COSC 4P02 – Project Proposal
January 12, 2025
Instructor: Naser Ezzati-Jivan

**Project Proposal Topic: PRJ3: Shop builder for social media Sellers**
GitHub**:** **https://github.com/benCombe/Shopimy**
Team members:


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**Problem:**
The rise of e-commerce has drastically expanded since the covid-19 pandemic of 2020, with this new demand for online retailers comes the challenges of balancing those that wish to sell products and the complicated nature of beginning a new small business. Creating an easy-to-use application with the ability to create a shop or a singular listing will give those that want a lightweight focused shop the exposure that they need to reach global markets.

**Objective:**
The main objective of this project is to allow small business owners and social media users to create their own online shops, with the intent to sell to users. Shop owners will be able to sell individual items or have an entire catalog available for users to browse designed with ease of use and simplicity in mind. A few other objectives included within the shop will be the ability to have integrated payment options for a larger availability to users, an analytics dashboard for shop owners to track performance, review ratings, and provide insight into user behavior, and unique links depending on if the user is viewing a shop, a category or an item.

**Importance:**
Shop builders give life to businesses that may not have the opportunity to sell or produce products in the traditional manner of a big box store. They allow for small businesses to flourish and allow buyers to find what could be perhaps niche and personalized products. This type of online shop builder can cultivate a community for those that want a specific type of shopping experience, and aid in expanding businesses into a global market as opposed to a smaller local market. Additionally, this type of shop can give a larger voice to marginalized communities and provide more personalized support.

**Project Description:**
Our project will primarily be a web-based application, with a fully responsive design to allow for browsing on any device. The main objective of our application is to allow users to create their own shops, within each they can define categories and individual items to sell. However, other key features include an analytics dashboard, specialized links, integrated payment options, delivery details and a rating and review system.

The application will be designed with ease of use and simplicity in mind. It will allow shop owners to create and list items in a simple and intuitive manner. Including the ability for owners to make singular listings or create an entire shop of items that can be specifically categorized and organized, with personalization's like branding.

**Software Engineering Process:**

Our project will be following the Agile method of implementation to ensure that changes and challenges met along the way are easily and promptly dealt with. Our group consists of 5 members, each with their own designated role. The categories of roles are as follows, Scrum Master, Product Owner, and the development team.

Breakdown of assigned roles:

- Scrum Master: Ben Combe
- Product Owner: Ashley Bishop
- Development Team: All members included
    - Front End Members:
        - Ben C, Ashley, Ben D, Spencer
    - Back-End and Database Members
        - Ben C, Ben D, Spencer, Adam, Braden

Each member was assigned to roles that were based on comfortability with content and skills they felt they best possessed. This approach was taken to ensure those that felt better with management and documentation took leading roles as scrum master and product owner and those that felt more comfortable with front-end or back-end experience took on the roles of their choosing.

Our method of communication was chosen as creating a discord server. Where our group will communicate with each other when we are not meeting, to ensure an open line of communication with all members throughout the development of our shop builder application.

The testing of our shop builder will be done by all members of the group, each responsible for manually testing their portions in the front-end. The back-end testing will be conducted mainly through the API and manually. Code review will also be part of our process of testing, with the whole team precipitating to ensure the highest quality product. Testing will take place in the development branch and only be pushed to the main branch once each part is deemed satisfactory.

**Meeting Schedule:**

Our sprints will be 1 month long for a total of 3 sprints for the duration of our project. Our sprints are planned to end approximately a week before progress reports are due. Our first sprint deadline is February 16th, 2025. Our second Sprint deadline is March 16th, 2025. Our last sprint is due April 14th, 2025.

Our Scrum meetings will not take place every day, however, we will be meeting 3 times a week to ensure consistency in our project. We will be meeting on Mondays and Fridays from 9:30 –10:30 am, and Wednesdays from 2:30-3:30pm. Stakeholders' meetings will be scheduled as needed during the allotted lecture time, and additional meetings if needed leading up to report deadlines and stakeholder meetings will be scheduled accordingly.

**Technical Breakdown:**

Technical tools to be used

- Planning: OneDrive Folder, Jira
- Design: Figma
- Front-End: Angular/Typescript
- Back-End: C# .NET API Gateway
- Database: SQL database
- Deployment: GitHub, Azure App Service

For the planning and organizing of our project we will be using a OneDrive folder shared amongst members to share important documents for all to view and edit. We will also be using Jira for planning and Mangement. We will also be using Figma for creating the design of the application.

The front-end of this project will be created using Angular/ Typescript, a popular framework that would give experience to members unfamiliar with it, with some members already being familiar with the framework. For the back-end we chose to go with C# and .NET API gateway, of which a member of our group has experience with. Our database will be an SQL database, with members with experience handling it.

Deployment will be handled by git, with each member having their own branch for development. The development branch will handle code review in addition to the manual testing that will be conducted. The main branch will house the full working work.

**Proposal Contribution Breakdown:**

Every member attended and contributed to all group meetings held.

- Ben Combe: Assembled project base structure and GitHub repository.
- Ashley Bishop: Wrote proposal report and meeting minutes.
- Adam Shariff: Gave input to project ideas.
- Ben DeHooge: Gave input to project ideas.
- Spencer Ing: Gave input to project ideas.
- Braden Lucas: Joined late, did not contribute.