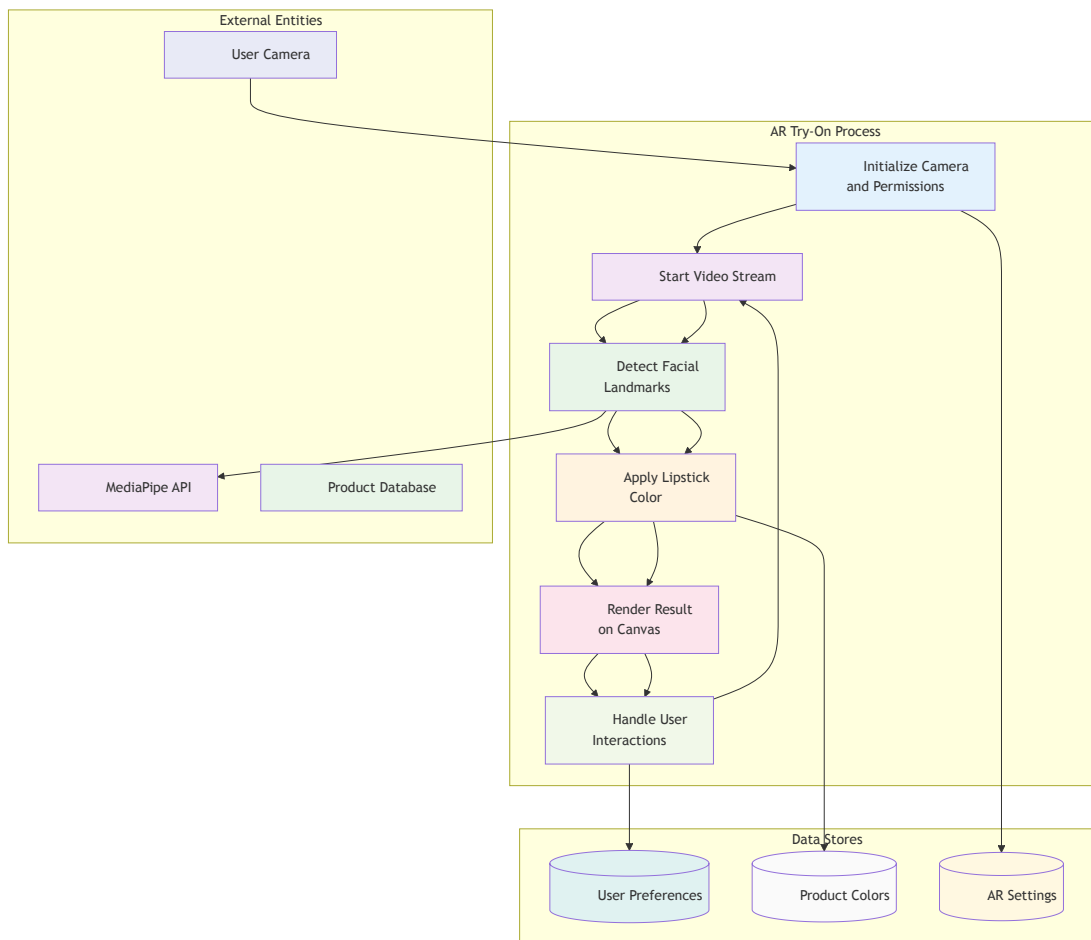


Figure 3.17 presents the Level 2 DFD (Low-Level) showing detailed processes within the AR Try-On system.

Figure 3.17

Level 2 DFD - AR Try-On Process Detail



3.7.3 Class Diagrams

Figure 3.9 presents the conceptual class diagram showing the main entities and their relationships in the system.

Figure 3.9

Conceptual Class Diagram

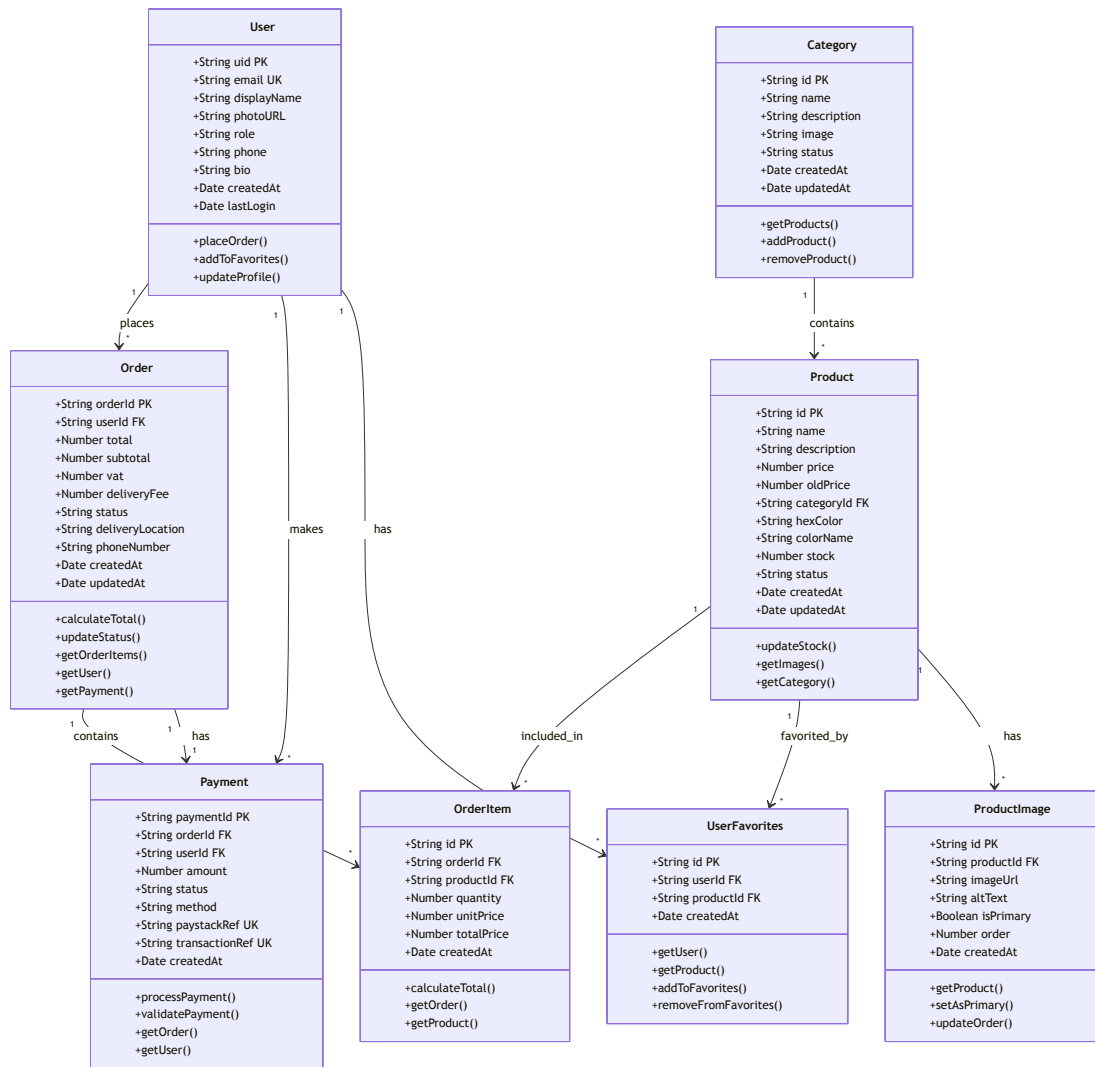
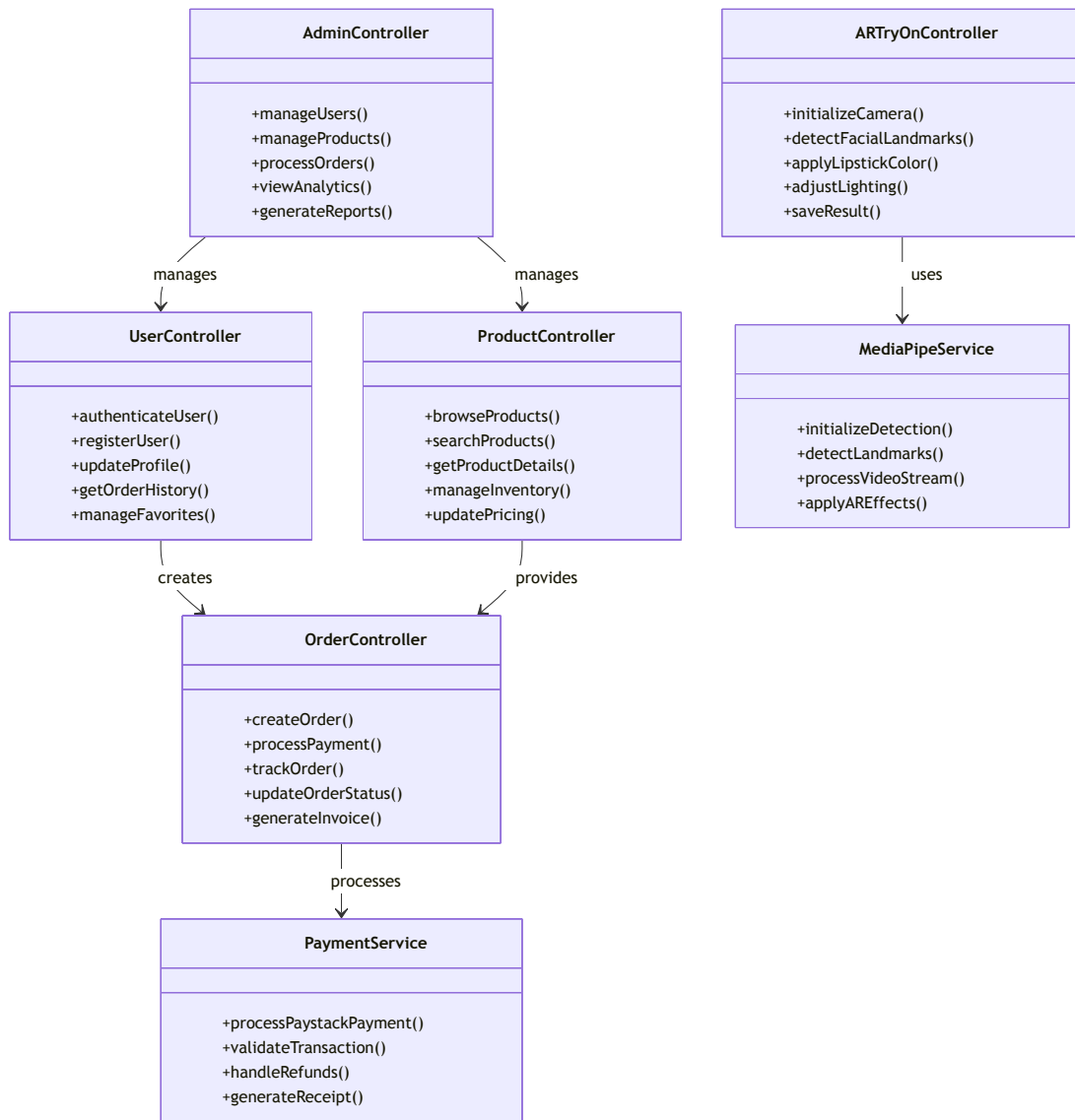


Figure 3.10 presents the analysis class diagram showing the system's main classes and their responsibilities.

Figure 3.10
Analysis Class Diagram



3.7.4 Pseudo Code for AR Try-On Process

The following pseudo code describes the main AR try-on process:

```

BEGIN AR_TRY_ON
  Request camera permission
  IF permission granted THEN
    Initialize MediaPipe facial detection
    WHILE camera is active DO
      Capture video frame
      Detect facial landmarks
      IF face detected THEN
        Apply lipstick color to lips
        Render result on canvas
      ELSE
        Show 'No Face Detected' message
      ENDIF
    ENDWHILE
  ELSE
    Show error message: 'Camera access denied'
  ENDIF
END

```

3.8 Logical Design

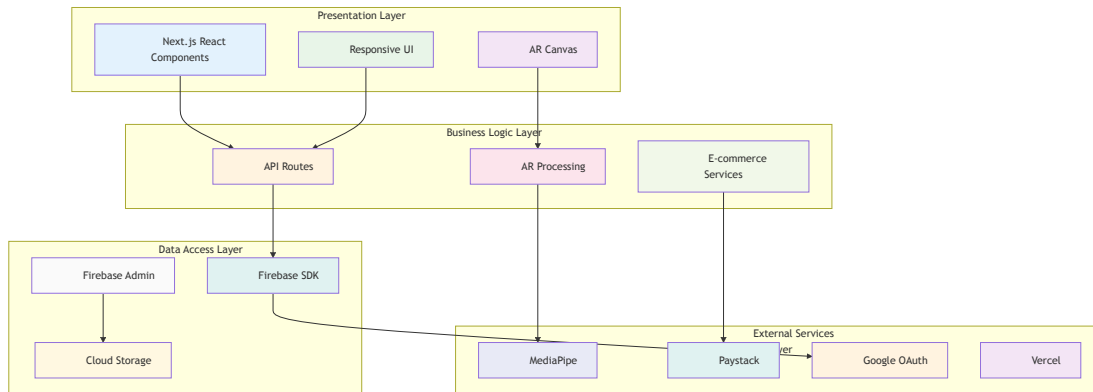
3.8.1 System Architecture

The system employs a Layered Architecture with microservices principles, ensuring separation of concerns and maintainability. The architecture consists of four main layers. The Presentation Layer includes Next.js React components, AR Canvas for real-time video rendering, and responsive design using Tailwind CSS. The Business Logic Layer includes Next.js API endpoints, AR processing with MediaPipe integration, and e-commerce logic for shopping cart and order management. The Data Access Layer includes Firebase SDK for client-side operations, Firebase Admin for server-side management, and Cloud Storage for image and asset management. The External Services Layer includes MediaPipe for facial recognition, Paystack for payment processing, Google OAuth for authentication, and Vercel for deployment.

Figure 3.3 presents the component architecture diagram showing the relationships between system layers.

Figure 3.3

Component Architecture Diagram

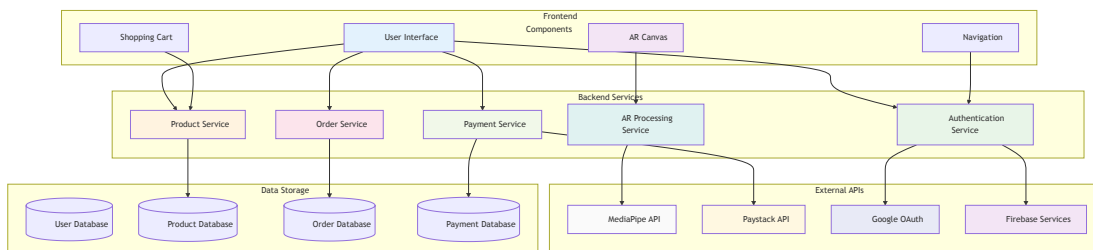


Component Diagram

The component diagram shows the high-level structure of the system, including major software modules and their relationships.

Figure 3.11

Component Diagram for AR Lipstick Try-On System



3.8.2 Control Flow and Process Design

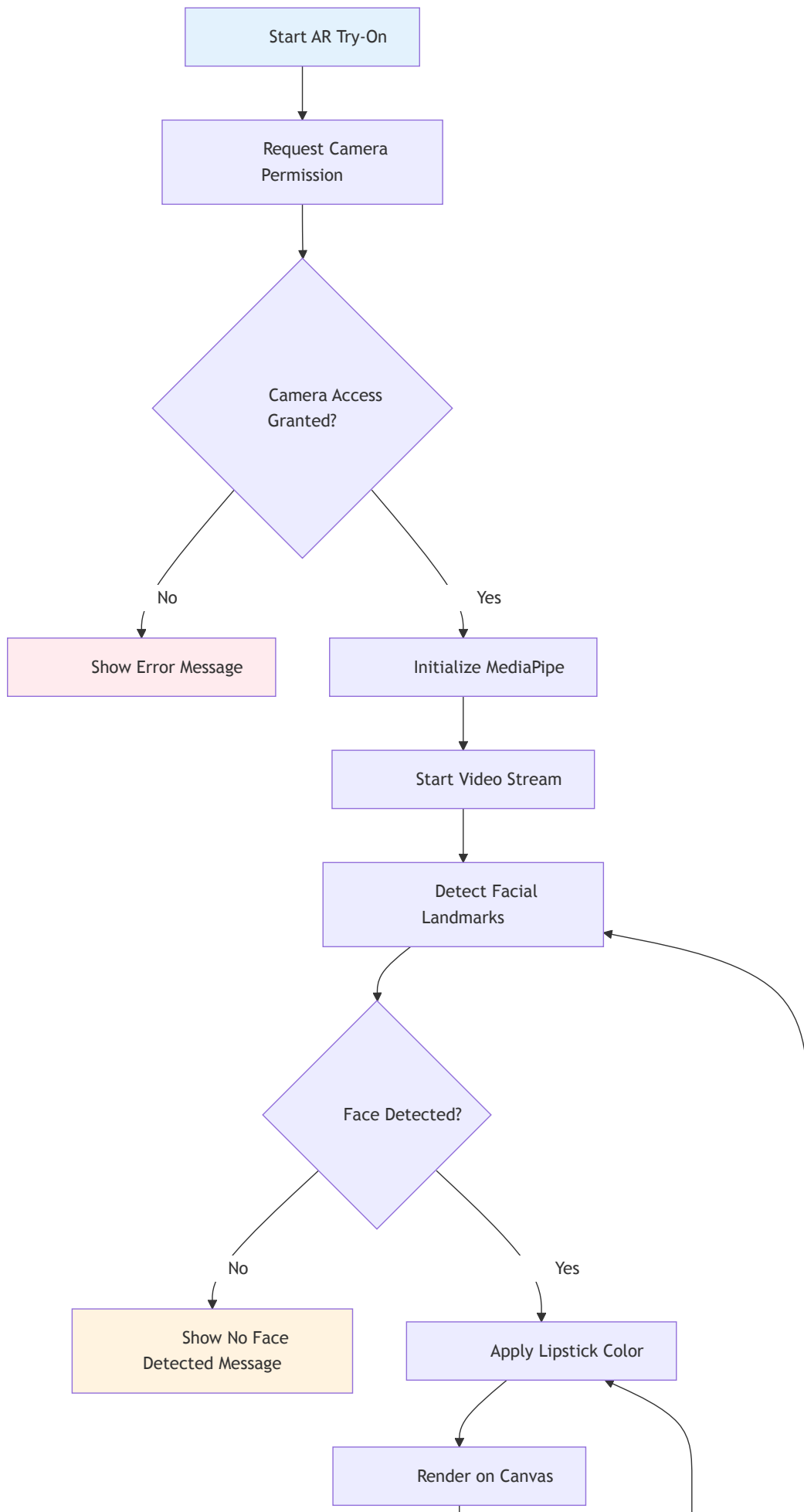
The main application flow includes three primary processes. The User Authentication Flow involves user clicking login, system redirecting to Google OAuth, user authenticating, system receiving callback, Firebase creating/updating user record, session creation, and user redirection to dashboard. The AR Try-On Flow involves user navigating to virtual try-on page, system requesting camera permissions, MediaPipe initializing facial landmark detection, real-time video processing beginning, system detecting facial landmarks (478 points), lipstick color application to detected lip contours, result rendering on canvas with realistic blending, and user adjustment capabilities for colors and finishes in real-time. The E-commerce Flow involves user browsing product catalog, adding products to shopping cart, proceeding to checkout, system validating cart and calculating totals, user entering delivery information, system redirecting to Paystack payment

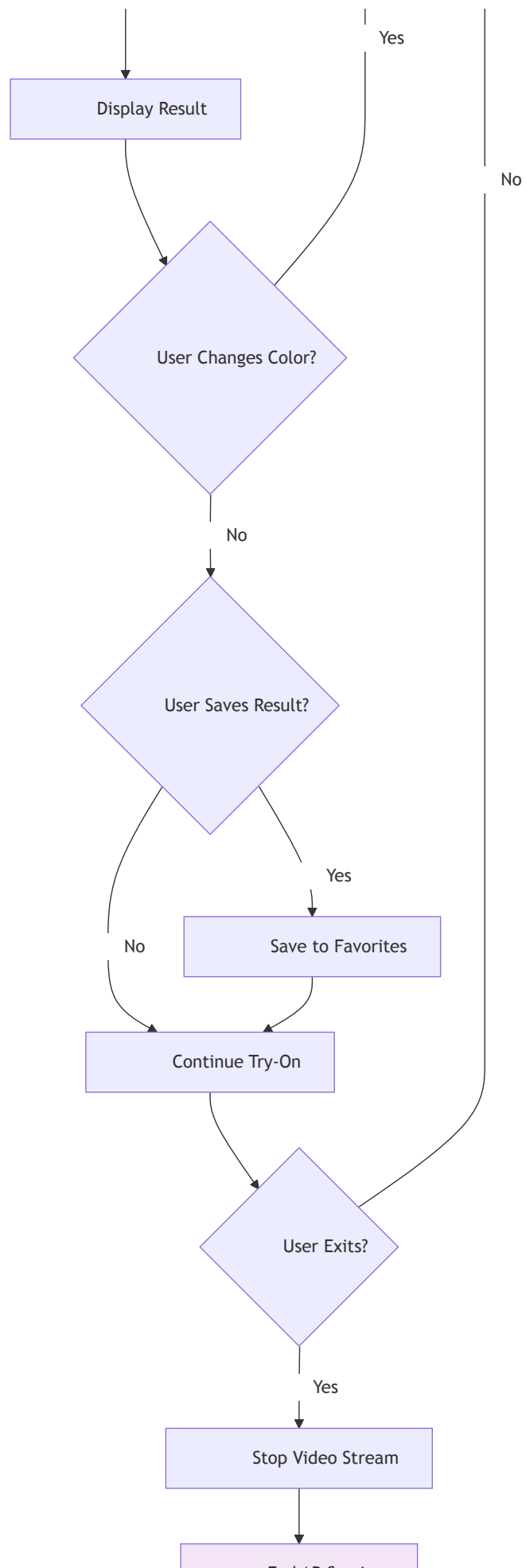
gateway, payment processing and confirmation, order creation in database, and user receiving confirmation and tracking information.

Figure 3.4 presents the activity diagram for the AR try-on process.

Figure 3.4

Activity Diagram for AR Try-On Process



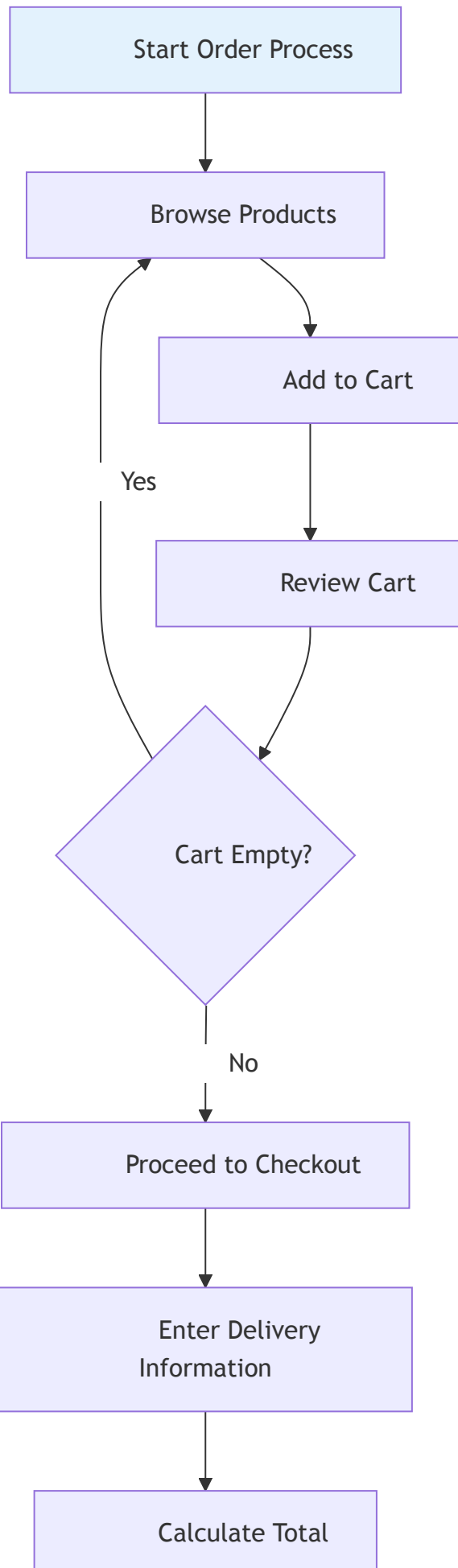


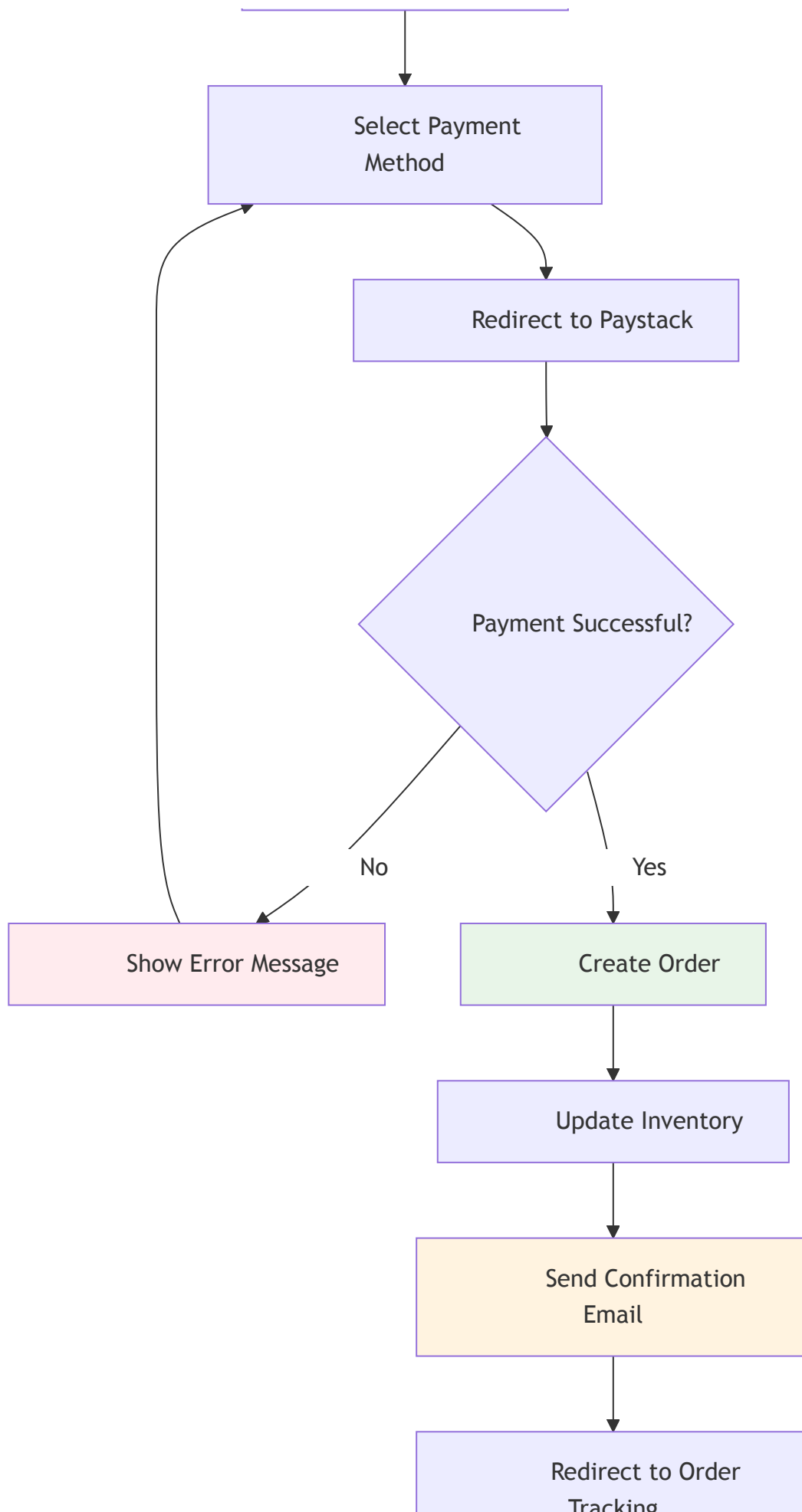
Order Placement Activity Diagram

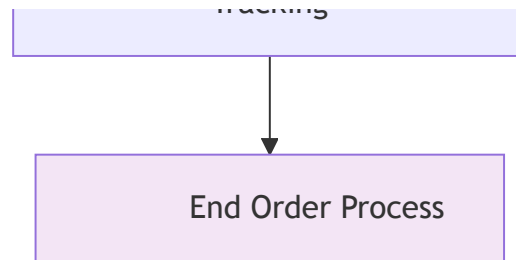
The following activity diagram details the process flow for placing an order, from product selection to payment confirmation.

Figure 3.15

Activity Diagram for Order Placement Process







3.8.3 Non-Functional Requirements Design

The Security Strategy includes Google OAuth 2.0 with secure token management and JWT validation, Firebase security rules and data encryption, PCI-compliant Paystack integration, and comprehensive input validation for all user inputs and API requests. The Error Handling Strategy includes graceful degradation for AR functionality, clear error messages and loading states, comprehensive error logging with Firebase Analytics, and automatic retry mechanisms for failed operations. The Performance Optimization strategy includes planned code splitting with dynamic imports and lazy loading, Next.js automatic image optimization, browser and CDN caching strategies, and on-demand component loading for faster initial load.

3.8.4 Wireframes

Wireframes are essential in the design process as they provide a visual blueprint of the application's layout and user interface before development begins. They help stakeholders and developers align on structure, navigation, and key elements, ensuring a user-centered and efficient design.

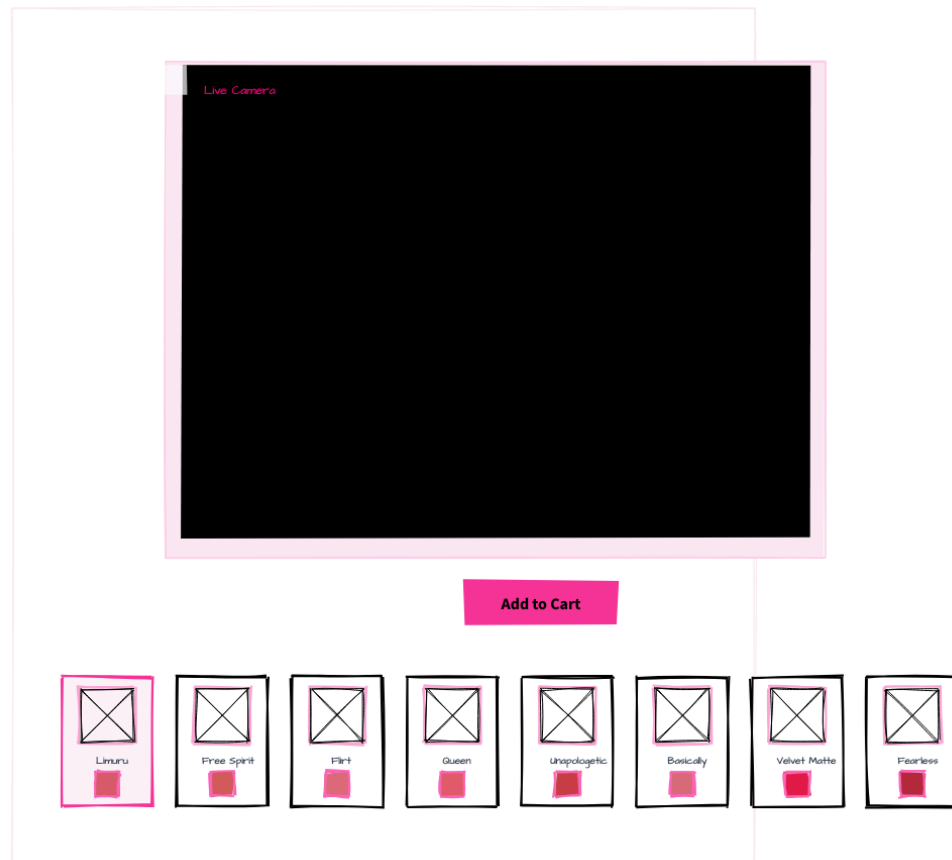


Figure 3.11. *AR Try-On Page Wireframe: Layout of the main camera viewport, product selection cards, and Add to Cart button.*

3.9 Physical Design

3.9.1 Database Design

The system will use Firebase Firestore as the NoSQL cloud database with real-time synchronization. The database structure follows Third Normal Form (3NF) principles to eliminate data redundancy and ensure data integrity.

Database Schema

Table 3.15 presents the Users collection schema.

Table 3.15

Users Collection Schema

Field	Type	Description	Constraints
uid	string	Firebase Auth UID	PK , Required, Unique

Field	Type	Description	Constraints
email	string	User email address	Required, Unique
displayName	string	User display name	Optional
photoURL	string	Profile picture URL	Optional
role	string	User role: 'user' or 'admin'	Required, Default: 'user'
createdAt	timestamp	Account creation timestamp	Required, Auto-generated
lastLogin	timestamp	Last login timestamp	Optional, Auto-updated
phone	string	Phone number	Optional
bio	string	User bio	Optional

Table 3.16 presents the Products collection schema.

Table 3.16

Products Collection Schema

Field	Type	Description	Constraints
id	string	Product ID	PK , Required, Unique
name	string	Product name	Required
description	string	Product description	Optional
price	number	Product price in KES	Required, > 0
oldPrice	number	Original price for discounts	Optional, > 0
categoryId	string	Category ID	FK , Required
hexColor	string	Lipstick color hex code	Required
colorName	string	Color name (e.g., "Ruby Red")	Required
stock	number	Available stock quantity	Required, >= 0

Field	Type	Description	Constraints
status	string	Product status: 'active' or 'inactive'	Required, Default: 'active'
createdAt	timestamp	Creation timestamp	Required, Auto-generated
updatedAt	timestamp	Last update timestamp	Required, Auto-updated

Table 3.17 presents the Categories collection schema for product categorization.

Table 3.17

Categories Collection Schema

Field	Type	Description	Constraints
id	string	Category ID	PK , Required, Unique
name	string	Category name	Required
description	string	Category description	Optional
image	string	Category image URL	Optional
status	string	Category status	Required, Default: 'active'
createdAt	timestamp	Creation timestamp	Required, Auto-generated
updatedAt	timestamp	Last update timestamp	Required, Auto-updated

Table 3.18 presents the Product Images collection schema for normalized image storage.

Table 3.18

Product Images Collection Schema

Field	Type	Description	Constraints
id	string	Image ID	PK , Required, Unique
productId	string	Product ID	FK , Required

Field	Type	Description	Constraints
imageUrl	string	Image URL	Required
altText	string	Image alt text for accessibility	Optional
isPrimary	boolean	Primary image flag	Required, Default: false
order	number	Display order	Required, Default: 0
createdAt	timestamp	Creation timestamp	Required, Auto-generated

Table 3.19 presents the Orders collection schema.

Table 3.19

Orders Collection Schema

Field	Type	Description	Constraints
orderId	string	Order ID	PK , Required, Unique
userId	string	User ID	FK , Required
total	number	Total order amount	Required, > 0
subtotal	number	Subtotal before taxes	Required, > 0
vat	number	Value Added Tax	Required, >= 0
deliveryFee	number	Delivery fee	Required, >= 0
status	string	Order status	Required
deliveryLocation	string	Delivery address	Required
phoneNumber	string	Contact phone	Required
createdAt	timestamp	Order creation timestamp	Required, Auto-generated
updatedAt	timestamp	Status update timestamp	Required, Auto-updated

Table 3.20 presents the Order Items collection schema for normalized order line items.

Table 3.20

Order Items Collection Schema

Field	Type	Description	Constraints
id	string	Order Item ID	PK , Required, Unique
orderId	string	Order ID	FK , Required
productId	string	Product ID	FK , Required
quantity	number	Quantity ordered	Required, > 0
unitPrice	number	Unit price at time of order	Required, > 0
totalPrice	number	Total price for this item	Required, > 0
createdAt	timestamp	Creation timestamp	Required, Auto-generated

Table 3.21 presents the Payments collection schema.

Table 3.21

Payments Collection Schema

Field	Type	Description	Constraints
paymentId	string	Payment ID	PK , Required, Unique
orderId	string	Order ID	FK , Required
userId	string	User ID	FK , Required
amount	number	Payment amount	Required, > 0
status	string	Payment status	Required
method	string	Payment method	Required
paystackRef	string	Paystack transaction reference	Required

Field	Type	Description	Constraints
transactionRef	string	Internal transaction reference	Required
createdAt	timestamp	Creation timestamp	Required, Auto-generated

Table 3.22 presents the User Favorites collection schema for user preferences.

Table 3.22

User Favorites Collection Schema

Field	Type	Description	Constraints
id	string	Favorite ID	PK , Required, Unique
userId	string	User ID	FK , Required
productId	string	Product ID	FK , Required
createdAt	timestamp	Creation timestamp	Required, Auto-generated

Database Relationships

The database design establishes the following relationships to maintain referential integrity:

One-to-Many Relationships:

- Users to Orders, Users to Payments, Users to User_Favorites
- Categories to Products, Products to Product_Images
- Orders to Order_Items, Products to Order_Items

One-to-One Relationships:

- Orders to Payments

Many-to-Many Relationships:

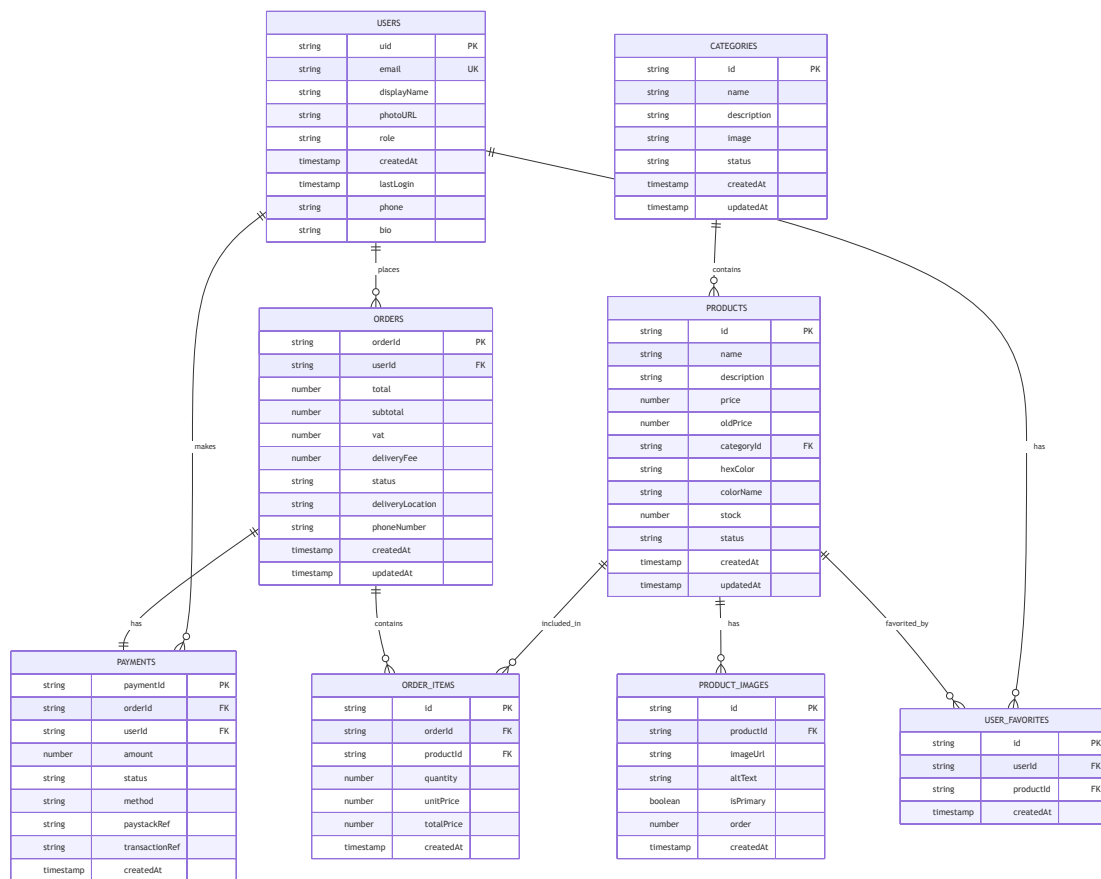
- Users and Products (through User_Favorites junction table)

Table 3.23*Database Constraints Summary*

Table	Primary Key	Foreign Keys	Unique Constraints	Other Constraints
USERS	uid	None	email	role: 'user' or 'admin'
CATEGORIES	id	None	None	status: 'active'/'inactive'
PRODUCTS	id	categoryId → CATEGORIES.id	None	price > 0, stock >= 0
PRODUCT_IMAGES	id	productId → PRODUCTS.id	None	isPrimary: boolean
ORDERS	orderId	userId → USERS.uid	None	total > 0, subtotal > 0
ORDER_ITEMS	id	orderId → ORDERS.orderId	None	quantity > 0, unitPrice > 0
		productId → PRODUCTS.id		
PAYMENTS	paymentId	orderId → ORDERS.orderId	paystackRef	amount > 0
		userId → USERS.uid	transactionRef	
USER_FAVORITES	id	userId → USERS.uid	userId + productId	None
		productId → PRODUCTS.id	(composite unique)	

Figure 3.18 presents the normalized Entity Relationship Diagram showing the relationships between database entities.

Figure 3.18*Normalized Entity Relationship Diagram*



3.9.2 User Interface Design

The user interface design will follow four key principles: minimalist design focusing on AR experience, mobile-first responsive design, WCAG 2.1 accessibility compliance, and consistent brand identity throughout the application.

Color Scheme

Table 3.23 presents the color scheme used throughout the application.

Table 3.23

Application Color Scheme

Color	Hex Code	Usage
Primary Color	#FF6B9D	Brand identity and primary actions
Secondary Color	#4A90E2	Secondary actions and links
Accent Color	#F39C12	Highlights and notifications
Background	#FFFFFF	Main background

Color	Hex Code	Usage
Text Primary	#333333	Main text content
Text Secondary	#666666	Secondary text
Success	#27AE60	Success states
Error	#E74C3C	Error states and warnings

Typography

Table 3.24 presents the typography specifications for different UI elements.

Table 3.24

Typography Specifications

Element	Font Family	Font Size	Font Weight
Headings	Inter, sans-serif	24px, 32px, 48px	700 (Bold)
Body Text	Inter, sans-serif	16px	400 (Regular)
Small Text	Inter, sans-serif	14px, 12px	400 (Regular)
Buttons	Inter, sans-serif	16px	600 (Semi-bold)

Responsive Breakpoints

Table 3.25 presents the responsive design breakpoints for different device types.

Table 3.25

Responsive Design Breakpoints

Device Type	Breakpoint Range	Primary Target
Mobile	320px - 768px	Primary
Tablet	768px - 1024px	Secondary
Desktop	1024px+	Secondary

Layout Specifications

The application will include five main page layouts. The Home Page will include header with navigation and user menu, hero section with AR try-on call-to-action, featured products section with grid layout, and footer with links and company information. The AR Try-On Page will include camera viewport with facial tracking overlay, color palette sidebar for lipstick selection, finish options panel (matte, gloss, metallic), capture and share buttons, and product information panel. The Product Catalog will include grid layout for product display, filter and search functionality, product cards with images, pricing, and add-to-cart, and pagination for large product lists. The Shopping Cart will include product list with quantities and pricing, price breakdown with subtotal, tax, and delivery, checkout button and continue shopping link, and order summary and delivery options. The Admin Dashboard will include sidebar navigation with admin functions, main content area with data tables, product management interface, order processing and analytics panels, and user management and system settings.

Component Design

Table 3.26 presents the design specifications for UI components.

Table 3.26

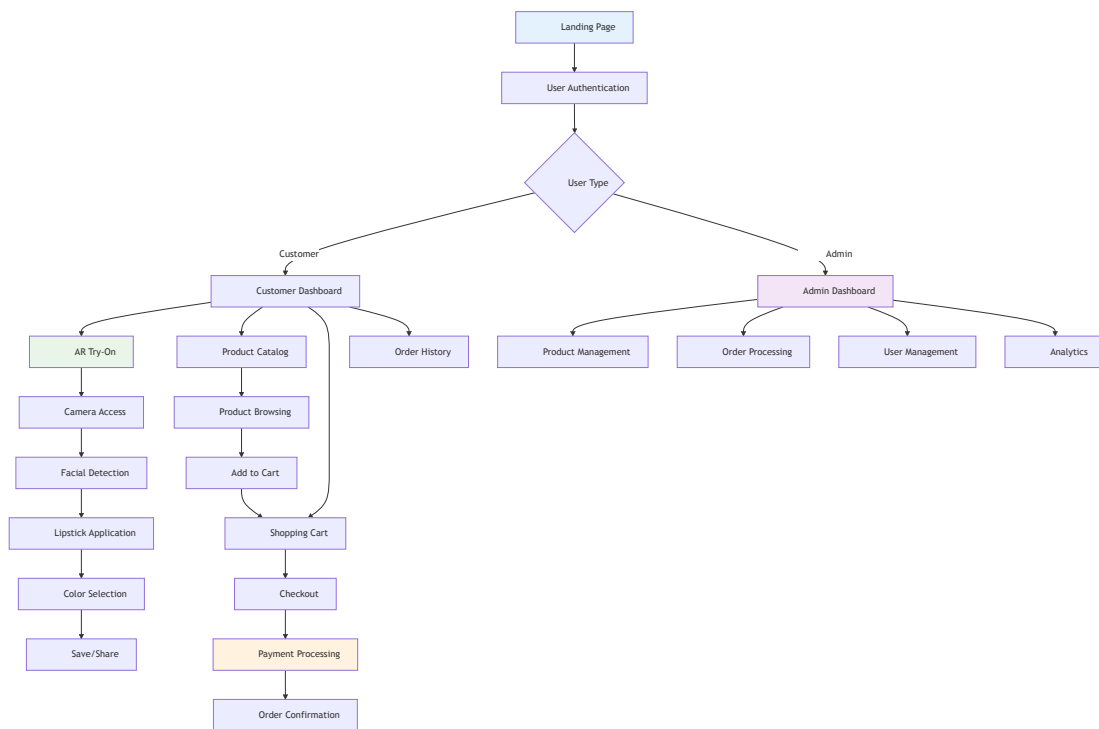
UI Component Design Specifications

Component	Design Specification
Cards	Rounded corners (16px), subtle shadows, white background
Buttons	Rounded (24px), hover effects, consistent padding
Forms	Clean inputs, clear labels, validation feedback
Tables	Responsive design, sorting, filtering capabilities
Modals	Centered overlay, backdrop blur, smooth animations

Figure 3.19 presents the user interface flow diagram showing the navigation between different application sections.

Figure 3.19

User Interface Flow Diagram



User Interface Design Overview

The user interface (UI) is designed to be intuitive, accessible, and visually appealing, following best practices for usability and accessibility. Input forms are clearly labeled and provide real-time validation feedback. Navigation is streamlined with a fixed header and sidebar for easy access to main features. The color palette ensures sufficient contrast for readability, and all interactive elements are keyboard-accessible. The design also considers mobile responsiveness and includes AR-specific UI elements such as a live camera viewport and product selection cards. The rationale for these choices is to maximize user engagement, reduce friction in the try-on and purchase process, and ensure accessibility for all users, including those with disabilities.

This comprehensive system analysis and design provides the foundation for implementing a robust, user-friendly AR lipstick try-on web application that will meet all functional and non-functional requirements while ensuring scalability, security, and performance. The design incorporates modern web technologies, best practices for user experience, and a scalable architecture that can accommodate future enhancements and growth.

APPENDIX A: DATA COLLECTION INSTRUMENTS

A.1 Interview Protocol

Interview Guide for Stakeholder Interviews

Introduction:

"Thank you for participating in this research interview. We are developing an AR lipstick try-on web application and would like to understand your experiences and needs. This interview will take approximately 30-45 minutes. Your responses will be kept confidential and used only for research purposes."

Demographic Information:

- Age group
- Gender
- Occupation
- Technology usage frequency

Interview Questions:

1. Current Shopping Experience:

- How do you currently shop for lipstick products?
- What challenges do you face when trying on lipstick in stores?
- How do you decide which lipstick color to purchase?

2. Virtual Try-On Technology:

- Have you used any virtual try-on technology before?
- What was your experience with existing virtual try-on solutions?
- What features would you find most valuable in a virtual lipstick try-on?

3. Device Preferences:

- What device do you primarily use for online shopping?
- Would you prefer a web-based or mobile app solution?
- How important is mobile compatibility to you?

4. **AR Technology Concerns:**

- What concerns do you have about using AR technology? - How important is privacy and data security to you? - What would make you feel more comfortable using AR try-on?

5. **Functionality Expectations:**

- What features are most important to you in a lipstick try-on app? - How important is color accuracy? - Would you like to save and share your try-on results?

6. **E-commerce Integration:**

- Would you prefer to purchase directly through the try-on app? - What payment methods would you prefer? - How important is order tracking and delivery information?

Closing:

"Thank you for your time and valuable insights. Do you have any additional comments or suggestions for our AR lipstick try-on application?"

A.2 Survey Questionnaire

AR Lipstick Try-On User Preferences Survey

Introduction:

This survey aims to understand user preferences for an AR lipstick try-on web application. Your responses will help us design a better user experience. The survey will take approximately 15-20 minutes to complete.

Section 1: Demographics

1. What is your age group?

☐ 18–24 ☐ 25–34 ☐ 35–44 ☐ 45–54 ☐ 55+

2. What is your gender?

☐ Female ☐ Male ☐ Non–binary ☐ Prefer not to say

3. How often do you shop for beauty products?

- ☐ Weekly ☐ Monthly ☐ Every 3–6 months ☐ Occasion

Section 2: Current Shopping Behavior

4. How do you currently try on lipstick before purchasing? (Select all that apply)

- ☐ In-store testing
☐ Online research and reviews
☐ Recommendations from friends
☐ Social media influencers
☐ Brand reputation
☐ Other:

5. What challenges do you face when shopping for lipstick? (Select all that apply)

- ☐ Limited in-store testing options
☐ Difficulty visualizing color on my skin tone
☐ Hygiene concerns with shared testers
☐ Time constraints
☐ Limited store hours
☐ Other:

Section 3: Virtual Try-On Preferences

6. Have you used virtual try-on technology before?

- ☐ Yes, frequently ☐ Yes, occasionally ☐ Yes, once o

7. If yes, what type of virtual try-on have you used? (Select all that apply)

- ☐ Lipstick/beauty apps
☐ Clothing try-on
☐ Eyewear try-on
☐ Other:

8. How interested are you in using a virtual lipstick try-on web application?

☐ Very interested ☐ Somewhat interested ☐ Neutral

Section 4: Feature Preferences (Likert Scale 1-5)

9. How important is real-time facial tracking for lipstick application?

☐ 1 (Not important at all) ☐ 2 ☐ 3 ☐ 4 ☐ 5 (V

10. How important is color accuracy in virtual try-on?

☐ 1 (Not important at all) ☐ 2 ☐ 3 ☐ 4 ☐ 5 (V

11. How important is the ability to try different finishes (matte, gloss, metallic)?

☐ 1 (Not important at all) ☐ 2 ☐ 3 ☐ 4 ☐ 5 (V

12. How important is mobile compatibility?

☐ 1 (Not important at all) ☐ 2 ☐ 3 ☐ 4 ☐ 5 (V

13. How important is the ability to save and share try-on results?

☐ 1 (Not important at all) ☐ 2 ☐ 3 ☐ 4 ☐ 5 (V

Section 5: Device and Technology

14. What device do you primarily use for online shopping?

☐ Mobile phone ☐ Tablet ☐ Desktop computer ☐ Lap

15. What browser do you primarily use?

☐ Chrome ☐ Safari ☐ Firefox ☐ Edge ☐ Other: .

16. How would you rate your comfort level with new technology?

- ☐ 1 (Very uncomfortable) ☐ 2 ☐ 3 ☐ 4 ☐ 5 (Ver

Section 6: E-commerce Integration

17. Would you prefer to purchase lipstick directly through the try-on application?

- ☐ Yes, definitely ☐ Yes, probably ☐ Maybe ☐ Prob

18. What payment methods would you prefer? (Select all that apply)

- ☐ Credit/Debit card
☐ Mobile money
☐ Bank transfer
☐ Cash on delivery
☐ Other:

19. How important is secure payment processing?

- ☐ 1 (Not important at all) ☐ 2 ☐ 3 ☐ 4 ☐ 5 (V

Section 7: Privacy and Security

20. How concerned are you about privacy when using AR technology?

- ☐ 1 (Not concerned at all) ☐ 2 ☐ 3 ☐ 4 ☐ 5 (V

21. What privacy features would make you feel more comfortable? (Select all that apply)

- ☐ No data storage
☐ Clear privacy policy
☐ Option to delete data
☐ Secure authentication
☐ Other:

Section 8: Open-Ended Questions

22. What additional features would you like to see in a virtual lipstick try-on application?

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23. What concerns do you have about using AR technology for beauty product try-on?

.....

24. Any other comments or suggestions for improving the user experience?

.....

Thank you for completing this survey! Your feedback is valuable for our research.