

COSC 4P02 – Progress Report Two – Group 7
March 23, 2025
Instructor: Naser Ezzati-Jivan
TA: Madeline Janecek

Project Topic: PRJ3: Shop builder for social media sellers

GitHub: <https://github.com/benCombe/Shopimy>

Jira board: <https://abishop.atlassian.net/jira/software/projects/SS/summary>

Figma board: <https://www.figma.com/design/fU1vUeeUaLm6giVrEEEJGm/Shopimy?node-id=0-1&t=M80fOizwfvKM8yBG-1>

If access is needed to view the Jira board, please contact Ashley

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Introduction

This project aims to meet a hole in the e-commerce market, a hole that has been created by a growing online retail space that makes it difficult for new business owners to create and sell their products. Shopimy aims to meet new business owners in the middle, providing an application that is intuitive, user-friendly, and focused on the experience of creation and usage. This lightweight-focused shop application targets global markets that will allow for new growth and exposure for new business owners who may not have the ability to reach them. The main objective of this application is to allow small businesses and social media users to be able to interact with and create their own shops. This will include the availability of showcasing simply one item or a catalog of items for users to browse through. One of the key features of the application will be an analytics dashboard, that will highlight trends in the shop's market (popular items, least bought, most viewed, etc) the dashboard will include total revenue, the average cost of purchase, and total orders. Our team has successfully completed two sprints that begin to address our main features and produce simple designs with the user in mind. This report outlines how our team has been able to work together to start to bring to life Shopimy.

Progress Update

Project Design

During our third and fourth sprints effort into finalizing designs and designing further required pages was the priority in terms of design. Consideration into how the user interacts with the application enabled us to edit and finalize some of our designs to ensure that users have an easy and intuitive experience. Editing was done on the item page, this included ensuring the user would have the ability to favorite an item, additionally the store dashboard was also edited to be for owners to be able to have the option to upload files for digital download. Additionally, designs for different preset store layouts were designed, ensuring that when an owner begins the process of building their store, they can choose a layout that best suits their needs, and they like it the best. There are currently three designs available for a store owner to choose from, with one of them being the default setting that all stores have until otherwise specified by the user. We can see these below in figures (Figure 4). Additionally, the building your store pages were also designed. This is for when a user signs up to start a store, these walk-through pages help the user to set up the beginning stages of the store, this includes, choosing a store name, selecting a preset store layout, choosing the colour and font themes of the store, a walkthrough of the first listing to put on the store, payment options, and billing information. These can be viewed in figure 5. These were designed with the intention for the user to be able to set up their store in an easy and slow way. Mitigating the stress of setting up every aspect of the store. Once the user has created the store, they will be redirected to their owner dashboard and will see the full view of what can be customized and the inventory and analytics sections.



Figure 1 Design for themes page in the store owner dashboard

KnittingNut

Dashboard

Overview

Orders

Creating listing

Analytics

Promotions

Create a Listing

Product Details

Title:

Description:

Add Photos

Inventory and Pricing

Price:

Quantity:

Colour and sizing??

Category

Create New:

Select Previous:

Save Category

Time Released

DD/MM/YYYY

15:00

Add files

Add up to 5 files for your listing

Preview

Publish

Figure 2 Updated create a listing page design

KnittingNut

Categories

Login

Joni Sweater

Digital Pattern -> this is cat

\$8.50

The Joni Sweater is an intermediate knitting pattern, it is knit top down and is knit on 4.0 mm circular needles. Five colours are needed to knit the sweater.

Sizes XS (S) M (L) XL (2XL)

Yarn - Aran Weight - 539 (609) 742 (886) 984 (1123) 1239 (1350) 1484 yds 493 (557) 678 (810) 900 (1027) 1133 (1235) 1357 m 300 (300) 300 (400) 400 (500) 500 (600) 600 g

Add To Basket

Ratings and Reviews

★★★★★

5 Reviews

Super easy to read and well structured

★★★★★

Jan 17, 2025

Best pattern ever

★★★★★

Dec 21, 2024

Nice pattern with detailed instructions

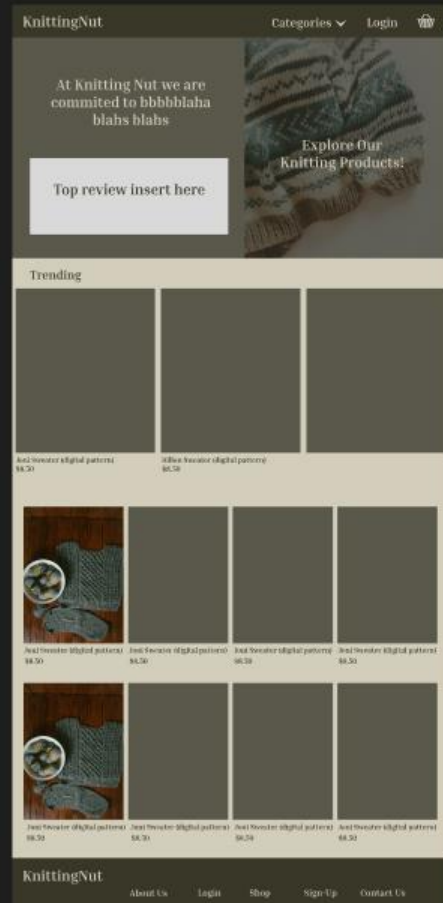
★★★★★

Dec 14, 2024

Figure 2 Updated listing page design

Theme one

Desktop - 24



Theme Two

Desktop - 25



Figure 3 Preset optional store layout designs

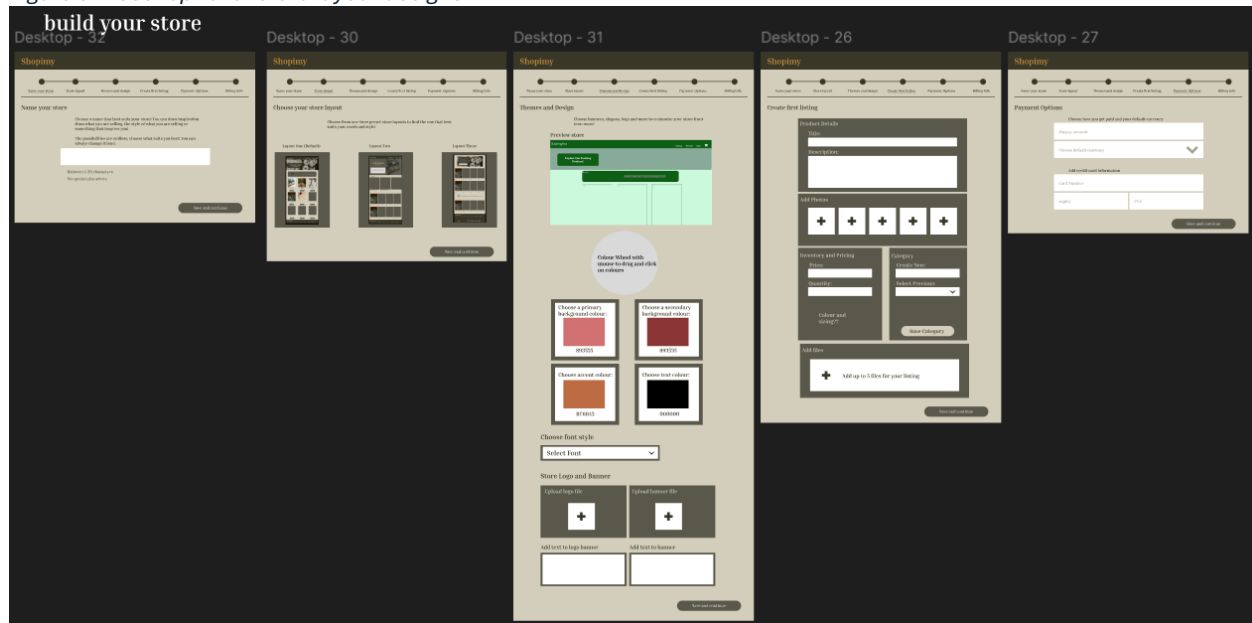


Figure 4 Build your store set up pages' designs for the store owner when first starting out

Front-End

Our front-end team has been working to implement more of the designs that were shown in both the last progress report and the newly proposed designs that came from the last two sprints. The store dashboard that only a store owner has access to has been in the process of being developed. The designs were finalized and edited as needed during the last two sprints, allowing them to be fully implemented as seen in figures 6, and 9 through 11. Figure 6 as seen below is part of the Analytics section of the dashboard that our application will offer. So far, our front-end team has implemented the design that was originally proposed, we are currently using placeholders for the charts that you can see for the visits to the store, and placeholders for the data drawn for the resent visits. Going forth connecting the dashboard to the backend will be a priority and ensuring that it is giving correct data based on the store. The promotions page in the dashboard has also been implemented on the front end with the functionality to be able to send an email with discount codes / promotional deals to be implemented. (figure 9). The products page for the dashboard has also been implemented and is still being updated, so far, the products and the amount of inventory that the store has been implemented with the connection to the back end to be implemented. (figure 10). The last page from the store dashboard that has been implemented is the orders page, this page again still needs to be connected to the back end, but it will keep track of the incoming orders, what has been ordered, the amount and the status of where it is in the production process.

Our front-end team has also been working on the store page, we have successfully ensured that our store page is dynamic and the ability to have store listings. Figure 7 showcases what a store on Shopimy looks like, with customized colours per the store owner's choice, and a customized banner, logo and text that the owner can upload. Additionally, across the top of the menu bar we can see that the categories that the owner can add are displayed. Our team has also ensured that the functionality of the menu works. When a user selects a category such as Chems, the items that are classified as part of that category are filtered and displayed, as seen in figure 12.

Lastly our team has worked hard to get our shopping cart for stores working, in figure 8 we can see the progress our team has made so far. We have successfully implemented the front-end design, with the functionality also working. The user can add items to their cart, and remove them, the price of the items is also automatically calculated with HST on the sidebar. The next step in this process will be to implement the designed check out pages and set up payment processing with stripe.

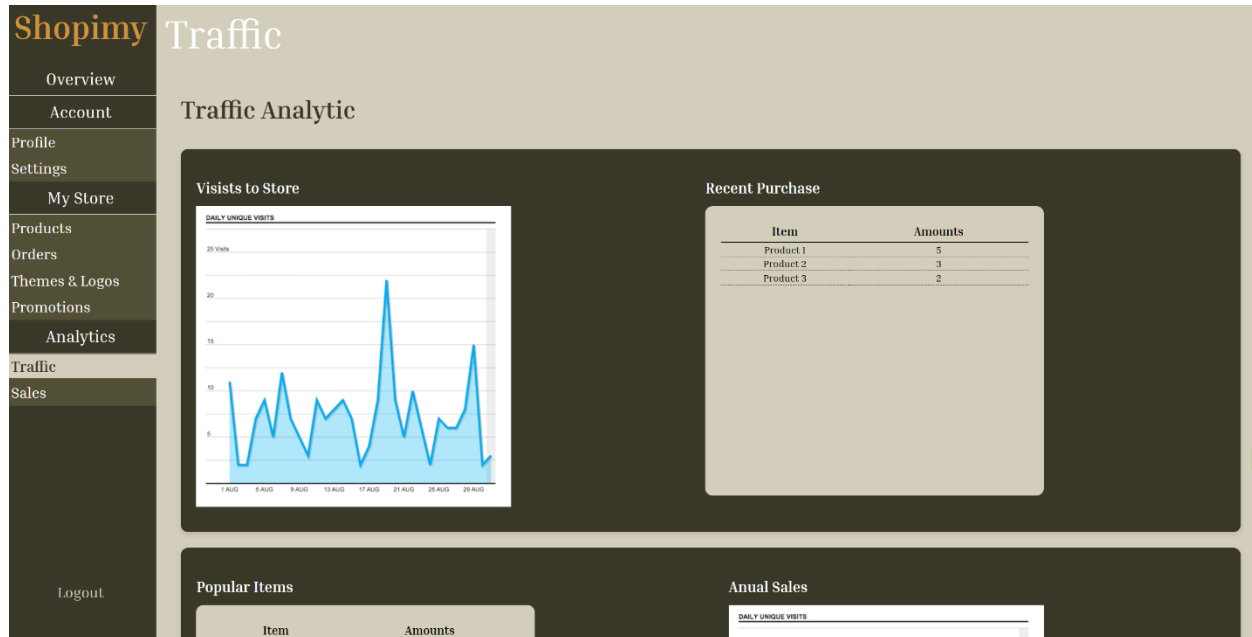


Figure 5 Implemented store owner dashboard analytics page

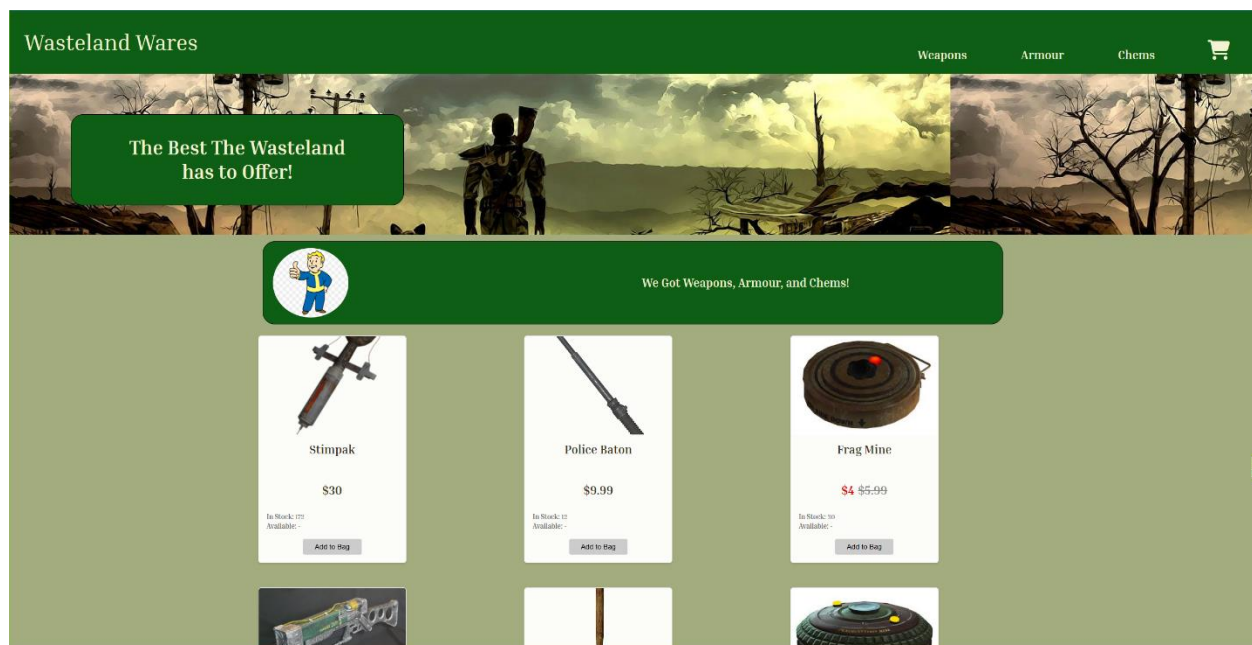


Figure 6 implemented store, with dynamic ability

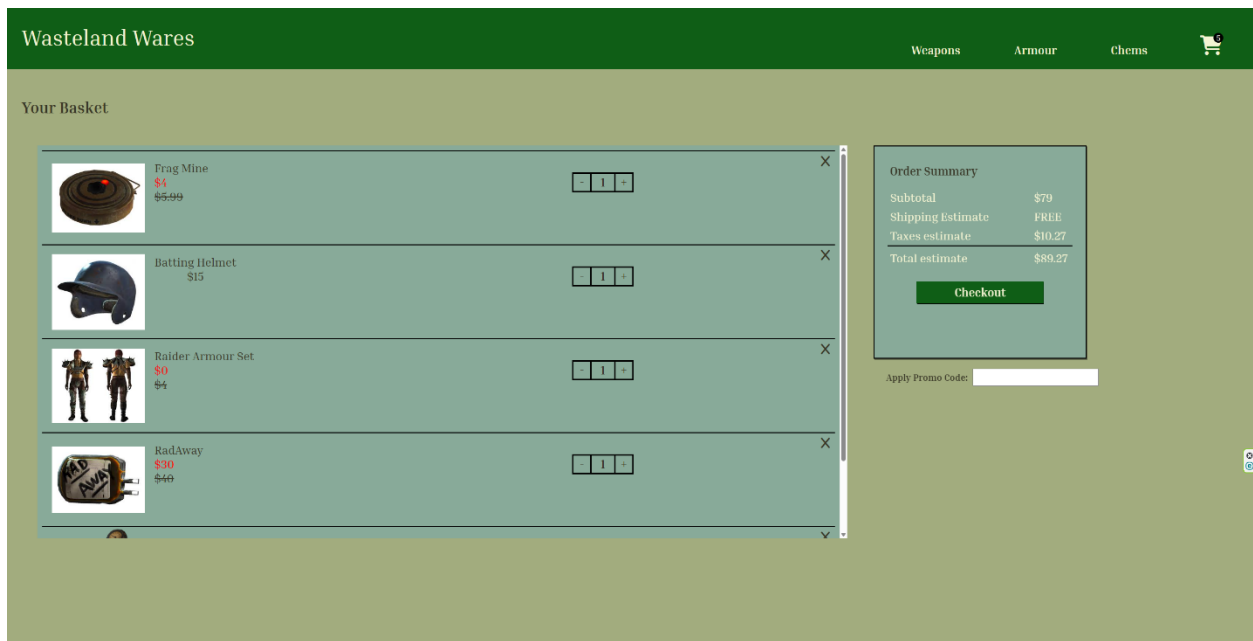


Figure 7 Implemented Shopping cart, with added items and cost calculated

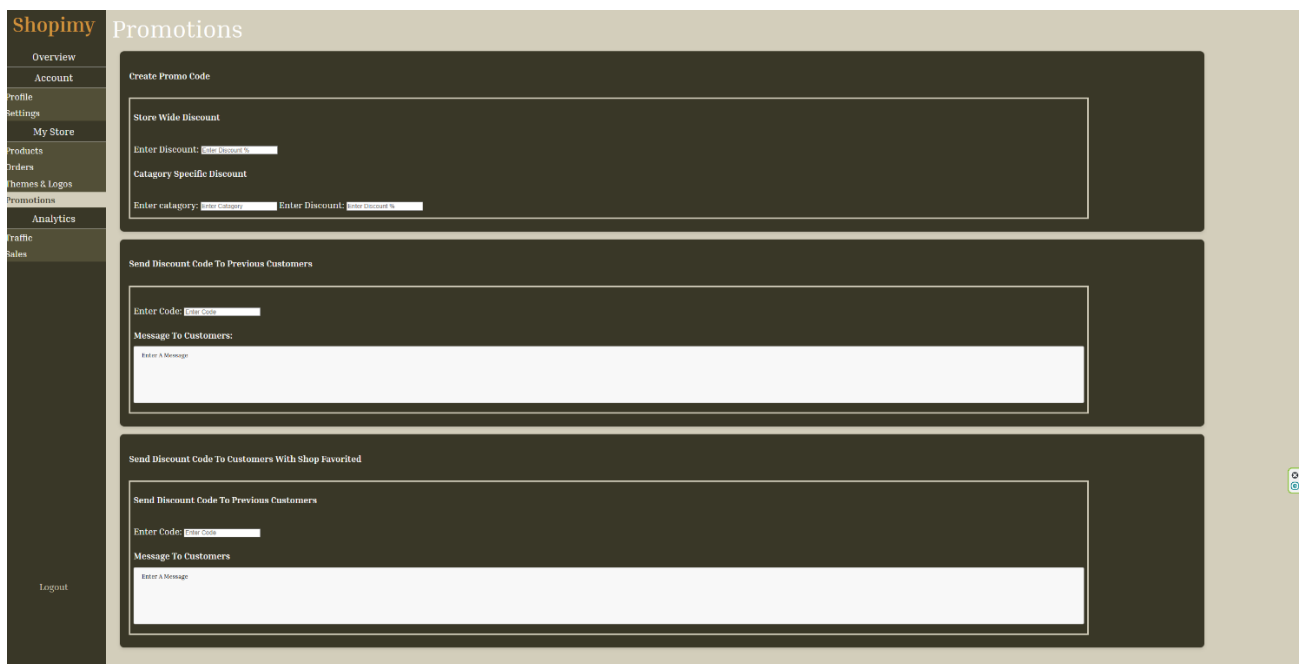


Figure 8 Implemented store dashboard Promotions page

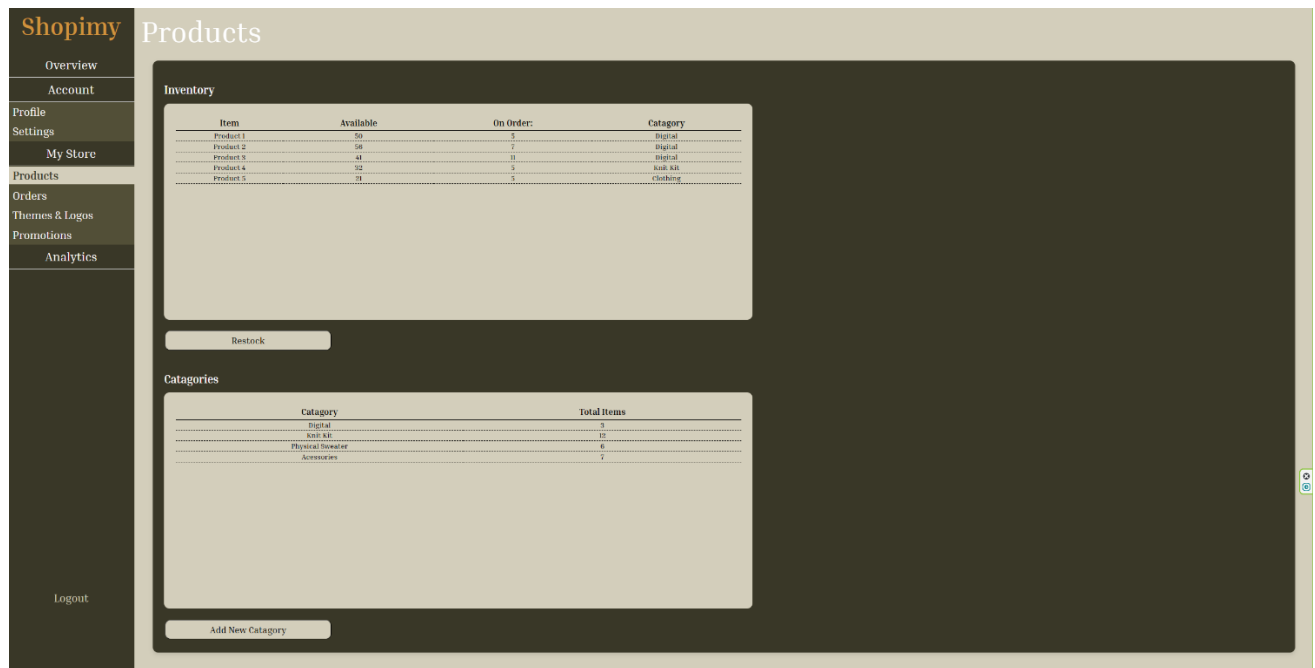


Figure 9 Implemented store dashboard products page, includes both an inventory list and a list of the categories of the products



Figure 10 Implemented Orders page from the store dashboard

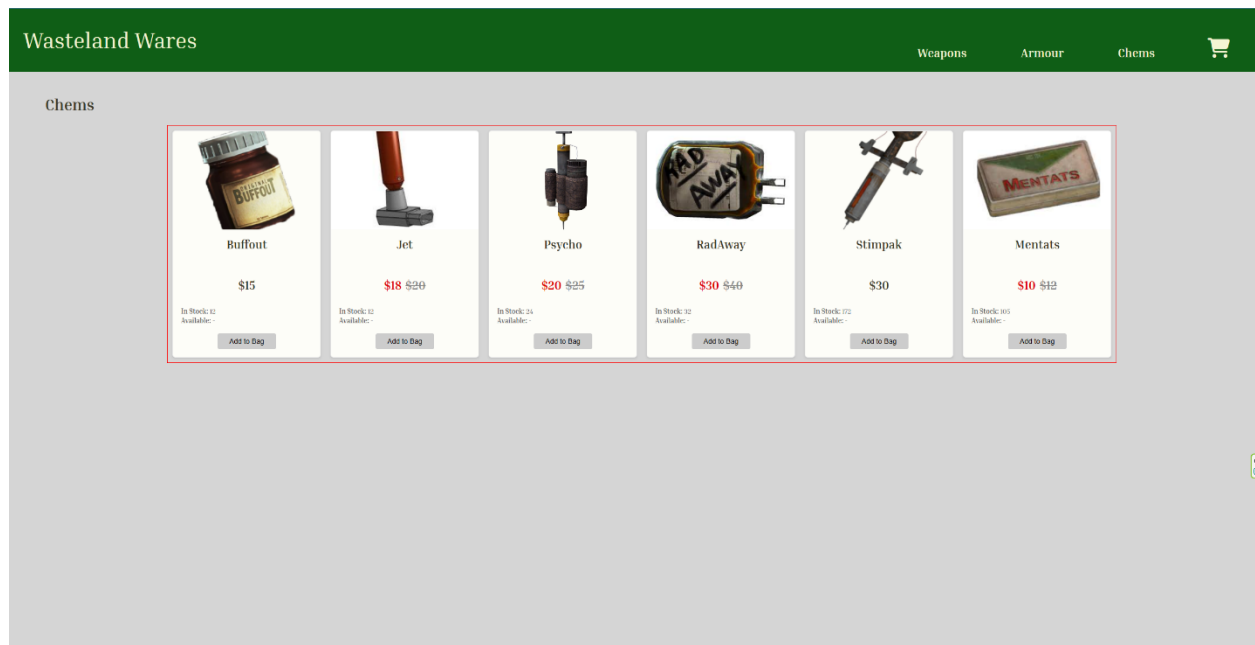


Figure 11 Categories page, this is when a user clicks on the category they want at the top and the items are filtered to reflect if they are in that category

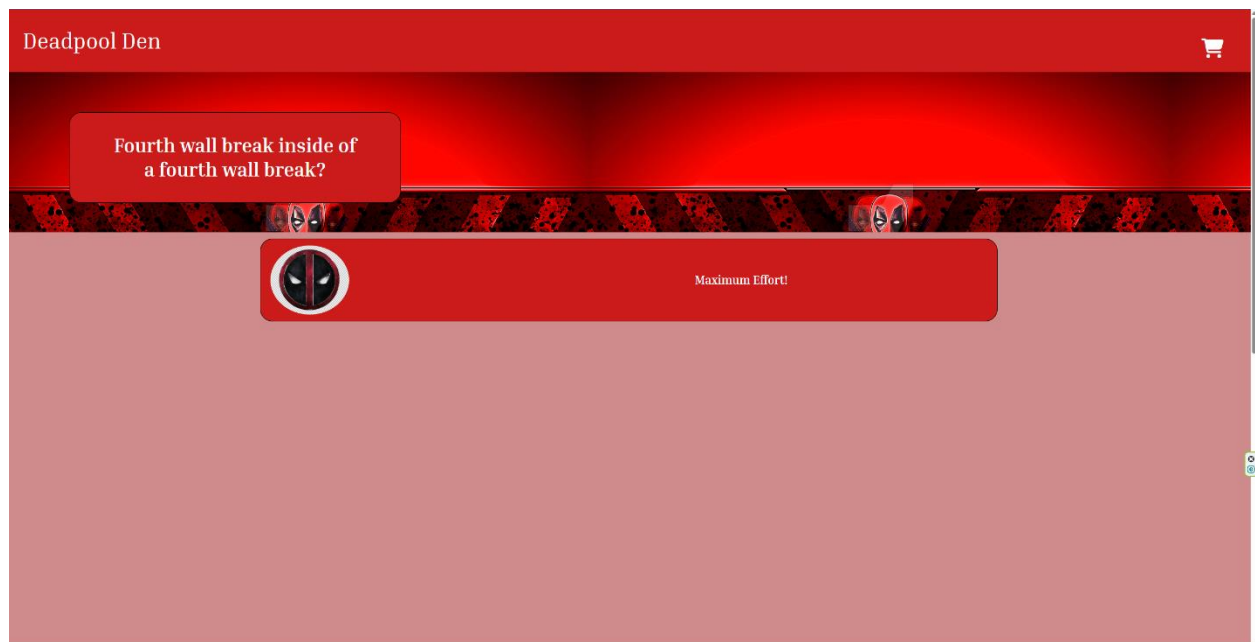


Figure 12 Implemented alternate store

Back-End

Our backend has been putting considerable amounts of time into ensuring that our application is efficient. There have been developments regarding payment processing for a user to be able to buy and check out items from a store. Our team put time into researching different avenues of payment processing, with our team deciding on using Stripe. We are actively implementing Stripe into our application as of the writing of this report, with encryption to follow.

The store dashboard was a priority the past sprints, with implementation on the frontend and backend. In the backend, our team was adding tables and triggers for our themes and logos pages (figure 5). Additionally, there was considerable time spent ensuring that should a store owner want to include variations of the same product, such as different sizes, colours, and prices, they will be able to do so; the necessary functions to ensure this are currently in development, with the API. Another functionality that has been implemented in the store dashboard is the ability for a store owner to adjust the stock (inventory) of products.

Regarding a user's shopping cart, our team has also implemented functions so when an item is added to the shopping cart, the price is calculated for all items in the cart. Our team also implemented calls for items, so it can retrieve data specific to that item (listing/product).

Ensuring that the stores have photos was an important step of the last couple sprints. Our team has implemented storage of photos using blobs. This means that the photos are now stored in azure and retrieved using blob storage, this is for both items (products) and for banners and logos that the owner uploads.

Lastly regarding testing, our team decided on using xUnit.net, a framework for unit testing the .NET framework we are using. Our team has begun to test, with software issues being a large hang up, and set up the system. Below in figure 14 we can see a screenshot from swagger of the implemented API's and will be under testing going forth.

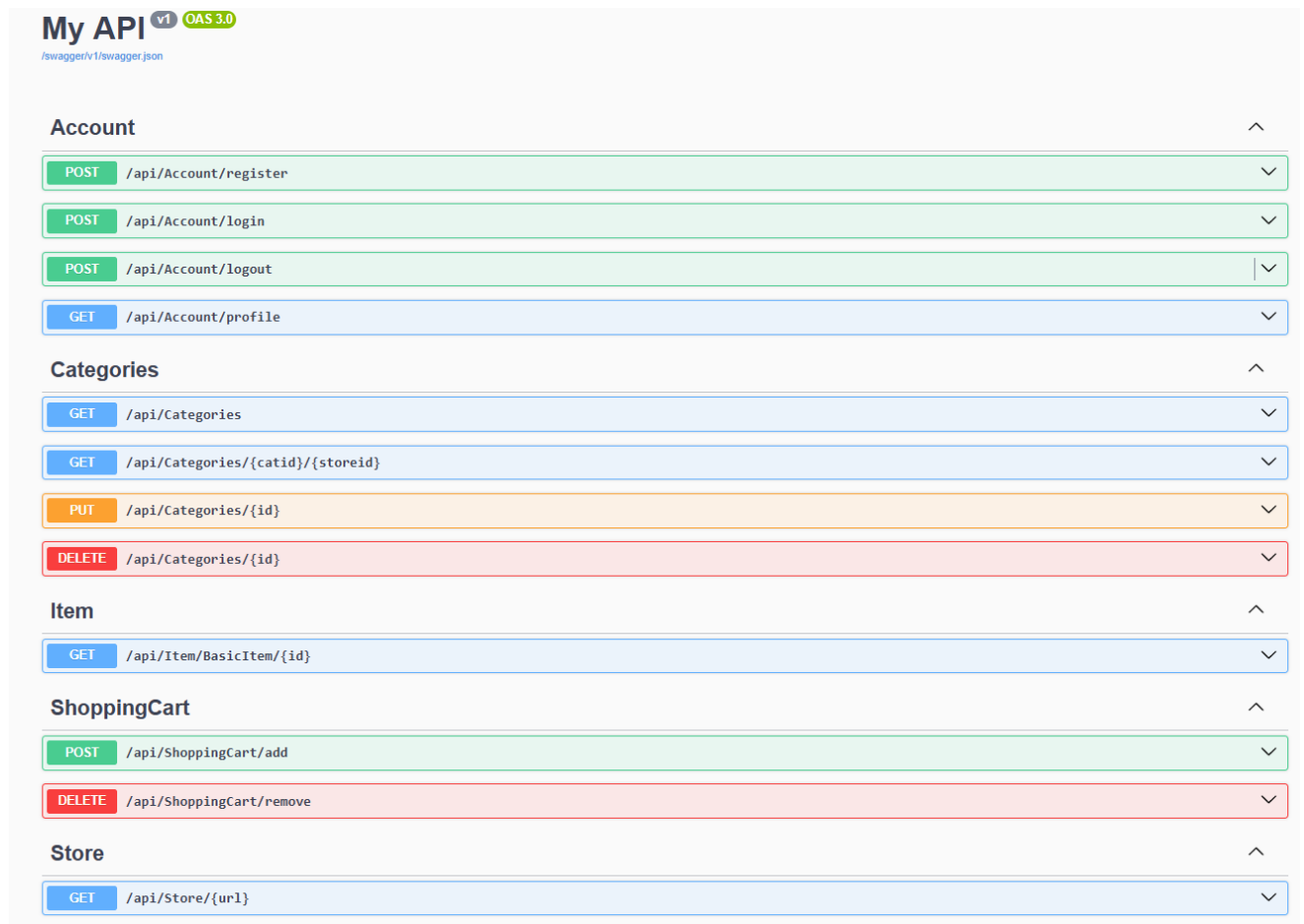


Figure 13 screenshot from swagger of the API's developed

Sprints Progress

Sprint Three

Our third sprint had a total of eight user stories to be completed, these stories were primarily focused on the store owner's experience and with three of the stories looking at the customer experience. Our goal for this sprint was to implement and design more of the previously designed pages and add features that are required for the application. We implemented the shopping cart front end and the functionality to add, remove and calculate prices of items with the ability to view the shopping cart and see all the items in it. Additionally, our team implemented specific URLs, both for the store and for specific items and categories.

Our team spent time implementing the store owner dashboard. As outlined above we have successfully implemented the products, promotions, orders, and the analytics pages. These currently are not completely functional, and ensuring they work correctly will be part of the forthcoming sprints. However, the functionality of editing the stock of inventory has been implemented and tested. Additionally, our team implemented the ability for item (product) pictures to be stored, using blob storage, and the API fetching of the images.

Sprint Four

During our fourth sprint we encountered a few challenges, we shortened the length of our sprint from two weeks to about a week and a half. This was due to timing issues with reading week. Our team did not take on as many tasks this sprint, for a total of four user stories and one task. This sprint was primarily focused on the user experience, with three of our four stories focusing on it. Payment was one of the main focuses of this sprint with research going into stripe and the beginnings of implementation starting. Much of the work this sprint was also dedicated to backend work regarding payment and variations on items, such as if an item is offered in different colours and sizes. With implementation on the front end of our singular item page being finished, this includes reviews and pictures, and descriptions. Time was also spent modifying pages to be responsive, to be mobile friendly.

Software Engineering Progress

As of writing this report, our team has since completed two more sprints, for a total of four sprints for the entire project thus far. The dates on them were changed slightly after reading week as our team did not meet during that week to accommodate members that were unavailable to meet. Our adjusted schedule means that our third sprint started later than originally projected to, and our third and fourth sprints were two weeks, then a week and a half respectively. This allowed our team to work more effectively for the time that we had. Our team continues to meet three times a week, again except for reading week as we did not meet. Our sprint review and retrospective were held during the same meeting to ensure that any issues that members wanted to bring up were able to do so. In this meeting we discussed what we had completed for the sprint, discussed issues that we thought be improved upon and what we can do to improve during sprints in the future.

Meeting notes were taken during all meetings, for scrum, review and TA progress report meetings. These notes can be viewed in the GitHub folder documents/meeting_minutes each sprint is broken down by folder. Additionally, our team has been ensuring that we are using Jira the task management system effectively. To view our full breakdown of tasks, who was assigned and the stories we completed, please view our spreadsheets broken down by sprint named sprint_logs located in the documents folder. Additionally, our team has been using our discord server to have our scrum meetings, we have become more communicative in it with posting updates in the server for everyone to view and to discuss availability for meetings.

GitHub and Jira Logs

Our team is utilizing Jira for task management. The screenshots below are the cumulative flow diagram, burnup and burndown reports for each sprint. Under the Jira screenshots we have included the GitHub insights contributions. We have included both commits from the main branch and our staging branch, to showcase the number of all commits made to the project. It should be noted that our group has changed the view of our insights for anyone looking at our repository. Originally it showed the main branch, but we have changed this to the staging branch. To view the full and current documentation, and all code please change the branch view from staging to main. However, our team would like to encourage you to look more at the contributions table at the bottom of this report for a full scope of what was done by each member.

Cumulative flow diagram

[How to read this report](#)

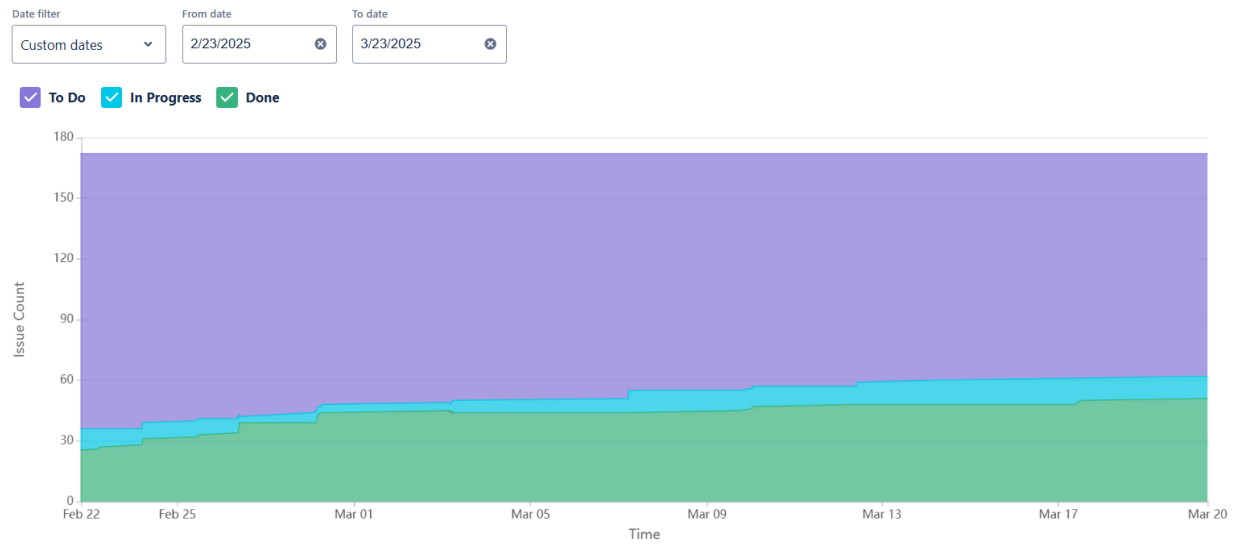


Figure 14 Cumulative workflow for sprints 3 and 4

Burnup report

[How to read this report](#)

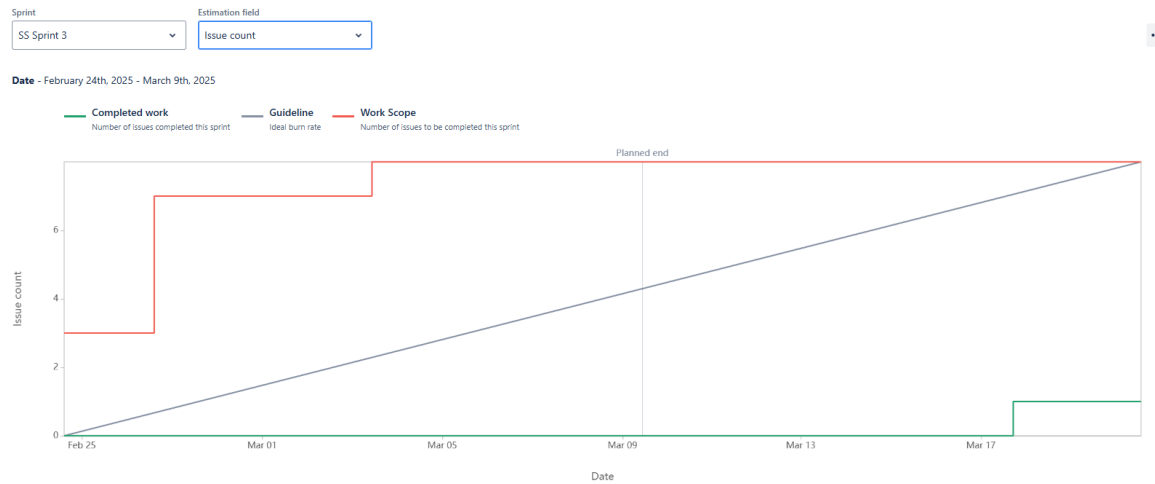


Figure 15 Burnup report for sprint 3

Burnup report

[How to read this report](#)

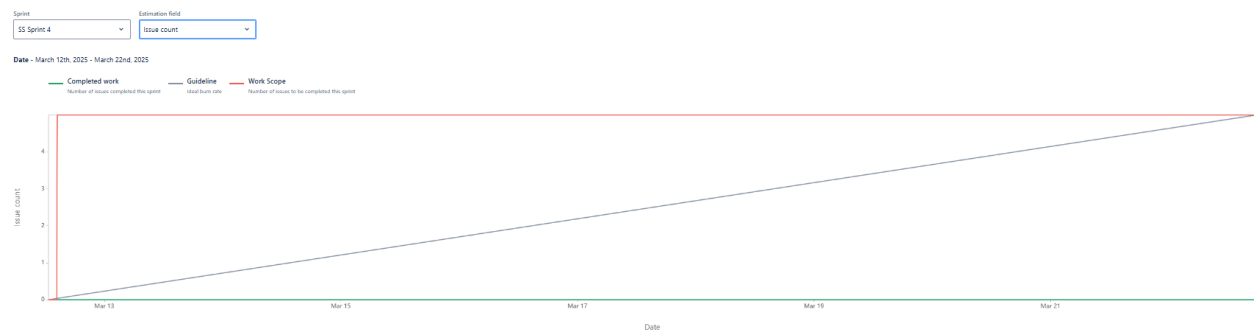


Figure 16 Burnup report for sprint 4

Sprint burndown chart

[How to read this report](#)

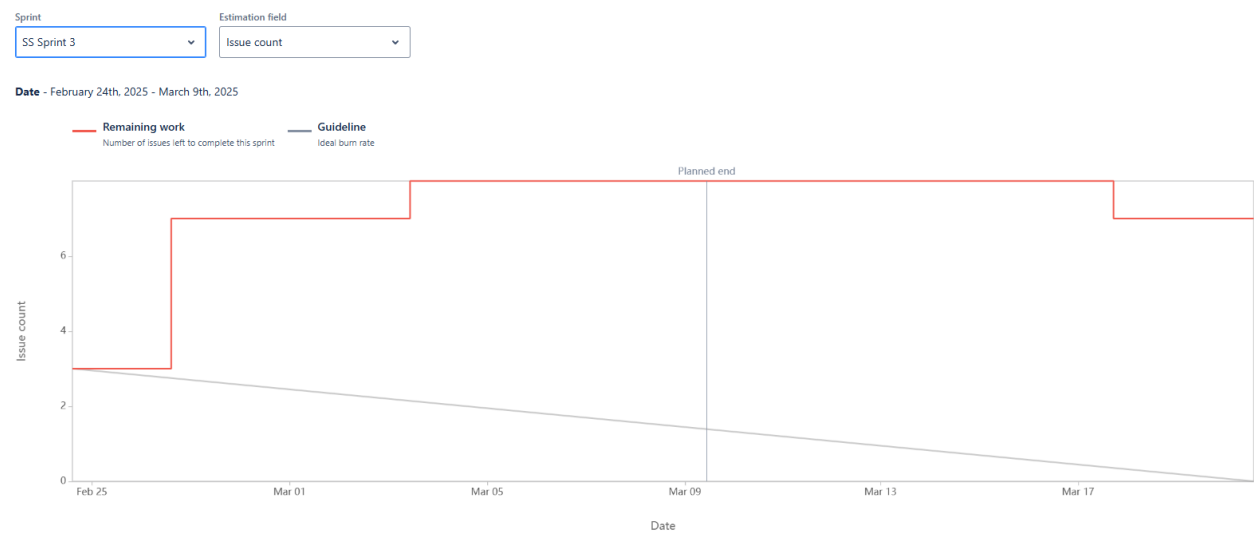


Figure 17 Sprint 3 burndown report

Sprint burndown chart

[How to read this report](#)

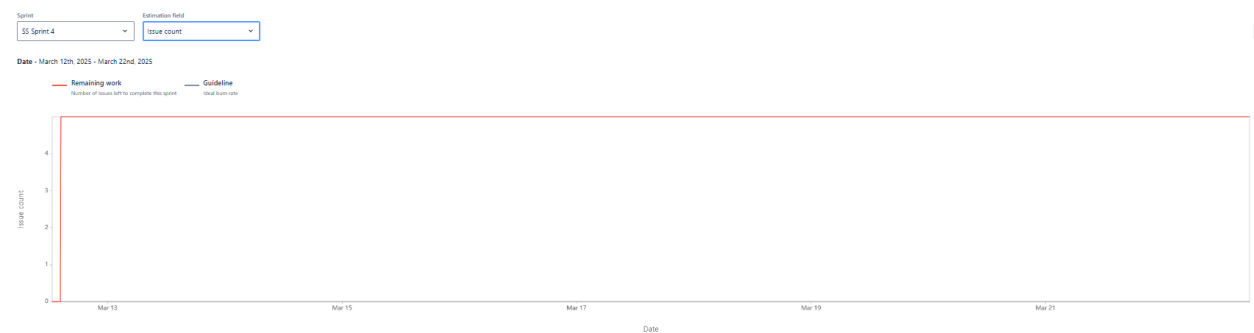


Figure 18 Burndown report for sprint 4

It should be noted that Jira does not consider the subtasks that are completed when it completes the burnup and burndown reports. Our team has completed more than what is represented above, our full

stories are not marked as complete due to our wanting to complete testing on each of our components. To view a more complete list of what our team has completed, please view our sprint logs, these can be found in the main branch, in documents/sprint_logs, all sprints are included in this file.

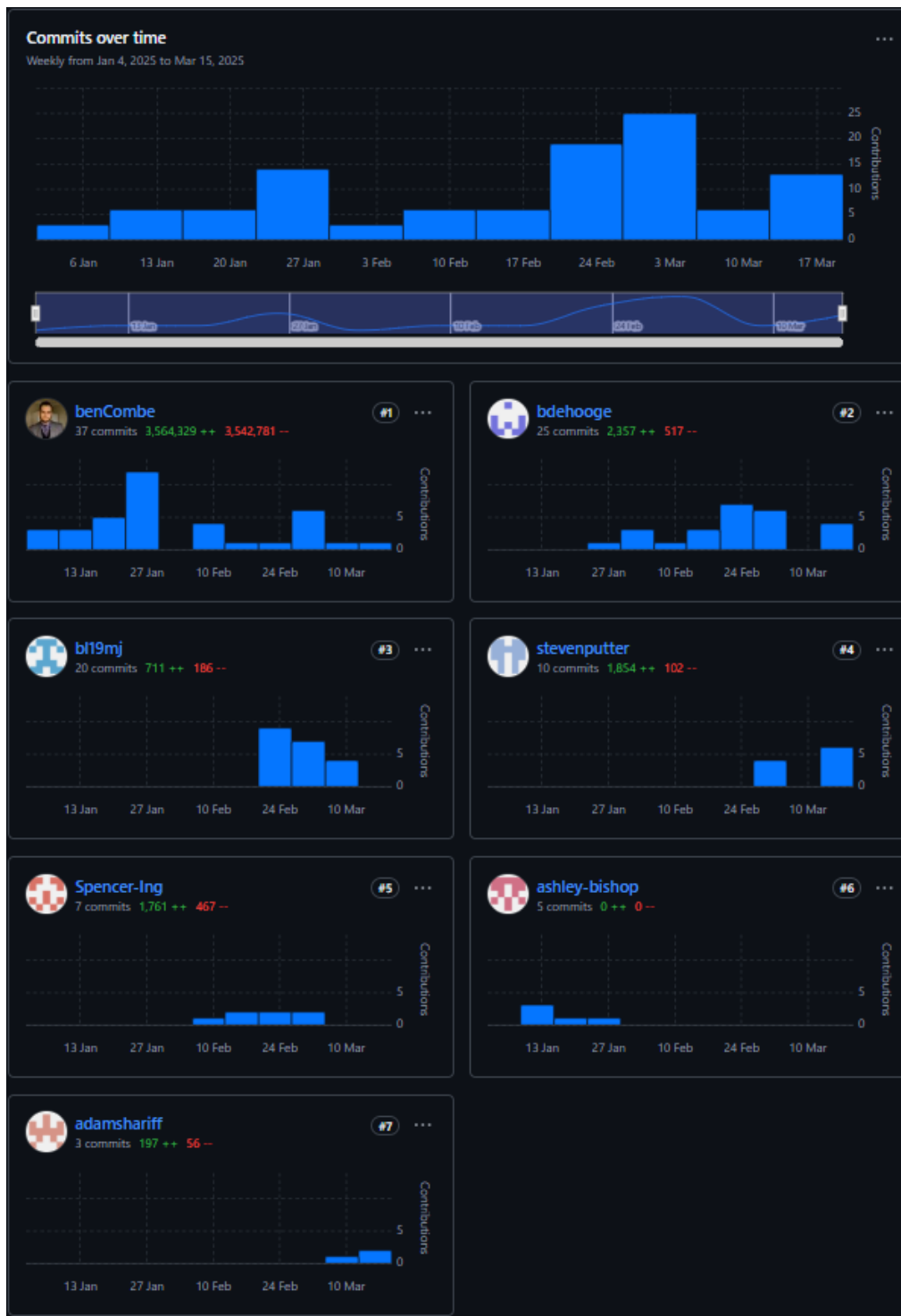


Figure 19 GitHub contributions to the staging branch

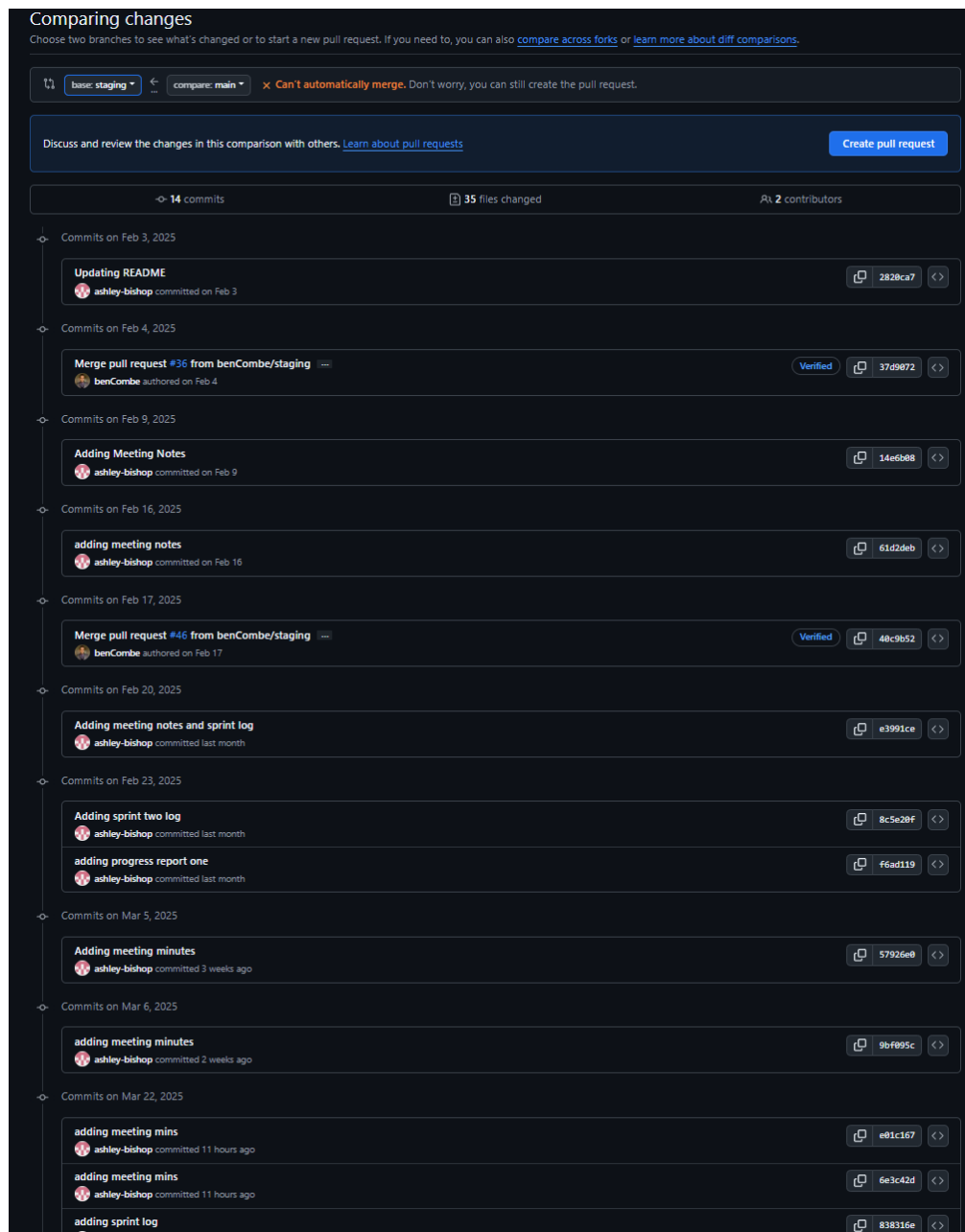


Figure 20 Commits to the main branch

It should be noted that our team has changed the default branch as mentioned above, figure 21, showcases the commits that are not able to be viewed from the staging branch.

Challenges

While our team is pleased with the amount of work that has been done thus far, we have faced a few challenges when implementing the application. The first problem that we have continuously encountered throughout not just our last two sprints is trouble installing and running our stack,

specifically on the front-end side, with Angular and .NET. Ben C has continuously provided support for the stack, he provided an in-depth tutorial on both how to use GitHub, how to install the stack and how to correctly implement it. Additionally, ensuring that the front-end and the back end are communicating properly has also been a pain point for our team.

The second challenge that we have encountered is ensuring that we finish our sprints on time. During the reading week break our sprint schedule was altered to accommodate some of our team members who were unavailable to complete work. Therefore, our sprint schedule shifted to later dates, to ensure we have the same number of sprints, but they were shortened with less tasks and stories. With this change it became slightly more difficult to ensure that the tasks were completed within the week and half period that we had given ourselves for the two sprints that we had. While we met most of our goals for each of the sprints, there were some tasks that spilled over into the next sprint to ensure that it is complete and along with much of the testing that is going to be worked on in later sprints. It should also be mentioned that our team is now back on track with the previous schedule of our sprints, the next two sprints will be followed as per the original schedule we set out.

The last challenge that we faced was time management. This has been a continuous problem that our team has faced over the course of our project, and one that we continue to meet. Primarily, our team has had other commitments to other classes that have taken more time. This problem has been addressed during our scrum meetings with each member discussing what it is that they have been working on and either asking for clarification on specific problems that they have or showcasing through a live demo. It is something we are actively trying to improve on.

Successes

Our team is very pleased with the work that has been done for our application so far. We are particularly pleased with the shopping cart functionality working, this includes being able to add items to the cart, the ability to have the prices calculated when the items are added, and the dynamic functionality that has been added. Additionally, we are pleased with the progress that has been made regarding research into our payment system. Our team is researching Stripe, an online payment processing system that allows for credit and debit card use for businesses. It will also allow us to simulate an actual payment process without the use of real money for testing purposes.

Another success that our team has improved on is the use of Jira. In the beginning of working on our application Jira was a new system to get used to. However, with continued use throughout the development progress the team has improved on updating tasks and information other members of what it is that they are working on. This has made task management easier to follow as the team is working more effectively regarding Jira.

Our team is also satisfied with the improvement regarding communication within our meetings and outside. More team members are actively asking for help outside of meetings, this is a problem we hoped to meet during our last sprint review to ensure that more time is spent making progress towards our end goal and less on trying to fix problems that others could help with.

Another success that we are pleased about is the number of commits that are now being showcased on our GitHub. As per our feedback from our last report, there were concerns about the amount of commits that each member had that were brought to our attention during our progress report

meeting. To meet this concern, our team decided to change the view of our repository. Previously when one checked the insights the main branch was shown and the number of commits made to that branch, now when the insights are selected the commits to the staging branch are shown. This is an increase to show that all members are contributing and to show that the commits to the main branch were being condensed compared to the actual amount being made.

Progress Report 2 Feedback

Our team had our second progress report meeting with Madeline March 18th. We are happy with the progress that was presented to Madeline, and the feedback that we received based on our application.

Our team presented the shopping cart functionality that has been implemented so far and the dynamic features of the store. Additionally with the URL implementation, and the categories that can be loaded dynamically based on an ID that each item is given. Our team also presented the login functionality that has been implemented and the store owner dashboard and the pages that have been implemented so far. Some of the feedback we received during the meeting was ensuring that we were meeting the necessary requirements dictated by the requirements document provided by professor Naser. This includes the integrated payment options and ensuring that our application is mobile friendly. Our team presented what we have done to take steps in the right direction to meet these expectations, namely researching Stripe, a payment platform, and ensuring we have team members ensuring their pages are mobile friendly.

Next Steps

Moving forward our team has about 2 sprints left in our project, each sprint will have design, implementation and testing components. For our fifth sprint our team will be looking at more of the functionality that is required by the requirements documentation, we will specifically be looking at implementing the functionality of the store owner dashboard and ensuring that it is pulling about the store from the database. We will also be researching more thoroughly and implementing the payment processing service stripe, there has already been progress towards this goal; however, finishing and testing will take place next. Additionally, ensuring our application has a responsive and mobile friendly design will also continue to be implemented. Our team will be prioritizing finalizing the store functionality and purchasing. Testing will also be further implemented and implementing more of the designs that were created during the last sprints.

Contributions

| Team Member | Contributions |
|---------------|--|
| Ben Combe | <ul style="list-style-type: none">- Implemented dynamic store, category, and item URL addressing- Implemented shopping cart functionality on frontend and backend- Modified store page and item card for loading item data in frontend- Added frontend UI responsiveness- Setup azure blob storage for images, setup image fetching through API- Oversaw scrum meetings and work of other group members- Led tutorial on how to use GitHub and the stack |
| Ashley Bishop | <ul style="list-style-type: none">- Edited initial designs of item and shop pages- Designed optional preset store layouts for a shop owner to choose from, designed “build your store” pages- Took meeting minutes- Wrote and compiled teams work for the second progress report- Created sprint logs spreadsheets |
| Adam Shariff | <ul style="list-style-type: none">- Coded backend calls for getting item data- Added trigger for calculating item functionality- Coded backend calls for getting item variation |
| Ben DeHooge | <ul style="list-style-type: none">- Item Tile/List/Detail view- Fixes for items- Separated Store Service and Item Service- Updated Store Service to Item Service in appropriate places- Logo Selector- Updated UI and Item Service to handle Stock levels- Fix for theme service- Payment Controller and Service- Updated Checkout Component- Backend bugfixes related to testing files- Began adding Stripe functionality- Integrating existing Payment Controller with Stripe |

| | |
|---------------|--|
| Spencer Ing | <ul style="list-style-type: none"> - Worked on implementing front-End designs for user dashboards to view account and store information |
| Braden Lucas | <ul style="list-style-type: none"> - Implemented the Item listing page, and reviews component - Designed and created mobile layout for item page and reviews component |
| Steven Putter | <ul style="list-style-type: none"> - Created API testing for store controller and shopping cart controller |