

BuildMart

(Your One-Stop Shop for Construction Materials)

Business Requirement Specification

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1. Introduction

1.1 Document Purpose

This document communicates the business requirements and scope for developing BuildMart (e-commerce for construction materials) System. The scope of this document is to define the functional and non-functional requirements, business rules and other constraints requirements.

1.2 Project Background

There is no computerized system for the vendors and service providers to sell their construction materials and provide services. The traditional system of purchasing construction equipment has certain limitations or faults compared to e-commerce.

Here are some common faults associated with the traditional system:

Limited Access: In the traditional system, buyers are limited to local suppliers and dealerships. This restricts their options and may result in a lack of access to specific equipment models or variations that are only available in other regions or countries.

Limited Product Information: Traditional systems may not provide comprehensive product information at the point of purchase. Buyers might rely on limited brochures or verbal descriptions from sales representatives, which may lead to a lack of clarity regarding specifications, features, or performance capabilities of the equipment.

Lack of Price Transparency: Price transparency can be an issue in the traditional system. Buyers may face challenges in comparing prices across different suppliers or dealerships due to variations in pricing structures or lack of standardized pricing information.

Inconvenience for Comparison Shopping: Comparing equipment options, prices, and specifications can be challenging in the traditional system. Buyers need to physically visit multiple stores or contact various dealerships, making it difficult to efficiently compare and make well-informed decisions.

1.3 Goals of the project

To develop and deploy a comprehensive e-commerce platform for construction materials that caters to the needs of customers, vendors, and service providers, creating a thriving marketplace that facilitates seamless interactions and transactions within the construction industry.

Create a user-friendly interface for customers, enabling them to browse, search, and purchase construction materials easily and efficiently.

Develop a vendor management system that allows suppliers and manufacturers to showcase their construction materials, manage inventory, and update product information.

Integrate a dedicated section for service providers, allowing them to offer their services, such as construction contractors, workers and also connect with potential clients.

1.4 Customers and Stakeholders

Customers :

- Vendors who want to sell their materials.
- Service providers who want to provide their services.
- Customers want to buy the materials and services.
- Construction companies want to buy materials and services in large scale.

Stakeholders :

- Customers
- Construction Community
- Vendors
- Construction workers Organization
- Traditional Retailers and Physical Stores

2. Business Requirements Overview

- BuildMart System is the public web application.
- BuildMart System will be opened to the global, but in the phase 1, the main target is in the India.
- There are mainly four types of user.
 1. Wholesale material suppliers
 2. Customers
 3. Construction companies
 4. Labours providers
- Customers and construction companies can search for the market values of required construction materials.
- Construction companies can get projects from customers.
- Wholesale suppliers can sell their materials, can get orders from customers and construction companies.
- Labours providers can communicate with customers for providing services.
- BuildMart System provides the functions which connect the customers and the wholesaler efficiently.
- BuildMart System could be maintained by Administrator.

3. Functional Requirements Overview

BuildMart System consists of Five modules described as below.

1. Customers Module
2. Vendors Module
3. Service providers Module
4. Construction companies Module
5. Admin Module

3.1 Customer Module

- Customers can register and create his own account.
- BuildMart System provides the function which allows customers to buy construction materials.
- He is able to browse existing Market price of various materials.
- The customers can learn the technique how to use BuildMart.
- The customers can compare prices of materials for various brands.
- Customers can search for service providers for their work.
- Customer can give rating to Vendors and service providers.

3.2 Vendor Module

- Vendor can register and create his own account.
- Vendor can add list of materials available with details to their account.
- Vendor can update the stock of materials and prices.

3.3 Service provider Module

- Service provider can register and create his own account.
- Service provider can list type of services they provide along with details.
- Service provider can update their profile.
- Service provider can add information about their previously completed projects.

3.4 Construction company Module

- Construction company can register and login
- Construction company can buy materials for their construction sites.
- Construction company have to buy our prime membership.
- Construction company can get services from Service Providers.

3.5 Admin Module

- BuildMart System should provide all function to admin how to handle the System.
- Admin can update stocks of various materials.
- Admin can create report of received and processed orders.
- Admin can manage premium membership and also provide offers and discounts.

4. Non-functional Requirements

- The website should use professional design, look and feel and color scheme.
- Users will have no limitations for accessing the application through Internet. The portal being an internet application, it is difficult specify exact number of visitor or users. Hence we will target the system to support between 5 and 10 million users on launch of phase 1.
- Being a public website, the site must follow general usability guidelines for menus, navigation, colors, links and other actions provided on the screens.
- The system should be designed in such a manner that user will be able to complete tasks in minimum number of steps.