**Digital Media Store**

Final Project Proposal Document

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Date Submitted: May 23, 2014

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 -restructuring of 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 26, 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 which will store inventory and customer data. Customers will be able to create an account, login, modify the account, and make purchases on the account. There will be no real purchasing functionality such as with PayPal, but this might come later on as the project evolves.

There will be a booking system for customers to set up support call-backs and/or emails. A logging/reporting system will also be included for gathering information and data.

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/Modification

4. Database connectivity and data persistence (concurrency/multi-threading)

5. Logging/reporting functions

6. Booking system for support

**1.4 Secondary Functions**

1. Payment system

2. SSL

3. Support live-chat

4. Functioning games to play online