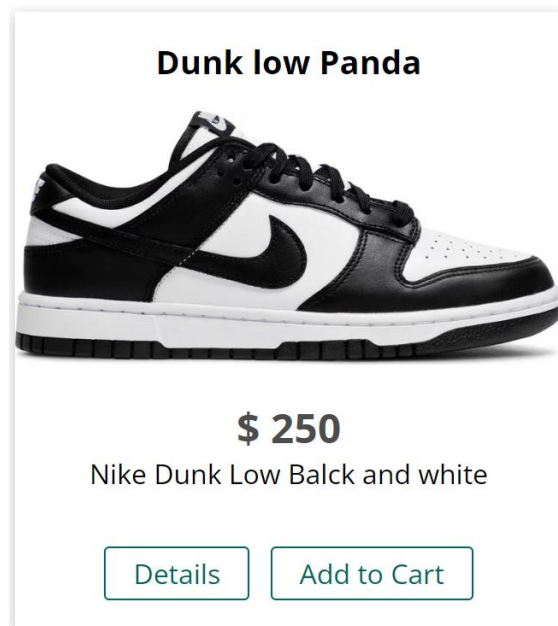# KICKS FOR SALE

A web application for sneakers

-Abhishek Humagain

Section 1:

The purpose of the project is to build a web application to sell sneakers. And by sneakers, I mean the ones that get sold out of the websites quickly. The project is going to be creation of a web application that will allow me to sell my sneaker collection to the ones who want to buy it.

The project comprises of a lot of coding and relies on JavaScript, Node.js and MongoDB.

Section 2a: (Requirements)

Kicks For Sale web application shall have following features:

- Home Page with list of items for sale
- Product Page for list of products
- Details button to check the product detail
- Log in button with authentication
- Sign up Page to create account
- Add to cart button to add item to cart after login
- Cart Page to display items on cart
- Order Now button to place an order
- Orders Page to check the orders
- Admin Page after login
    - Add Product button
    - Editing the Product button
    - Delete Product button
- Add Product Page
- Checkout page
- Add Payment option using Stripe
- Log out button

Section 2b: (Stretch)

Kicks For Sale could have the following features:

- Password Encryption and CSRF token
- Error message box for flash warning
- Post Signup email
- Password Reset option

Success Measurement:

The requirements are considered done when the button you press does what it was created to do, for example: You will know that the Login page works when it redirects you to the Log in form and the Log in button works if clicking it logs you in after authentication

Section 3: (Design Overview)

The user will start by signing up to the site and then browse the products and look at the details of the kicks as they wish once their log in is authenticated.

The site will use resources like Stripe for payments, a third party email generator for sending emails after signup, a few npm packages.

MongoDB will be used as the database where the data is stored

Section 4: (Verification)

Demo: The application is straight forward and just by logging in and adding the items to card, deleting items, adding products, etc will demonstrate that the application works as designed.

Testing: For testing, each of the features added will be put to work as the user will one way or another interact with all the features that is available in the site.