**Project Proposal**

**On**

**E-commerce**

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# **Introduction**

## **Project Introduction**

Bigheart web company is a modern website design and development company. It focuses on user centric design. It helps client to achieve their desire website. It lets user to search, buy and share website online. Customer can shop products from trusted developers, compare prices, read reviews and share products with friends.

## **Justification for project**

### **Background of the project**

### **Problem Statement**

## **Description of project**

### **Features**

The features of the project are listed below:

* **User can sign up and login**
* **Add to wish list**
* **Like and comment products**
* **Get help from developer via online chat**
* **Search according to categories**
* **Share products with friends**
* **Filter products according to price**

# **Project Scope**

## **Scope and limitation of project**

## **Aims and Objectives**

**Aims:** The aims that I want to achieve are listed below:

* Make available of the facility of posting their property information.
* User should be able to buy the desired property.

**Objectives:** Action that I will take to achieve my aim are:

* User will have the facility to sign-up and login which will allow them to use the facility of posting the advertisement and buy the property they desired (Rooms and Houses).
* User can provide the detail along with uploading the picture once they are logged in.

# **Development Methodology**

## **Methodology used**

Waterfall methodology was used to develop the application. It is sequential life cycle model. It is sequence of process which we cannot overtake or skip until the previous phase has been completed.

The waterfall methodology was used because of following reasons:

1. It is simple and easy to understand.
2. Progress of my project can be tracked easily.
3. My project has clear requirement, so I think waterfall model is suitable for my project.

Figure 1 Phases of waterfall model

## **Design Pattern**

I followed MVC design pattern which stands for Model-View-Controller.

The reason of choosing MVC design pattern are: (interserver, 2018)

* **Faster development process**

It supports parallel development which means that one programmer can work on application design and other can work on business logic simultaneously.

* **Modification does not affect entire model**

Model part does not depend upon view part, so any modification doesn’t entirely affect the architecture.

* **High cohesion and low coupling**

It makes low coupling among models and enables grouping of related logical action on a controller.

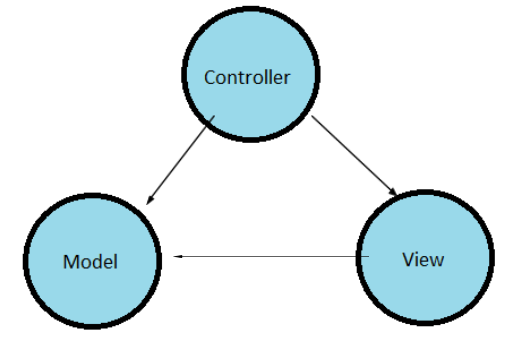


Figure 2: MVC design pattern

## **System Architecture**

3-tier architecture was used in the development of the project. It is divided into three layers. They are:

1. **Presentation**

Handles the interaction between user and the client business. For example, HTML5, CSS.

1. **Application**

Takes request from presentation tier and returns the output to presentation tier. For example, Java, .NET.

1. **Data tier**

Responsible for storing data and sending it to business tier. For example, MySQL, Oracle.

I have used 3 tier architectures because of following reasons:

1. **Scalability**
2. **Security**
3. **Reuse and maintenance**

Easy to apply object oriented concept.

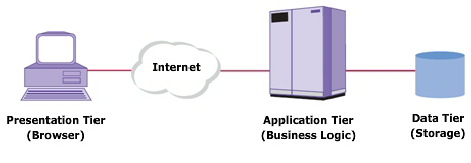


Figure 3: Three tier architecture

# **Work Breakdown Structure (WBS) / Scheduling**

## **Work Breakdown Structure**

## **Milestones**

|  |  |
| --- | --- |
| **Milestones** | **Date** |
| **Project Management**  Risk Management  WBS  Configuration Management  Proposal Submission |  |
| **Analysis**  Feasibility Study  Requirement analysis  Planning  Use Case  Architecture (Initial Class Diagram) |  |
| **Design**  Structural Diagram  Behavioral Diagram  UI Design  Database Design (ER, Data Dictionary) |  |
| **Implementation**  Building Database  Coding |  |
| **Testing**  Unit Testing  Integration Testing  Blackbox Testing  Whitebox Testing |  |
| **Deployment**  User Training  Final Report |  |

## **Scheduling / Gantt Chart**

# **Risk Management**

# **Configuration Management**

# **Conclusion of the project**

# **References**

Figure 4: Workbreak down structure