DR DELIVERY

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Background Of the project

- Nowadays people have a very busy life style and prefer to buy online than never before. Anyone can buy , any one can sell, anyone can deliver after getting registered on our platform .

- This will provide a platform for people to do their grocery purchases online while still having the freedom to choose where their grocery and food products are bought from.

- Although there are some companies in Sri Lanka that have entered in to this business they not customer much customer friendly. Most of those companies have their own stores and prices are very high and a normal person can bear those prices. Here customer has the freedom to select the store or shop according to desired price range. Here goal is make grocery purchasing easier and convenient through a web platform.

Background Of the project

- And as COVID-19 has impacted on our lives we tend to buy online or buy using mobile. Most of the people do is they call the store , and tell the items they need to buy , then go to the shop and buy. That is risky . We can replace that with this system. It will be very convinent for both the buyer and seller.

- Mobile and online platforms are available in Colombo Area but outside Colombo they are not available. My intention is creating platform which can be used by anyone , anywhere in Sri Lanka.

- And another intention of this project is reducing the middle man cheating both on customer and the buyer. We can reduce it connecting seller and buyer directly

Objectives and novelty

Dr Delivery is an online platform which can be used by anyone anywhere in Sri Lanka. And it can be applied to any store in Sri Lanka. As of COVID-19 situation most of the shops outside Colombo which don't use online platforms are doing there sales using customer call and give a list of items they want and store pack the items and get delivered or go get and buy it. We can do it in a conviniet way using this.

The objectives of proposed system are as follows:

- To provide a platform to customers to save time that they spend on stores and giving
- the customers to select a store and order the item they want while they can watch details of the product.
- To provide a platform to customers where they can order from any store according to price range, region and name. And customers are able to add products to carts, and remove mistakenly added items from the cart.
- And to provide customers preferred method of paying, they can pay online or pay bycash. And review both delivery guy and the product.
- All three customer, seller, delivery person can get registered inputting their basicdetails or they can sign up using Google account.
- To provide a platform to sellers to get registered their shop easily, add any product, delete any product, add product image, add title of the product, add price, add a description, add region , notify customer when the item is sold, notify delivery persons when there is a delivery opportunity.
- To provide a platform to delivery persons to take the order, deliver the item. Delivery fee will be calculated according to the distance between shop and the buyers location

Engineering Aspect Of the project

- Use the real time location of the delivery person and display it to the customer.
- Pay online with debit cards - encryption is used
- Using a machine learning recommendation algorithm to recommend stores to customers to buy items. (It will use their previous activities and ratings)
- All the information transfer between seller , buyer , delivery person are fully encrypted and tranfer using HTTPS.
- The system will provide user authentication, access privileges and also user can report system issues,clear verification requirements,user session will be clearly monitored,Hashed passwords.
- All the data can be retrived by Admin of the system. He won't able to acces passwords, modify comments,ratings that the users posted

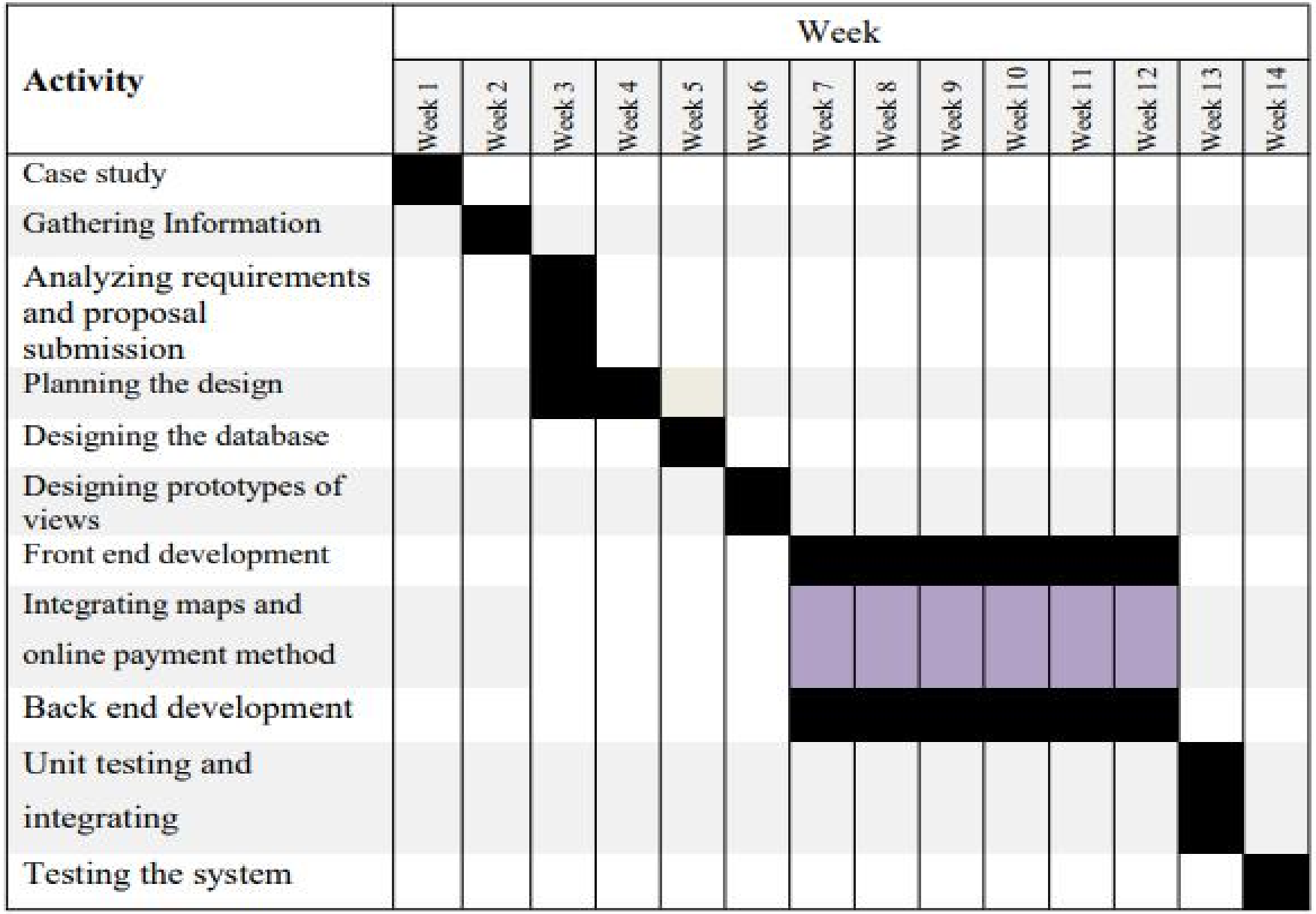
Methodology

- Analysis the requirements
- Application Design
- Implementation of the project
- Application Testing
- Deployment of the application

Milestones of the project

1. Case study and gathering information for the system
2. Analyzing requirements
3. Planning the design
4. Designing the data base
5. Designing the prototypes of views
6. Front end developing using React JS, Redux, HTML, CSS, Reactstrap
   - Sign up and logging for 3 types of users
   - Developing seller functional and non functional requirements
   - Developing customer functional and non functional requirements
   - Developing delivery personal functional and non functional requirements
7. Integrating Google maps and online payment method using Stripe JS, Google maps API
8. Back end developing using Express , Node JS , Postman , Tensorflow JS , JWT
9. Unit testing
10. Integrating whole system
11. Testing and debugging
12. Finalizing and deploying

Timeline


Activity
Week
Week 1
Week 2
Week 3
Week 4
Week 5
Week 6
Week 7
Week 8
Week 9
Week 10
Week 11
Week 12
Week 13
Week 14
Case study
Gathering Information
Analyzing requirements and proposal submission
Planning the design
Designing the database
Designing prototypes of views
Front end development
Integrating maps and online payment method
Back end development
Unit testing and integrating
Testing the system

THANK YOU