

DesInk : Crowdsourced Online Design Store

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Project Scope

This project aims to establish a unique platform where designers can submit their creative designs, and customers actively participate in the selection process. The platform will focus on producing and selling items that have garnered sufficient pre-orders or interest from the community.

Designers will be able to create their profile with their personal details and feature their product designs across various categories, allowing customers to express interest through likes or pre orders. The top product designs, determined by consumer interest across categories, are selected for manufacturing and subsequently made available for purchase.

Customers can browse through various categories of products and after signing up can express their interest for a particular product through likes or pre orders by paying a 100% refundable pre booking amount. Pre Booking ensures customers priority access to products upon release, guaranteeing availability. Customers can also order already available products to purchase and apply discount codes. They can choose the delivery address and track their delivery status along with their order history as well.

Tech Stack

1. MySQL
 2. Python
 3. Django
 4. HTML
 5. CSS
 6. JavaScript
 7. ReactJS
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Functional Requirements

1. Designer Management:
 - a. Register : New artists can register and create a profile on the platform with personal details and portfolio.
 - b. Login : Registered designers can login using their **unique username** and passcode to access their accounts.
 - c. Portfolio:
 - i. Allow designers to submit their creative designs, including title, description, and category.
 - ii. Provide designers with analytics on their designs, such as the number of likes, pre-orders.
2. Customer Management:
 - a. Register : New customers can register on the platform using a **unique username**, password, email address and other details. **Each email address can only be associated with one user account.**
 - b. Login : Registered customers can login using their **unique username** and passcode.
 - c. Allow customers to express interest in designs through likes and pre-orders.
 - d. Allow customers to place orders for available products and apply discount codes during the checkout process.
3. Product Management:
 - a. Display a list of available products for purchase, including their titles, descriptions, categories, and prices.
 - b. Implement any necessary **limitations on the number of units** customers can order for a specific product.
4. Order Management:
 - a. Track the delivery status of customer orders.
 - b. Maintain a record of order history for each customer.
5. Likes and Pre Orders:
 - a. Enable customers to express interest in designs by liking them.
 - b. Allow customers to place pre-orders for **limited quantities** by paying a 100% refundable pre-booking amount.
6. Discount Codes:
 - a. **Only one applicable** discount code can be applied by the customer during the purchase of products.
 - b. Discount codes may have **expiration dates**, and they are only applicable if used within the specified timeframe.
7. User friendly interface for users to ease the process of ordering online.

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- ChatGPT is used for reference for some ideas of the project
 - Format is taken from old project scopes available