VICTOR BETT SCII/01356/2018 ONLINE FURNITURE SHOP SYSTEM

September 21, 2022

OVERVIEW

1. Project Background and Description

An online shopping system is a form of electronic commerce that allows customers to buy goods or services directly from the seller via the internet.

Online furniture shopping system, therefore, is an online shop that allows various customers to access and purchase furniture online. It also allows shop management to add variety of furniture, that is, different categories of furniture. Many furniture shops use manual system to vary out various activities such as making sales and record keeping. As a result, customers face challenges in accessing furniture available in the store as they waste money and time traveling, checking, and buying the product.

This project aims at developing an online furniture shop system that allows customers to access and purchase the furniture available in online furniture stores.

2. Project Scope

The project will contain two main users, the Admin, and the Customer. It is a web-based application that is accessible over the internet via various devices.

- Laptops and Desktops access by both management and customers.
- Smartphones access by customers only.

As stated above, there are two major participants in the system, that is, the Admin or Manager and the Customer.

The functionalities that will be implemented at a high level are: -

Authentication of Customer accounts

Customer Account: To create new customer account customer needs to register to the system. Existing users can login to the system. Customer can update his profile and he can change his password after the login.

Admin post Furniture

The admin will add furniture in respective categories to make it easier for customers to navigate when looking for specific item in the system.

| # | OPERATION | PROVIDED | COMMENTS |
|---|--------------------------|----------|----------|
| 1 | Add furniture categories | YES | |
| 2 | Add furniture items | YES | |
| 3 | Edit furniture details | NO | |

Add to cart Module

This view display allow customers to add items to cart. Customer search and view products and they can add to their carts before placing an order.

Customer place order module

This is a part where customers place their order

| # | OPERATIONS | COMMENTS |
|---|----------------------------|----------|
| 1 | View furniture description | |
| 2 | View items in cart | |
| 3 | Place order | |

Admin Dashboard module

This component is for administrator to manage settings part of the website. Admin is the super-user having full authority of the website.

| # | Operations | |
|---|------------------|--|
| 1 | Manage users | |
| 2 | Manage orders | |
| 3 | Manage furniture | |

3. High-Level Requirements

This is a web-based application and therefore the major requirements are: -

- A device with the latest version of a web browser.
- Internet access.

4. Deliverables

• Responsive web-based application for customers.

- Backend software.
- User-friendly system for customers and the admin.
- UI prototype for both customers and admin.
- User manual.

5. Affected Parties

- Sellers
- Admin

6. Affected Business Processes or Systems

- Store management adding furniture categories.
- Store management adding furniture items.
- Customer registration.
- · Customer placing orders.
- Order status.

7. Specific Exclusions from Scope

The following are activities out of scope

- Credit card payment the system is limited to one method of payment or a customer may choose an option to pay for the item once it has been delivered.
- The system does not keep track of the stock.

8. Implementation Plan

The following are steps in the implementation plan: -

- The implementation starts with the definition of the requirements.
- The next step is to perform a quick analysis and design phase of the system.
- Building UI prototypes. The users are actively involved in the mocking-up of the UI of the system. This stage
 is important because it enables the developer to explore the problem space.
- Customer evaluation of the prototype and development of the final system.

9. High-Level Timeline/Schedule

| # | Date | Description | Comments |
|---|------------------------|--------------------------------|----------|
| 1 | 28/09/2022 -05/10/2022 | Customer authentication module | |
| 2 | 13/10/2022 -20/10/2022 | Admin post furniture | |
| 3 | 20/10/2022 -28/10/2022 | Add to cart module | |
| 4 | 29/09/2022 -06/11/2022 | Place order module | |
| 5 | 07/09/2022 -15/11/2022 | Admin dashboard | |

APPROVAL AND AUTHORITY TO PROCEED

We approve the project as described above, and authorize the team to proceed.

| Name | Title | Signature | Date |
|--------------------|-------|-------------|------------|
| Felix Otieno Okoth | Mr. | | 21/09/2022 |
| Joseph Hezekiah | | | |
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| Approved By | Date | Approved By | Date |