**Digital Media Store**

Final Project Proposal Document

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Document Change Control

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| --- | --- | --- |
| Date | Authors | Summary of Changes |

May 23, 2014 Ian Mori -addition to primary function

May 26, 2014 Ian Mori -restructured project proposal

Document Sign-Off

The following people have reviewed and approved the entire content of this proposal document.

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| Position | Name | Signature | Date |
| Teacher: | BJ MacLean |  |  |
| Student: | Ian Mori | Ian Mori | May 23, 2014 |

**1.1 Project Team members**

Ian Mori

**1.2 Project Description**

This project will have the capabilities and functions of a digital media store, similar to Steam or Amazon. There will be database connectivity to store customer and inventory data. Customers will be able to create an account, login, modify an account, and make purchases on their accounts. There will be no real purchasing functionality such as with PayPal, this might come later on as the project evolves.

There will also be a booking system for customer set up call-backs and/or online support sessions. A logging/reporting system will also be used to gather information and data from the system.

This project could be used to set up other businesses in a similar fashion. Being able to store customer info, track purchases, and update and track current inventory are all necessary for nearly any business to run.

This project could actually be used to start up a real business. I have sold video games online and one thing lacking for my business to be successful is a strong web application with database capabilities.

At the moment there are some pieces built that can be implemented (the online chat program) but that will be looked at after the project has most of the main components finished. There is a basic web layout and design done already, but this will be converted to proper JSP and Java classes.

**1.3 Primary Functions**

1. Account creation/modification

2. Login and validation/authentication

3. Order creation/submission

4. Database connectivity (concurrency/multi-threading)

5. Data storage/manipulation

6. Booking system for support call-backs and/or emails

7. Logging/reporting system

**1.4 Secondary Functions**

1. Payment service

2. SSL

3. Online chat support

4. Playable games