

PACT on Ecommerce Website

People

The users of this website will be anyone who wants buy things through online media but the user must have an account on that website

- **Primary Users**

Users who have account on that website and wants to buy things

- **Secondary Users**

Website management teams and developers

- **Tertiary Users**

The owner or company of that website

Physical Aspect

- For all age groups and genders
- Blind people might not be able to use this app
- Disable people might require some help to use this app

Phycological Aspect

- multi-language and multi-cultural users
- users will be educated, should have bank account and some money on their account

Activities

The main purpose of this website is to sell products to its customer. There will be lots of activities on it. Users will create an account on it and becomes customer of this website. Then users will search for the items they are looking for. Users will view multiple items related to their search and buy one item that they liked most. Users will add their bank account for the purchase activity. Users can also add the items to their cart. The website teams will be updating their contents frequently to provide latest items to their customers.

Context

Physical Context

All the activities can be done in both indoors and outdoors at any time, at anywhere but it requires functioning electronic device like mobiles, computers, laptops with internet connectivity. Bad internet connectivity might disturb the use of this website and user also might not order things.

Social Context

Users have to provide some required personal details while creating an account on the website. Users can also make account for a team or for an organization and can order things for the organizations.

Organizational Context

There is no restriction on when to use this website. Users can order things in a time specified by the website or anytime if not specified but the delivery will be done at day time.

Technology

This website requires electronic device with good internet connectivity to operate. Users can use mobile, computer or laptops.

Current Technology

- HTML, CSS, JavaScript
- Web frameworks like Django or others

Future Technology

- Fast web frameworks
- Voice command while searching

Computers will be the Input and output devices; mobile will be output device. Website's content can be secured by providing terms and conditions to users.