



A Flutter Project On “BigBasket clone”

In the Partial fulfilment of
**Master of Science –In Information Technology- Integrated
Msc(IT) Semester-9**

Developed By:

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Group No: 4 MscIT_9

Under the Guidance of

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Submitted To:

L.J. School of Computer Applications

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Seat No: _____

This is to certify that Mr.Hansal Nagar of Master of Science (Information Technology) Integrated, Semester 9, Div B, Roll No 35 - has satisfactorily completed her project title BigBasket clone in Flutter Project under the supervision of

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Internal Guide:

Urvika Soni

Head of the Department:

Dr. Jignesh Doshi

Date of Submission:

Plagiarism Declaration

To whom so ever it may concern

I, confirm that **BigBasket clone** Project (document/PPT or Code) is my own work, is not copied from any other person's work (published or unpublished or generated using CHATGPT/AI), and has not previously submitted for assessment either at University or elsewhere. We confirm that we have read and understood the rules regulations on plagiarism in LJ University.

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2	21004500210223	Dhruvil Shah	
3	21004500210221	Raval Dhruv	

Acknowledgement

I would like to take this opportunity to express my sincere gratitude and appreciation to all those who have supported me in the successful completion of my Semester 9 project.

First and foremost, I would like to extend my heartfelt thanks to **Dr. Jignesh Doshi**, Head of the Department, **M.Sc. (Information Technology), LJ School of Computer Applications, LJ University**, for his continuous encouragement, expert guidance, and invaluable support throughout the duration of this project.

I am extremely thankful to my **internal guide, Mr./Ms. Hansal Nagar**, for providing insightful feedback, motivation, and guidance at every stage of the project.

I would also like to acknowledge the contribution of my **external guide, Mr./Ms. [REDACTED]**, whose expertise and suggestions greatly enhanced the quality of my work.

I sincerely appreciate the efforts of all faculty members and lab instructors who provided assistance and support whenever needed.

Lastly, I am grateful to my **family and friends** for their constant support, motivation, and encouragement throughout the project journey.

Enrolment No:- 21004500210240

Name(s) & Signature(s) [Your Name and Signature]

Semester: 9

Project Title: Big Basket Clone

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Enrolment No:- 21004500210223

Name(s): & Signature:- Dhruvil shah

Semester: 9

Project Title: Big Basket Clone

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Enrolment No:- 21004500210221

Name(s): & Signature:- Raval Dhruv

Semester: 9

Project Title: Big Basket Clone



Commitment Form

I assure you that following are the components on which we worked in the said project titled **Big Basket Clone**. Further we confirm that we have read and understood the rules and regulations of UFM in LJU.

Student 1

Enrolment No.: 21004500210240

Division: B

Roll No. :54

Name of the student: Hansal Nagar

Se No.	Name of the Components	Sr. No	Name of the Components
1.	Home Screen (home_screen.dart)	16.	Admin Orders Screen (admin_orders_screen.dart)
2.	Payment Screen (payment_screen.dart)	17.	Admin Products Screen (admin_products_screen.dart)
3.	Orders Screen (orders_screen.dart)	18.	Add/Edit Product Screen (add_edit_product_screen.dart)
4.	Order Details Screen (order_details_screen.dart)	19.	Subscriptions - Back + add button
5.	Order Tracking Screen (order_tracking_screen.dart)	20.	Gift Cards - Back + gift card button
6.	Profile Screen (profile_screen.dart)	21.	Live Chat - Back + more options (with avatar in title)
7.	Address Screen (address_screen.dart)	22.	Blog & News - Back + search + bookmark buttons
8.	Order History Screen (order_history_screen.dart)	23.	Loyalty Points - Back + history button
9.	Order Receipts Screen (order_receipts_screen.dart)	24.	Quick Reorder - Back + refresh button
10.	Receipt Detail Screen (receipt_detail_screen.dart)	25.	Recipes - Back + search + filter buttons
11.	Login Screen (login_screen.dart)	26.	
12.	Signup Screen (signup_screen.dart)	27.	
13.	OTP Screen (otp_screen.dart)	28.	
14.	Admin Dashboard (admin_dashboard.dart)	29.	
15.	Admin Analytics Screen (admin_analytics_screen.dart)	30.	

Date:

Signature: _____



I assure you that following are the components on which we worked in the said project titled **Big Basket Clone**. Further we confirm that we have read and understood the rules and regulations of UFM in LJU.

Student 1

Enrolment No.: 21004500210223

Division: B

Roll No :54

Name of the student: Dhruvil Shah

Se No.	Name of the Components	Sr. No	Name of the Components
1.	Wishlist Screen (wishlist_screen.dart)	16.	
2.	Settings Screen (settings_screen.dart)	17.	
3.	Notifications Screen (notifications_screen.dart)	18.	
4.	Offers Screen (offers_screen.dart)	19.	
5.	Help Screen (help_screen.dart)	20.	
6.	Checkout Screen (checkout_screen.dart)	21.	
7.	About Us Screen - Simple back button	22.	
8.	Terms & Conditions - Back + info button	23.	
9.	Privacy Policy - Simple back button	24.	
10.	Feedback - Back + send button	25.	
11.	Store Locator - Back + location + map buttons	26.	
12.	Refer & Earn - Back + share button	27.	
13.	Track Delivery - Back + refresh + phone buttons	28.	
14.		29.	
15.		30.	

Date:

Signature: _____



Commitment Form

I assure you that following are the components on which we worked in the said project titled **Big Basket Clone**. Further we confirm that we have read and understood the rules and regulations of UFM in LJU.

Student 1

Enrolment No.: 21004500210221 Division: B

Roll No : 33

Name of the student: Raval Dhruv

Se No.	Name of the Components	Sr. No	Name of the Components
1.	Category Screen (category_screen.dart)	16.	
2.	Cart Screen (cart_screen.dart)	17.	
3.	Search Screen (search_screen.dart)	18.	
4.	Product List Screen (product_list_screen.dart)	19.	
5.	Product Detail Screen (product_detail_screen.dart)	20.	
6.	Contact Us - Back + phone + email buttons	21.	
7.	FAQ - Back + search button	22.	
8.	Reviews & Ratings - Back + filter button	23.	
9.	Compare Products - Back + clear button	24.	
10.	Recently Viewed - Back + delete button	25.	
11.	Returns & Refunds - Back + help button	26.	
12.		27.	
13.		28.	
14.		29.	
15.		30.	

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1. INTRODUCTION

In today's digital world, people prefer accessing Big Basket through mobile applications rather than traditional media such as newspapers or television. Mobile apps provide **faster, personalized, and interactive** Big Basket updates. This project focuses on developing a **Big Basket app** using **Flutter technology**, which allows cross-platform support (Android, iOS, and Web) from a single codebase.

1.1 Existing System

Currently, Many websites are available like the same one.

BUT

- These applications provide real-time updates.
- However, some apps have a complex user interface (UI).
- Many apps lack proper authentication and personalization.
- Most existing systems require separate development for different platforms (Android and iOS).

1.2 Need for the New System

The new system is required to overcome the limitations of existing systems.

- Provide a **user-friendly and interactive UI**.
- Support **cross-platform development** using a single codebase.
- Include **authentication features** like normal login and social login (Google, Facebook, LinkedIn).
- Allow users to **update their profiles and customize Big Basket preferences**.
- Deliver a **lightweight and fast** mobile Big Basket app.

1.3 Objective of the New System

- To develop a **beginner-friendly Flutter-based Big Basket**.
- To implement **authentication and profile management**.
- To display **real-time Big Basket** on the dashboard/home page.
- To provide **cross-platform compatibility** for Android, iOS, and Web.
- To enhance the **user experience** with a simple and modern UI design.

1.4 Problem Definition

Traditional methods of accessing Big Basket are slow and less interactive. Existing Big Basket apps are often complex and limited to single platforms. There is a need for a **cross-platform application** that is simple, customizable, and provides real-time Big Basket to users in a modern way.

1.5 Scope of the Project and Core Components Scope:

- Development of a **cross-platform Big Basket app** using Flutter.
- Provide essential modules like authentication, profile update, and personalized dashboard.
- Implement category-wise Big Basket like Sports, Politics, Technology, Entertainment, etc.
- Beginner-level implementation with the possibility of future enhancements.

Core Components:

1. **Splash Screen** – Startup screen of the app.
2. **Landing Page** – Introduction to the app.
3. **Authentication** – Login/Signup with validations and social logins (Google, Facebook, LinkedIn).
4. **Profile Update** – Users can update their personal details.
5. **Dashboard/Home Page** – Displays latest Big Basket feeds and categories.
6. **Search & Filter (Optional)** – To find specific Big Basket .s.

1.6 Project Profile

- **Project Title:** Big Basket App
- **Technology Used:** Flutter Framework, Dart Language
- **Backend (Optional):** Firebase / Big Basket API integration
- **Platform:** Android, iOS, Web
- **Tools & IDE:** Visual Studio Code, Android Studio, GitHub for version control

1.7 Assumptions and Constraints

Assumptions:

- Users will have a stable internet connection.
- Users' devices support Android or iOS platforms.

Constraints:

- Without internet connectivity, the app will have limited functionality.
- Advanced features like **push notifications** or **AI-based Big Basket recommendations** may not be included in the first version.

1.8 Advantages and Limitations of the Proposed System

Advantages:

- Cross-platform support (single codebase for Android, iOS, and Web).
- Fast and lightweight application.
- Beginner-friendly project for learning Flutter.
- Easy to scale and integrate with APIs.

Limitations:

- Limited offline support.
- No push notification in the initial version.
- Real-time updates depend on external APIs.

1.9 Proposed Time Line Chart

Phase 1: Planning & Requirement Analysis

Duration: Week 1

- Define app purpose and features (Big Basket categories, authentication, bookmarking, etc.)
- Research APIs (e.g., Big Basket API, Google Big Basket, custom backend).
- Create wireframes & UI sketches.

Phase 2: UI/UX Design

Duration: Week 2

- Design splash screen, landing page, login/signup screens.
- Dashboard design (cards, Big Basket list, trending section).
- Profile & settings pages.

Phase 3: Authentication & Backend Setup

Duration: Week 3–4

- Implement email/password login.
- Integrate Gmail, Facebook, LinkedIn authentication (Firebase Auth / OAuth).
- Setup database (Firebase Firestore / MySQL API).

Phase 4: Core Development

Duration: Week 5–7

- Build Home/Dashboard (API integration with Big Basket feed).
- Category filters (Sports, Politics, Tech, Entertainment).
- Bookmark/Save .s feature.
- Profile update and settings.

Phase 5: Testing & Debugging

Duration: Week 8

- Unit testing (API calls, authentication).
- UI testing (navigation, responsiveness).
- Fix bugs & optimize performance.

Phase 6: Deployment & Enhancement

Duration: Week 9–10

- Deploy app on Play Store/TestFlight.
- Collect feedback from users.

2. REQUIREMENT DETERMINATION & ANALYSIS

2.1 Requirement Determination

The requirement determination phase is used to identify what is needed to develop the Big Basket App effectively. Both **functional** and **non-functional requirements** are considered.

Functional Requirements (What the system should do):

1. Splash Screen should load first when the app is opened.
2. User should be able to **sign up** with email and password.
3. User should be able to **login** with:
 - o Normal Login (Email & Password)
 - o Social Login (Google, Facebook, LinkedIn)
4. Profile Update module should allow editing of user details.
5. Home/Dashboard page should display **Big Basket .s** (by categories such as Sports, Politics, Entertainment, Technology).
6. User should be able to **search/filter Big Basket** (optional).

7. Logout functionality should be provided.

Non-Functional Requirements (How the system should work):

1. The app should be **cross-platform** (Android, iOS, Web).
2. The UI should be **responsive, user-friendly, and lightweight**.
3. Authentication should be **secure** using proper validations.
4. The app should **fetch live Big Basket** from an API (e.g., Big Basket API or Firebase).
5. The system should ensure **data privacy** and protect user credentials.

2.2 Targeted Users

The Big Basket App is designed for a wide range of users who prefer accessing Big Basket digitally.

- **General Users** – People who want quick and reliable Big Basket updates.
- **Students & Young Professionals** – Users who rely on technology for day-to-day updates.
- **Working Professionals** – For those who need category-wise Big Basket such as Business, Technology, or Politics.
- **Flutter Beginners (Developers)** – This project also targets beginners who want to learn Flutter by building a real-world application.

2.3 Requirement Specification

The requirement specification defines the **hardware, software, and operational needs** of the project.

A. Hardware Requirements:

- Minimum 4 GB RAM (8 GB recommended).
- Processor: Intel i3 or higher.
- Storage: At least 2 GB free disk space.
- Mobile Device (Android/iOS) for testing.

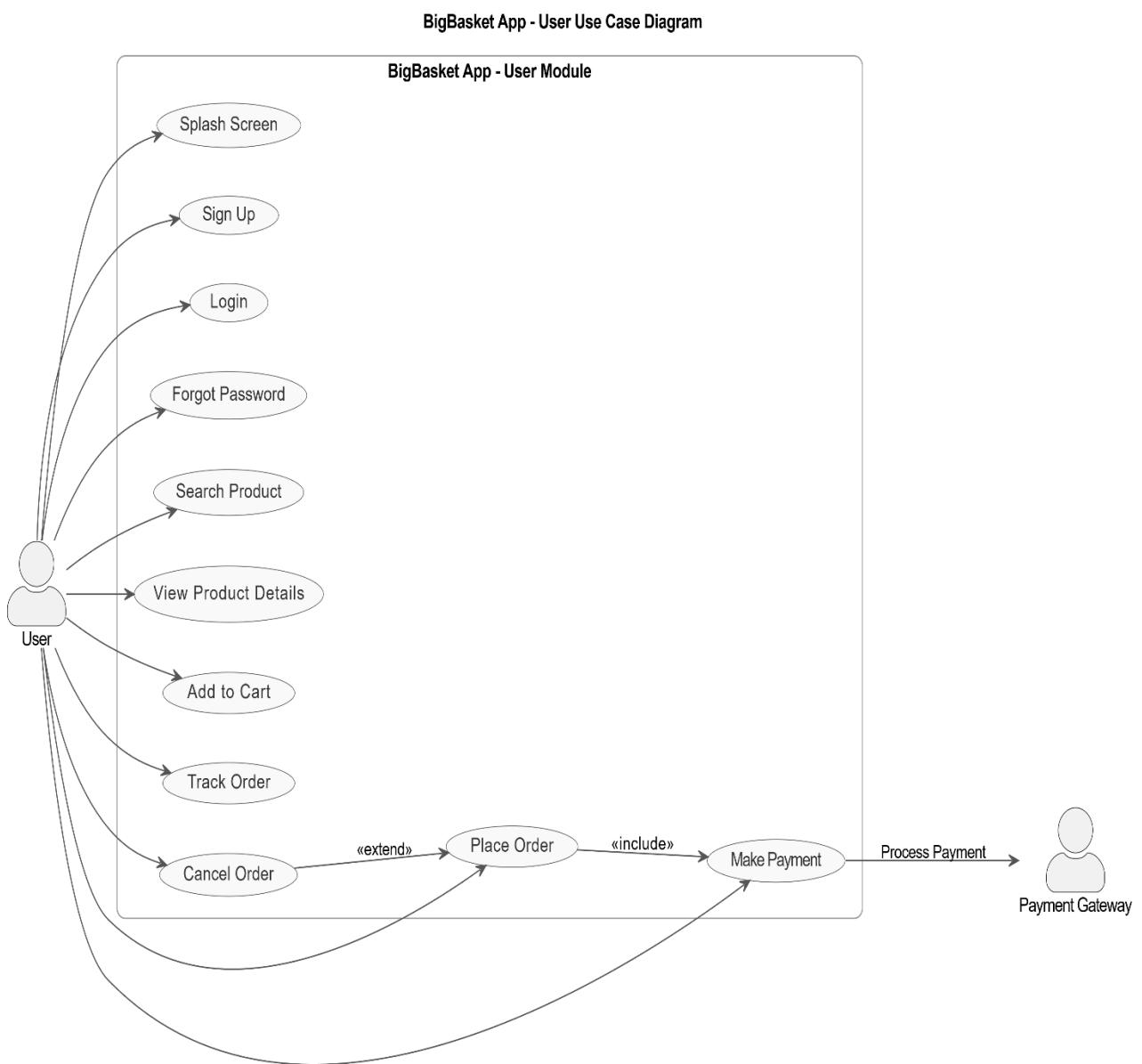
B. Software Requirements:

- Operating System: Windows 10/11, macOS, or Linux.

- Flutter SDK (latest version).
- Dart Language support.
- Visual Studio Code / Android Studio.
- Emulator (Android/iOS) or Physical device for testing.
- Firebase/Big Basket API integration for Big Basket fetching and authentication.

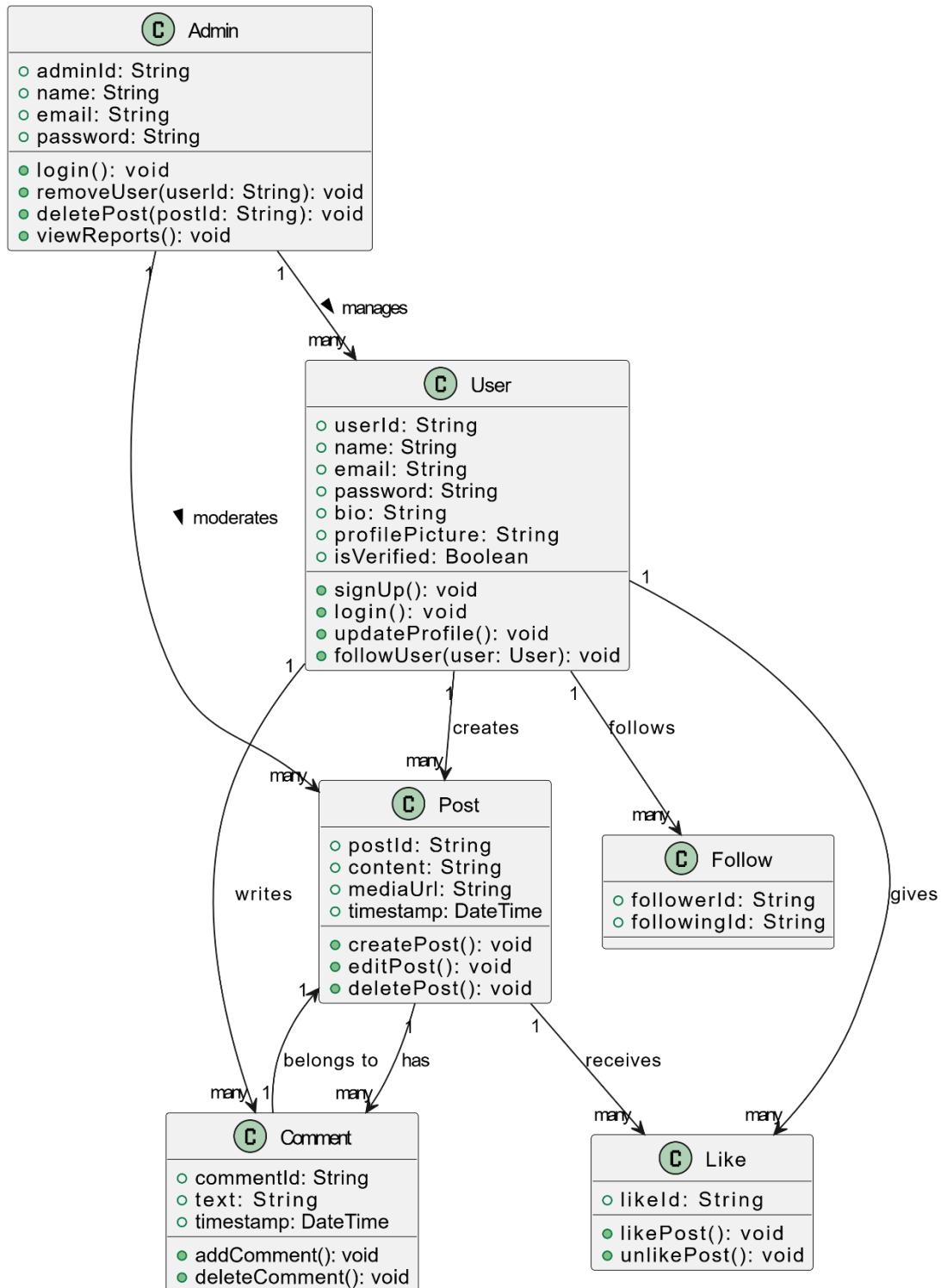
3. SYSTEM DESIGN

3.1 Use Case Diagram

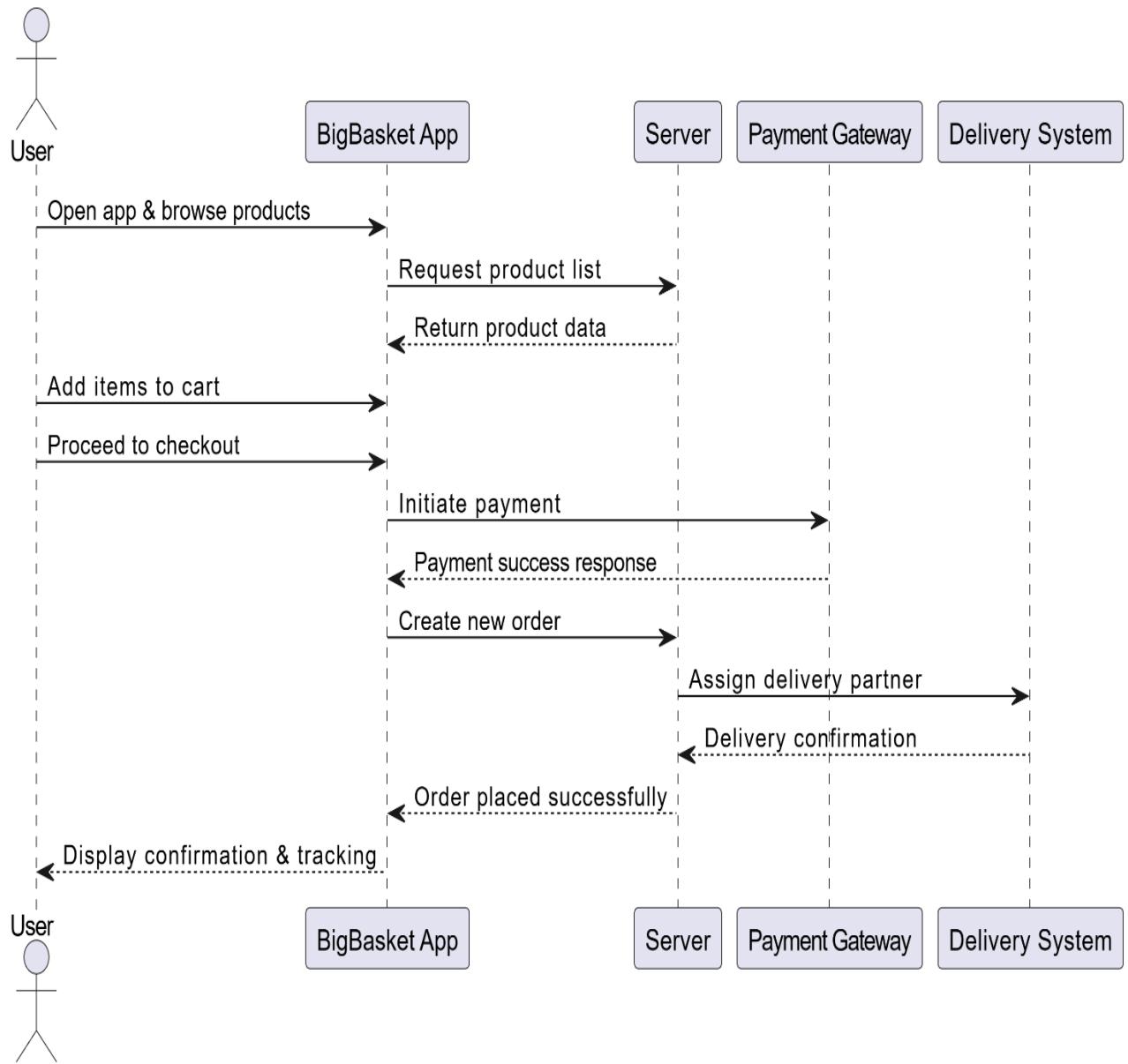


3.2 Class Diagram

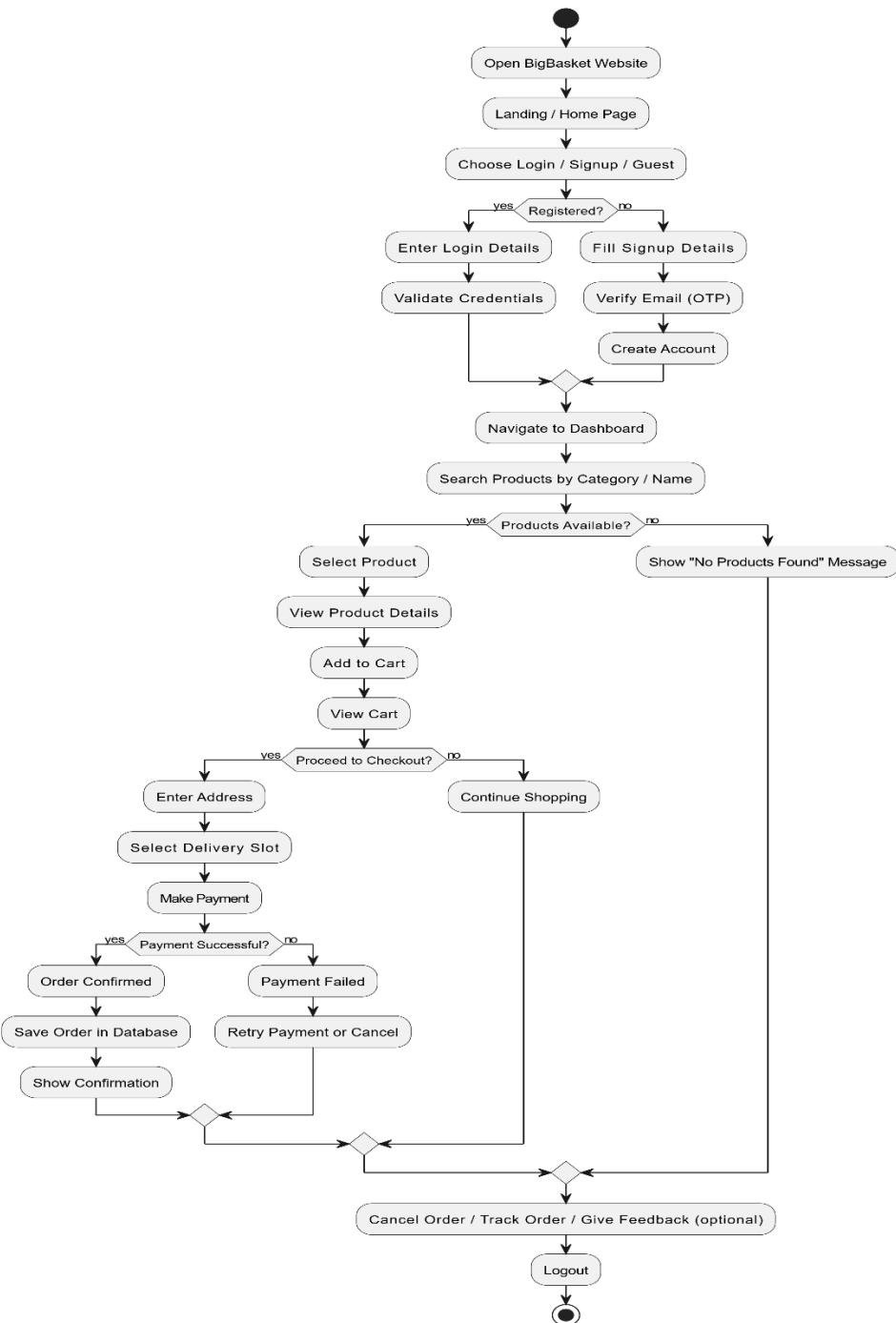
BigBasket Clone - Class Diagram with Admin Components



3.3 Interaction Diagram



3.4 Activity Diagram



3.5 Data Dictionary

Field Name	Data Type	Description	Example
userId	String/UUID	Unique User ID	U1234
name	String	User Full Name	Dhruvil Shah
email	String	User Email (unique)	user@gmail.com
password	String (hashed)	Encrypted password	*****
profilePicture	String (URL)	Profile picture path	https://img.com/pic
.Id	String	Unique ID for Big Basket .	A567
title	String	Title of Big Basket .	“Flutter 3 Released”
description	Text	. content	...
category	String	Big Basket category (Sports, Tech, etc.)	Technology
publishedDate	DateTime	Date . published	2025-08-20
source	String	Big Basket Source	BBC, TOI

3.7 Test Cases

Test Case ID	Description	Input	Expected Output	Result
TC01	User Login (Valid)	Email + Password	Redirect to Dashboard	Pass
TC02	User Login (Invalid)	Wrong Password	Show error “Invalid Login”	Pass
TC03	Social Login (Google)	Click Google Button	Logged in with Google Account	Pass
TC04	Profile Update	Change Name/Picture	Updated in Database	Pass
TC05	Fetch Big Basket by Category	Search “Groceries”	Display Big Basket groceries	Pass
TC06	Search Big Basket	Keyword “online Groceries”	Show with BigBasket logo	Pass

3.8 Report Design

1. Title Page

- Project Title: *Big Basket App using Flutter Technology*
- Your Name & Enrollment Number
- Course & Semester (e.g., MSc IT – Final Year)
- Supervisor / Guide Name
- University / Institute Name
- Date of Submission

2. Certificate

- Signed by Project Guide / Head of Department.

3. Acknowledgment

- Express gratitude to mentors, faculty, family, and friends.

4. Abstract

- A concise summary (200–300 words) highlighting:
 - Purpose of the app
 - Technology stack (Flutter, Firebase, APIs)
 - Key features (authentication, Big Basket categories, bookmarking, profile)
 - Outcomes and benefits

5. Table of Contents

- Chapters with page numbers.

6. Introduction

- Background of mobile applications.
- Importance of real-time Big Basket apps.
- Why Flutter was chosen (cross-platform, single codebase, UI flexibility).

7. Objectives of the Project

- Deliver Big Basket in real-time using API integration.
- Provide secure authentication.
- Support bookmarks & personalization.
- Ensure smooth UI/UX across Android and iOS.

8. Literature Review

- Existing Big Basket apps (Google Big Basket, Inshorts, DailyHunt).
- Gaps in existing systems.
- Justification for creating this app.

9. System Analysis

- Requirement Analysis
 - Functional requirements (Login, Fetch Big Basket, Bookmark).
 - Non-functional requirements (Performance, Security, Scalability).
- Feasibility Study
 - Technical feasibility (Flutter, Firebase).
 - Economic feasibility.
 - Operational feasibility.

10. System Design

- Architecture Diagram (Client ↔ API ↔ Database).
- ER Diagram / Data Flow Diagram.
- Sequence Diagram (already created earlier).
- UI Wireframes (Splash screen, Dashboard, Profile).

11. Implementation

- Technology Stack: Flutter, Dart, Firebase Auth, Firestore, REST APIs.
- Modules Developed:
 1. Splash & Landing Screen
 2. Authentication (Email, Gmail, Facebook, LinkedIn)
 3. Dashboard / Big Basket Feed
 4. Categories & Search
 5. Bookmarks
 6. Profile Management

12. Testing

- Testing Methods: Unit testing, Integration testing, UI testing.
- Test Cases: Login validation, API failure handling, bookmark persistence.
- Bug fixing & performance optimization.

13. Proposed Timeline

- Include the timeline table (we created earlier: 10 weeks plan).

14. Results & Screenshots

- Show app screenshots (Splash screen, Big Basket feed, Bookmarks).
- Performance results (loading speed, responsiveness).

15. Future Enhancements

- Dark mode.
- Push notifications.
- AI-based Big Basket recommendations.
- Offline Big Basket reading.

16. Conclusion

- Summarize the achievements and learning outcomes.

17. References / Bibliography

- Books, research papers, .s, API docs, Flutter official docs.

18. Appendix

- Source code snippets.
- Extra diagrams (if any).

4. DEVELOPMENT

4.1 Appropriate Naming Conventions

- All class names follow PascalCase (e.g., Big Basket., DashboardPage).
- Variables and function names follow camelCase (e.g., fetchBig BasketByCategory, .Title).
- File names follow snake_case (e.g., Big Basket_service.dart, login_screen.dart).
- Constants are written in UPPERCASE (e.g., API_KEY, BASE_URL).

4.2 Use of Proper Comments

- Single-line comments (//) are used to explain logic and function usage.
- Multi-line comments /* ... */ describe workflows or blocks of code.
- Documentation comments (///) are used above classes, methods, and APIs for better readability and maintainability.

4.3 Proper Implementation of Business Logic

- API integration and data processing are handled inside Service classes (Big Basket_service.dart).
- Authentication logic (login, signup, logout) is centralized in auth_service.dart.
- State management is handled using Provider / Riverpod / Bloc (based on choice).
- Business logic (fetching and filtering Big Basket) is separated from UI, ensuring reusability and scalability.

4.4 Separation of Business Logic and Page View

- MVC or MVVM style architecture is followed.
- Models/ folder contains data models (Big Basket_.dart).
- Services/ folder contains API/business logic (Big Basket_service.dart).
- Screens/ folder contains UI pages (dashboard.dart, login.dart).
- View (UI) and Controller/Provider (logic) are kept separate to ensure clean code and easier maintenance.

4.5 Navigation (Flow of Control Across Pages)

- Flutter's Navigator is used for screen transitions.
- Navigation flow:
SplashScreen → Login/Signup → Dashboard → Category List → . Details → Logout.
- Named routes are defined in main.dart for consistency.
- Back navigation is supported for user-friendly experience.

4.6 Server-Side Validations (wherever required)

- Login credentials are validated with the server API.
- Only valid API keys and tokens can fetch Big Basket.
- Duplicate user registration is prevented via server-side checks.
- Token-based authentication ensures security.

4.7 Client-Side Validations (wherever required)

- Email and password format checked before sending to server.
- Empty fields (login, signup, search) are restricted.
- Error messages shown in case of invalid input.
- Search queries are validated (minimum characters) before API calls.

5. AGILE DOCUMENTATION

5.1 Agile Project Charter

Project Name	BigBasket Clone
Stakeholders	Customers, Developers, Admins, Vendors
Project Start Date	07-07-2025
Project Completion Date	15-10-2025
Project Status	Completed

Project Scope: The BigBasket Clone project successfully developed a cross-platform Flutter application allowing users to browse groceries, add items to the cart, place orders, track deliveries, and make secure online payments. The system provides real-time inventory management, user authentication, and order tracking to enhance shopping convenience.

Project Mission: To digitalize grocery shopping by providing a fast, secure, and user-friendly mobile platform where customers can order groceries from home, ensuring reliability, scalability, and affordability.

Project Outcome: A fully functional Flutter-based grocery application (BigBasket Clone) was delivered, tested, and optimized for real-time performance, ensuring smooth experience for users, admins, and vendors. The system is now ready for deployment and future scalability.

5.2 Agile Roadmap / Schedule

Sprint	Module / Feature	Description / Tasks
Sprint 0	Project Setup	Set up Flutter environment, Node.js backend, SQL database, and Git version control.
Sprint 1	User Authentication	Implement user signup/login, password reset, and session management.
Sprint 2	Product Browsing	Develop search and filtering for groceries with dynamic inventory updates.
Sprint 3	Cart & Checkout	Implement cart management, order summary, and checkout process.
Sprint 4	Payment Gateway	Integrate UPI, Cards, Net Banking; handle payment success/failure.
Sprint 5	Order Tracking	Enable order tracking, notifications, and delivery updates.
Sprint 6	Profile & Admin Management	User profile editing, admin panel for managing users, products, and orders.

5.3 Agile Project Plan

Sprint	Task Name	Duration	Start Date	Finish Date
Sprint #1	Setup Environment & Backend	3 days	07-07-2025	09-07-2025
Sprint #2	User Authentication	5 days	10-07-2025	15-07-2025
Sprint #3	Product & Cart Module	6 days	16-07-2025	22-07-2025
Sprint #4	Checkout & Payments	5 days	23-07-2025	27-07-2025
Sprint #5	Order Tracking & Notifications	5 days	28-07-2025	01-08-2025
Sprint #6	Testing & Deployment	4 days	02-08-2025	05-08-2025

5.4 Agile User Stories

1. As a user, I want to sign up and log in, so that I can access personalized Big Basket.
2. As a user, I want to browse Big Basket by category, so that I can read only the topics I'm interested in.
3. As a user, I want to search for Big Basket .s, so that I can find specific topics easily.
4. As a user, I want to view trending Big Basket, so that I stay updated on popular events.
5. As a user, I want to log out, so that my session is secure.

5.5 Agile Release Plan

- Release 1.0 (End of Sprint 2): User Authentication + Basic Dashboard.
- Release 1.1 (End of Sprint 4): Category browsing + . details.
- Release 1.2 (End of Sprint 6): Search & Trending Big Basket integration.
- Release 2.0 (Final): Full testing, deployment, and performance tuning.

5.6 Agile Sprint Backlog

Sprint 1: Setup project, splash screen, UI design.

Sprint 2: Implement login/signup + authentication logic.

Sprint 3: Dashboard + category-wise Big Basket API integration.

Sprint 4: . detail view + search functionality.

Sprint 5: Testing, bug fixes, and final deployment.

5.7 Agile Test Plan

- Test Strategy: Incremental testing after each sprint.
- Test Types:
 - Unit Testing (functions & API calls)
 - Integration Testing (UI ↔ API)
 - System Testing (end-to-end workflow)
 - User Acceptance Testing (feedback from sample users)
- Test Tools: Postman (API testing), Flutter DevTools, Manual testing.

5.8 Earned Value and Burn Charts

- Earned Value (EV): Calculated based on completed features vs planned features per sprint.
- Planned Value (PV): Work scheduled for the sprint.
- Actual Cost (AC): Resources/time spent.
- Burn-down Chart: Shows remaining work vs time for each sprint.
- Burn-up Chart: Tracks completed work against total scope.

6. TESTING

6.1 Testing Method

The testing approach for the Big Basket App follows a bottom-up + iterative method aligned with Agile practices:

1. Unit Testing
 - o Each function (e.g., login(), fetchBigBasketByCategory()) tested individually.
 - o Ensures correctness of logic and API response handling.
 - o Tool: Flutter's built-in flutter_test package.
2. Integration Testing
 - o Tests interactions between modules (e.g., Authentication ↔ Dashboard, Big Basket API ↔ UI).
 - o Ensures that combined components work as expected.
3. System Testing
 - o End-to-end testing of the entire app flow (Login → Dashboard → Read .s → Logout).
 - o Validates functional and non-functional requirements.
4. User Acceptance Testing (UAT)
 - o Conducted with sample users.
 - o Ensures app meets usability, design, and performance expectations.
5. Regression Testing
 - o Performed after each sprint.
 - o Ensures new features do not break existing functionality.

6.2 Test Cases

Test Case ID	Module	Test Scenario	Test Steps	Expected Result
TC001	Authentication	User Login with valid credentials	Enter valid email & password → Click Login	User successfully logs in and navigates to Dashboard.
TC002	Authentication	User Login with invalid credentials	Enter wrong email/password → Click Login	Error message displayed: " <i>Invalid email or password.</i> "
TC003	Authentication	User Signup	Fill signup form → Click Register	New account created → Redirect to Dashboard.
TC004	Dashboard	Display Categories	Login → Navigate to Dashboard	Categories (Politics, Tech, Sports, etc.) are displayed.
TC005	Big Basket Service (API)	Fetch Trending Big Basket	Select “Trending” option	Trending Big Basket .s displayed correctly.
TC006	Big Basket Service (API)	Fetch Big Basket by Category	Select “Technology” category	Tech Big Basket displayed.
TC007	Search	Search functionality	Enter keyword “Flutter” in search bar → Press search	Big Basket .s related to “Flutter” displayed.
TC008	Big Basket .	Open . details	Tap on an .	Full . content opens with title, description, date, and source.
TC009	User Session	Logout functionality	Click Logout button	User session ends → Redirect to Login screen.
TC010	Performance	App response time	Login and load Dashboard	Dashboard loads within 3 seconds.
TC011	Security	Password storage check	Signup/Login with credentials	Password stored securely (hashed, not plain text).

7. PROPOSED ENHANCEMENT

In the future, the Big Basket App can be enhanced with:

- AI-Powered Big Basket Recommendation: Suggest Big Basket based on user's reading habits.
- Offline Reading Mode: Save .s for later access without the internet.
- Push Notifications: Notify users about breaking Big Basket.
- Dark Mode: Provide a light/dark theme switch for better user experience.
- Multilingual Support: Offer Big Basket in regional languages.
- Voice Search Integration: Allow users to search for Big Basket using speech commands.

8. CONCLUSION

The Big Basket App project successfully demonstrates how Flutter technology can be used to build a cross-platform mobile application with essential features like authentication, dashboards, category browsing, and API integration.

It provides a user-friendly interface and ensures faster access to relevant Big Basket. The modular architecture and Agile methodology make it easier to maintain, scale, and enhance.

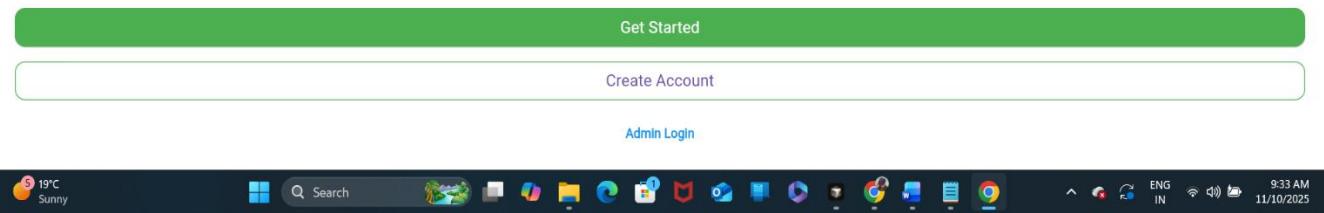
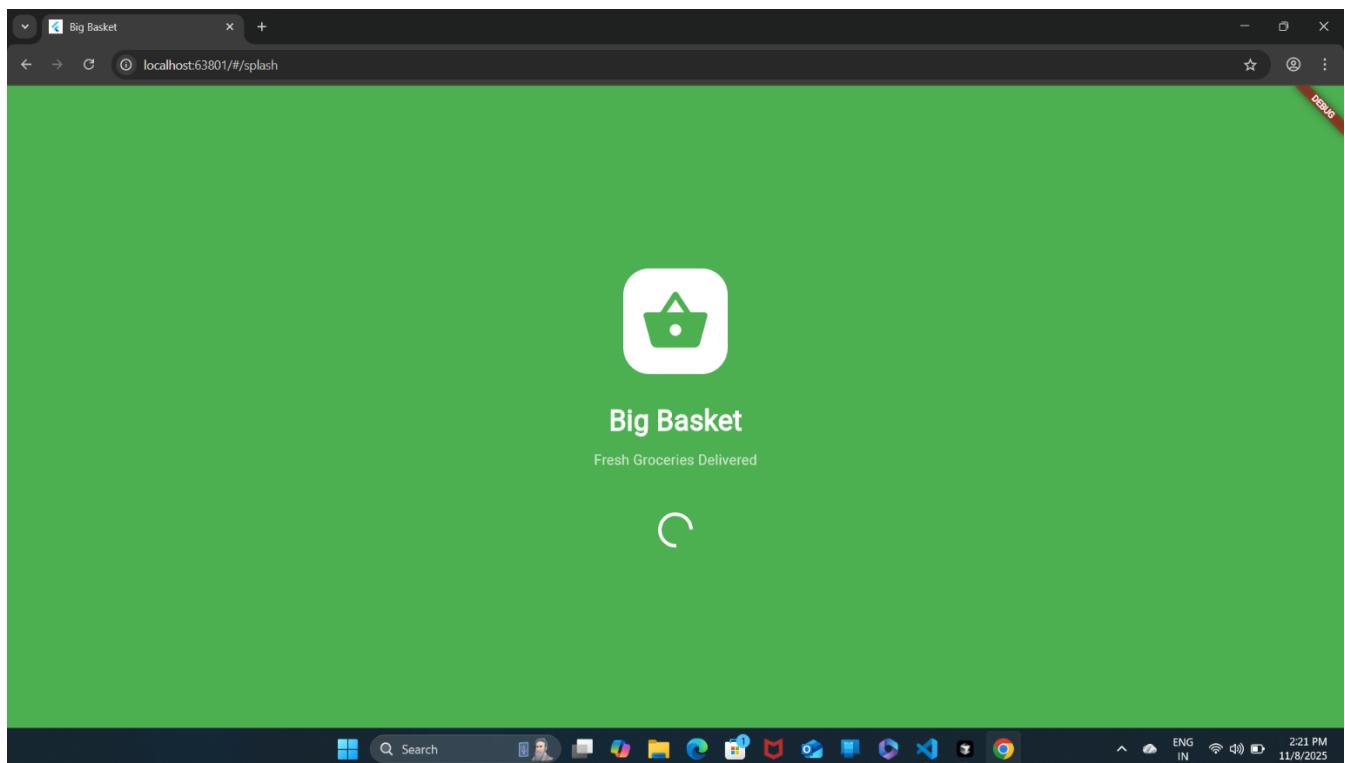
9. PROJECT LEARNINGS

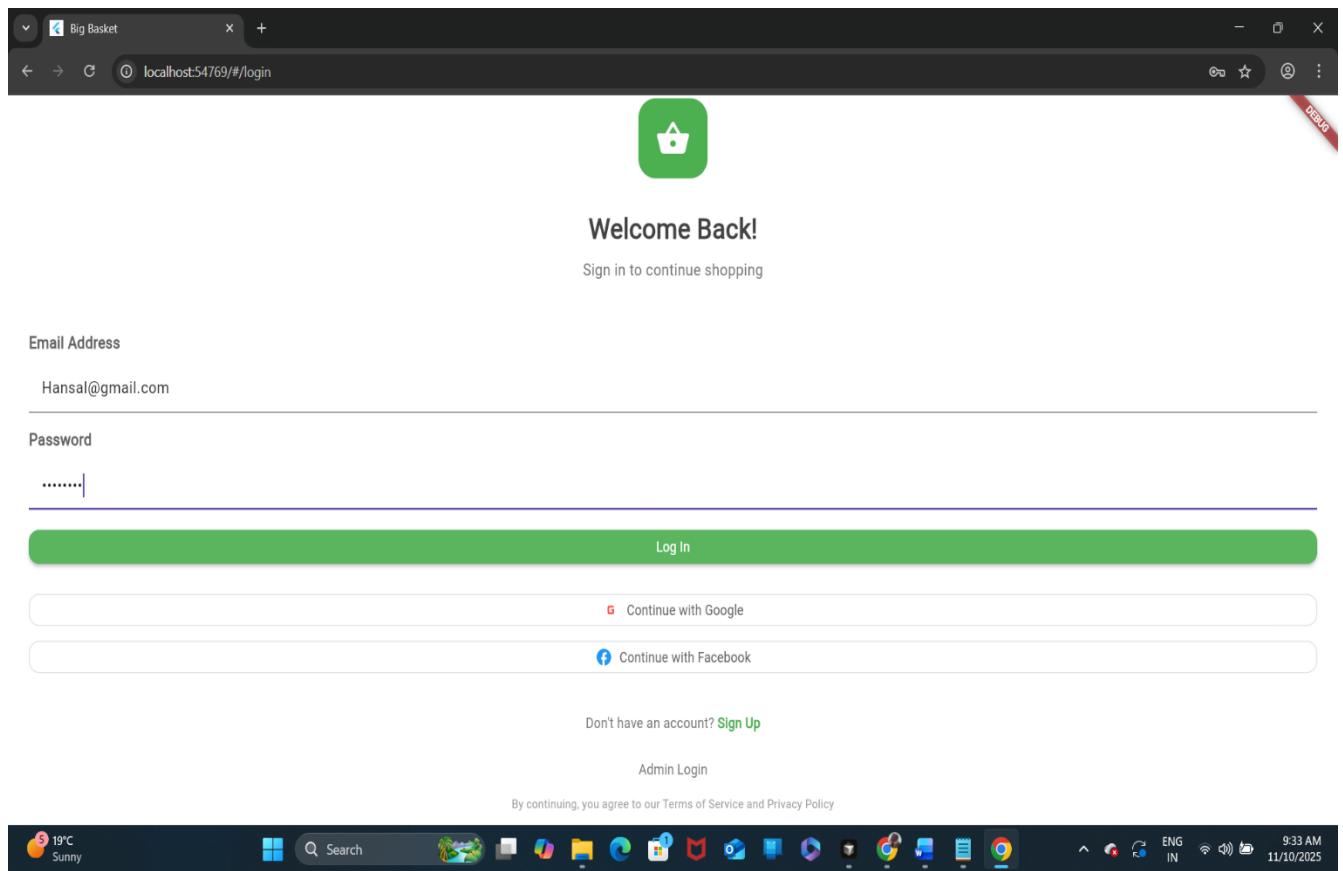
While developing this project, the following learnings were achieved:

- Flutter Framework Mastery: Learned how to design UI and integrate business logic.
- State Management: Understood navigation, data flow, and separation of concerns.
- Authentication Handling: Implemented login/signup with validations.
- API Integration: Learned to fetch and display real-time Big Basket.
- Agile Workflow: Practiced working in sprints, user stories, and test planning.
- Problem-Solving: Gained experience in debugging, testing, and improving UI/UX.

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3. Firebase Authentication Guide – <https://firebase.google.com/docs/auth>
4. Big Basket API Documentation – <https://Big Basketapi.org>
5. Agile Methodology Guide – <https://www.agilealliance.org>
6. TutorialsPoint Flutter – <https://www.tutorialspoint.com/flutter>
7. YouTube Flutter Crash Course by Academind
8. GeeksforGeeks Flutter Tutorials – <https://www.geeksforgeeks.org/flutter>

Screenshot:-



Featured Products

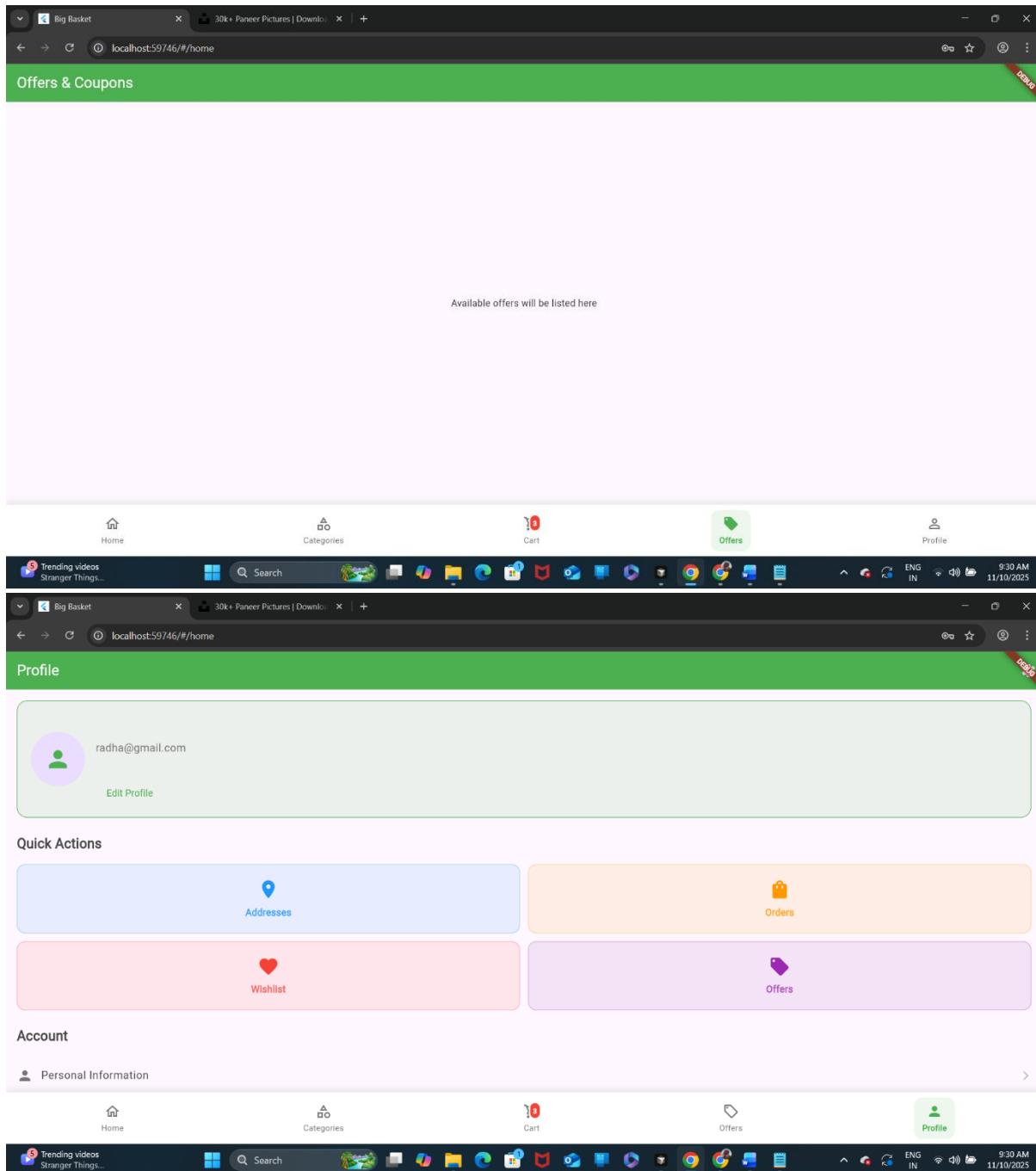
Product	Description	Price	Action
Corn		₹30.00	[+]
Mushroom	Redant	₹40.00	[+]
Tomato		₹50.00	[+]
Milk	Amul	₹35.00	[+]

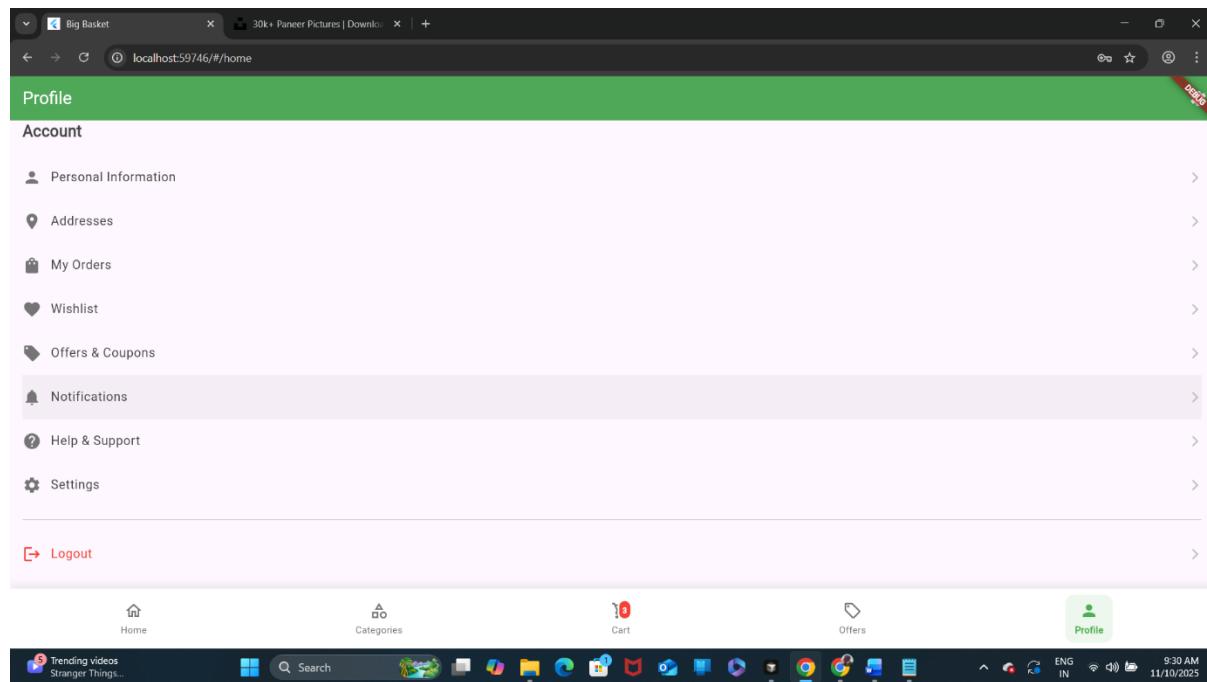
Shopping Cart

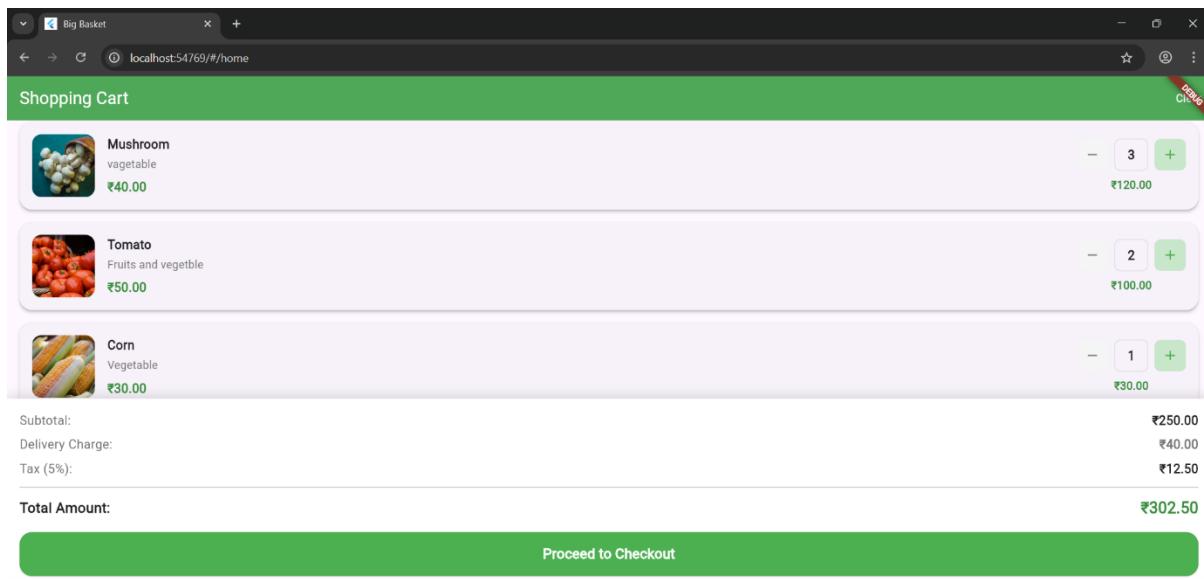
Item	Category	Quantity	Price
Mushroom	vegetable	1	₹40.00
Tomato	Fruits and vegetable	1	₹50.00
Corn	Vegetable	2	₹60.00

Subtotal: ₹150.00
Delivery Charge: ₹40.00
Tax (5%): ₹7.50
Total Amount: ₹197.50

Proceed to Checkout





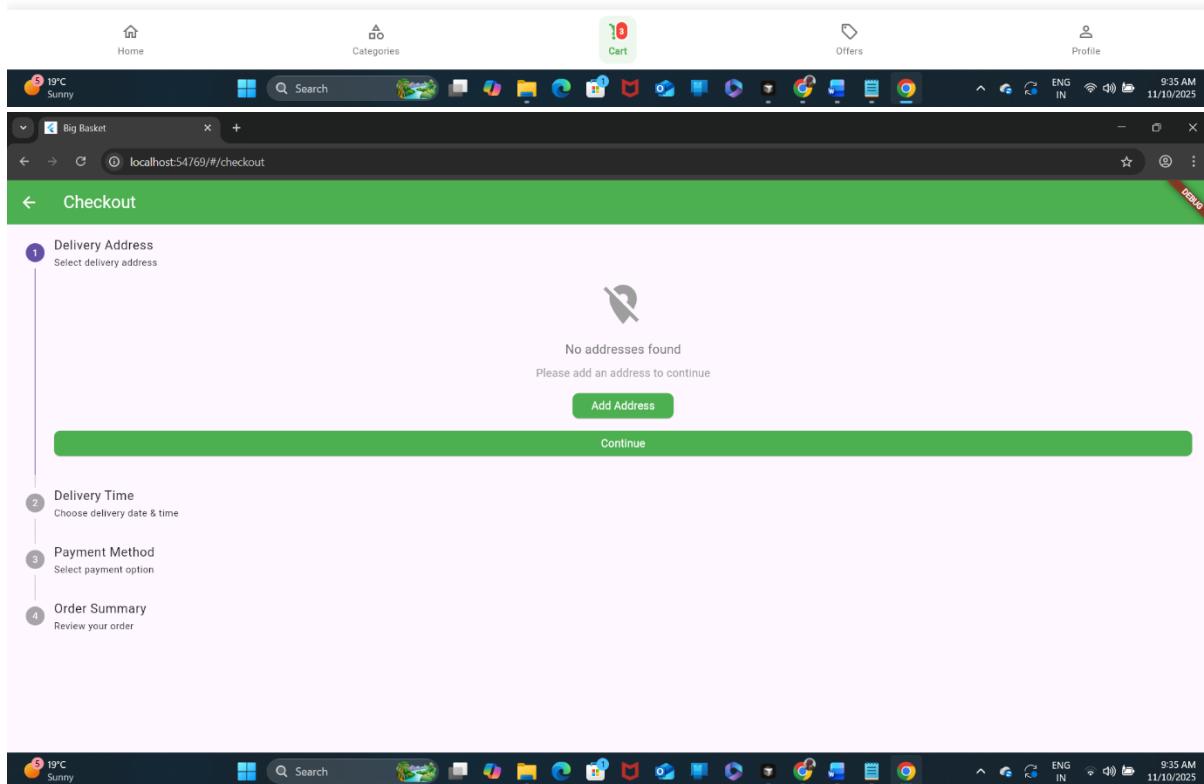


Shopping Cart

	Mushroom vegetable ₹40.00	-	3	+	₹120.00
	Tomato Fruits and vegetable ₹50.00	-	2	+	₹100.00
	Corn Vegetable ₹30.00	-	1	+	₹30.00

Subtotal: ₹250.00
 Delivery Charge: ₹40.00
 Tax (5%): ₹12.50
Total Amount: ₹302.50

Proceed to Checkout



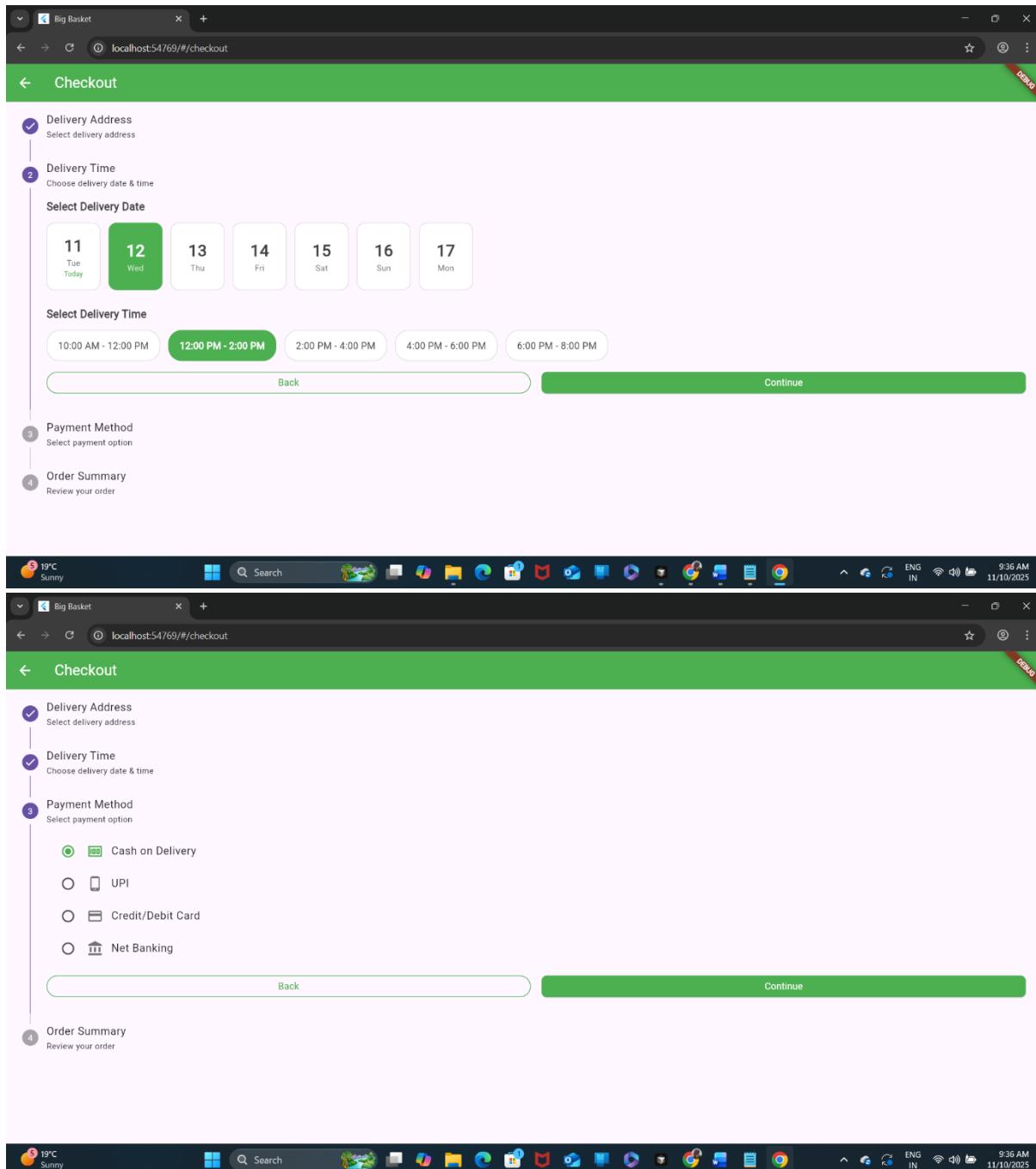
Checkout

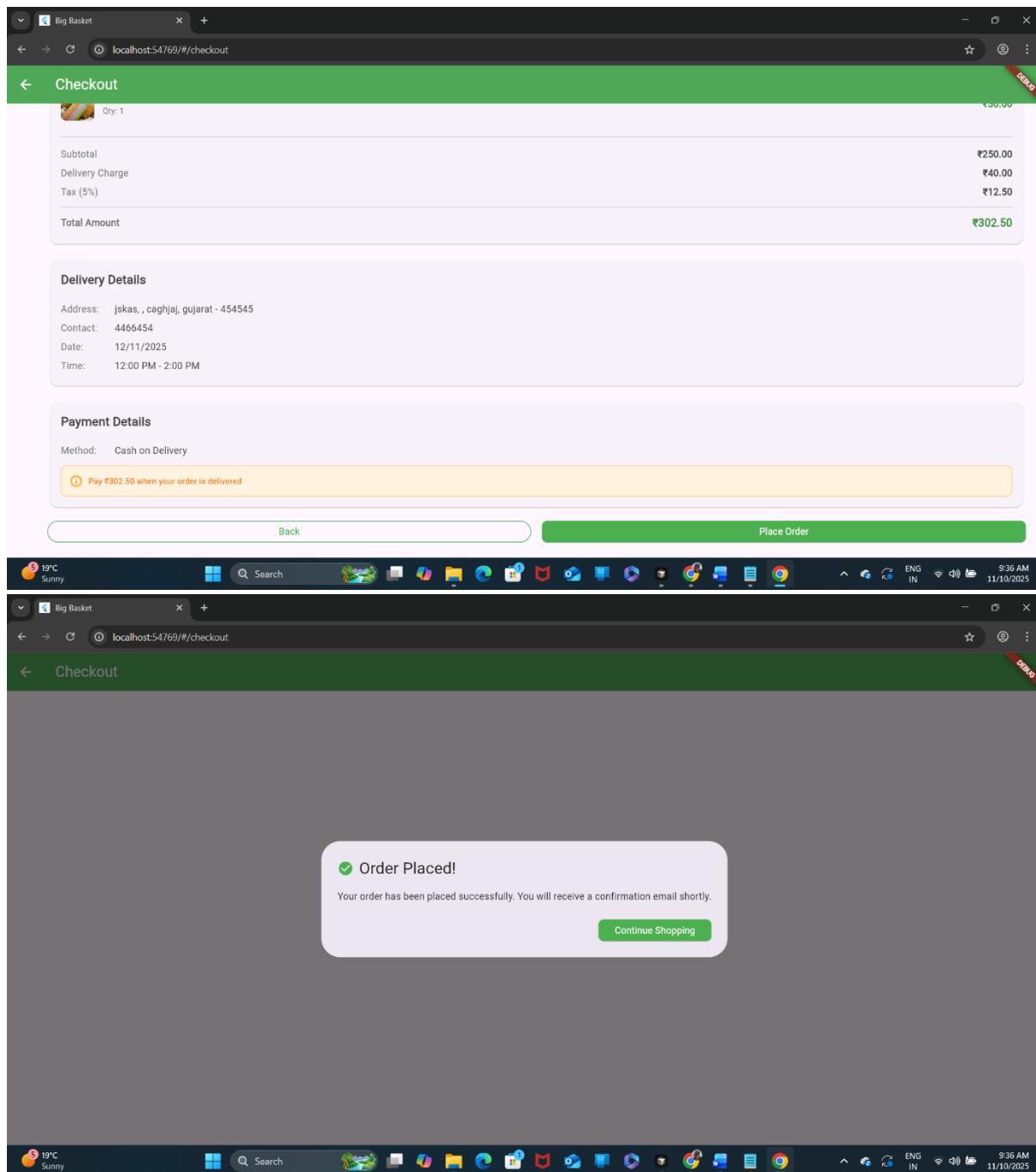
- Delivery Address**
Select delivery address
- Delivery Time**
Choose delivery date & time
- Payment Method**
Select payment option
- Order Summary**
Review your order

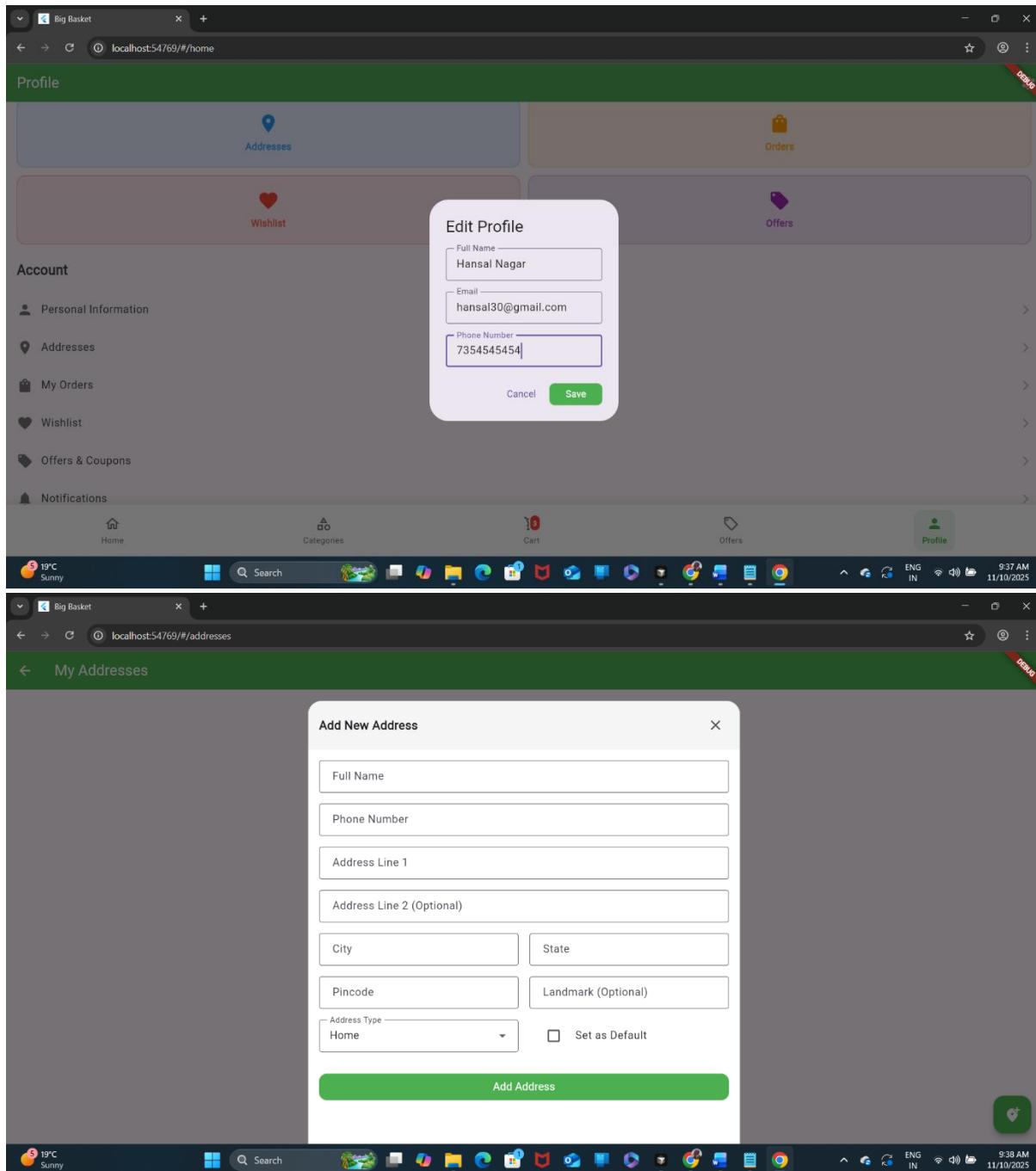
No addresses found
Please add an address to continue

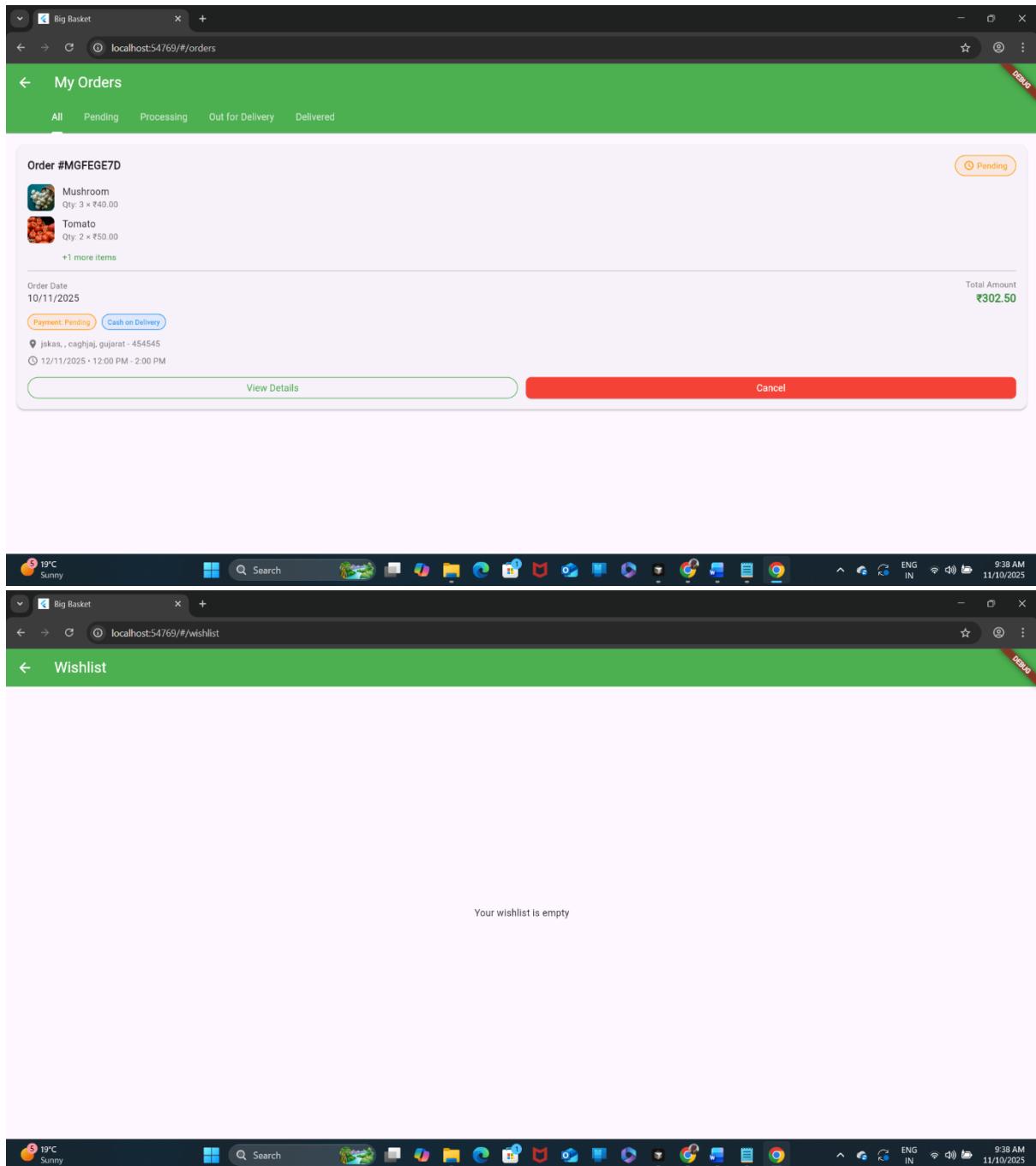
Add Address

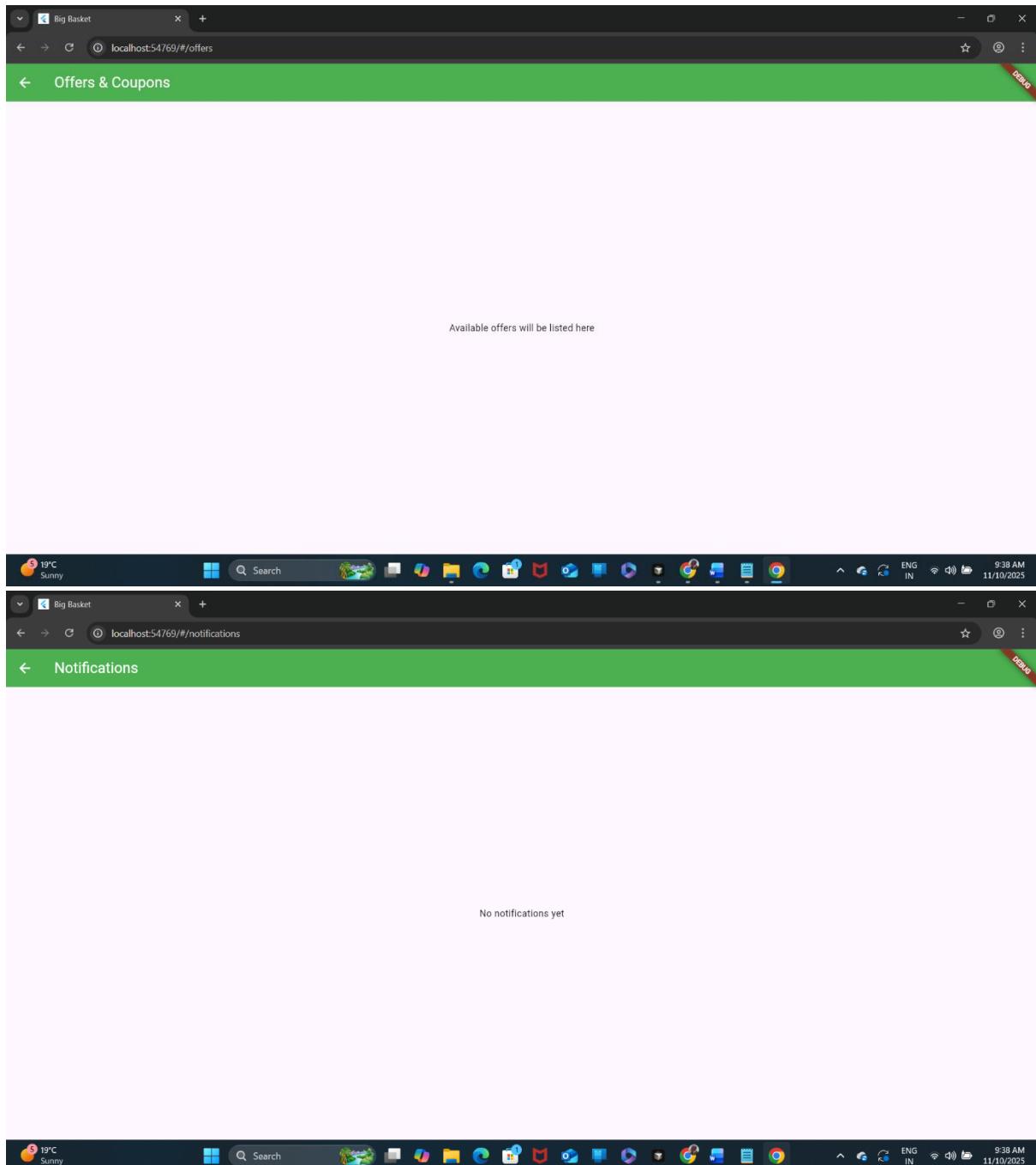
Continue

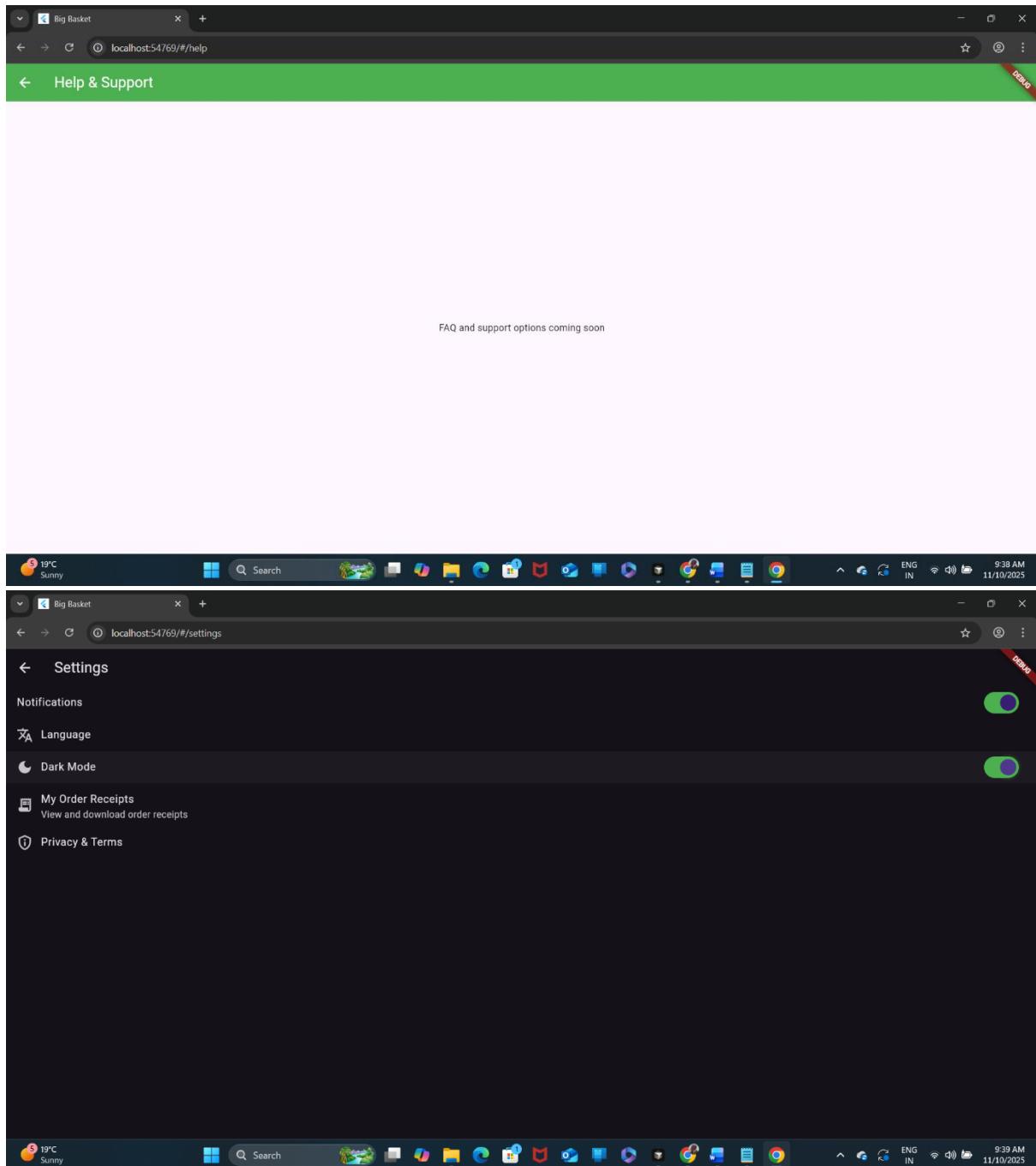


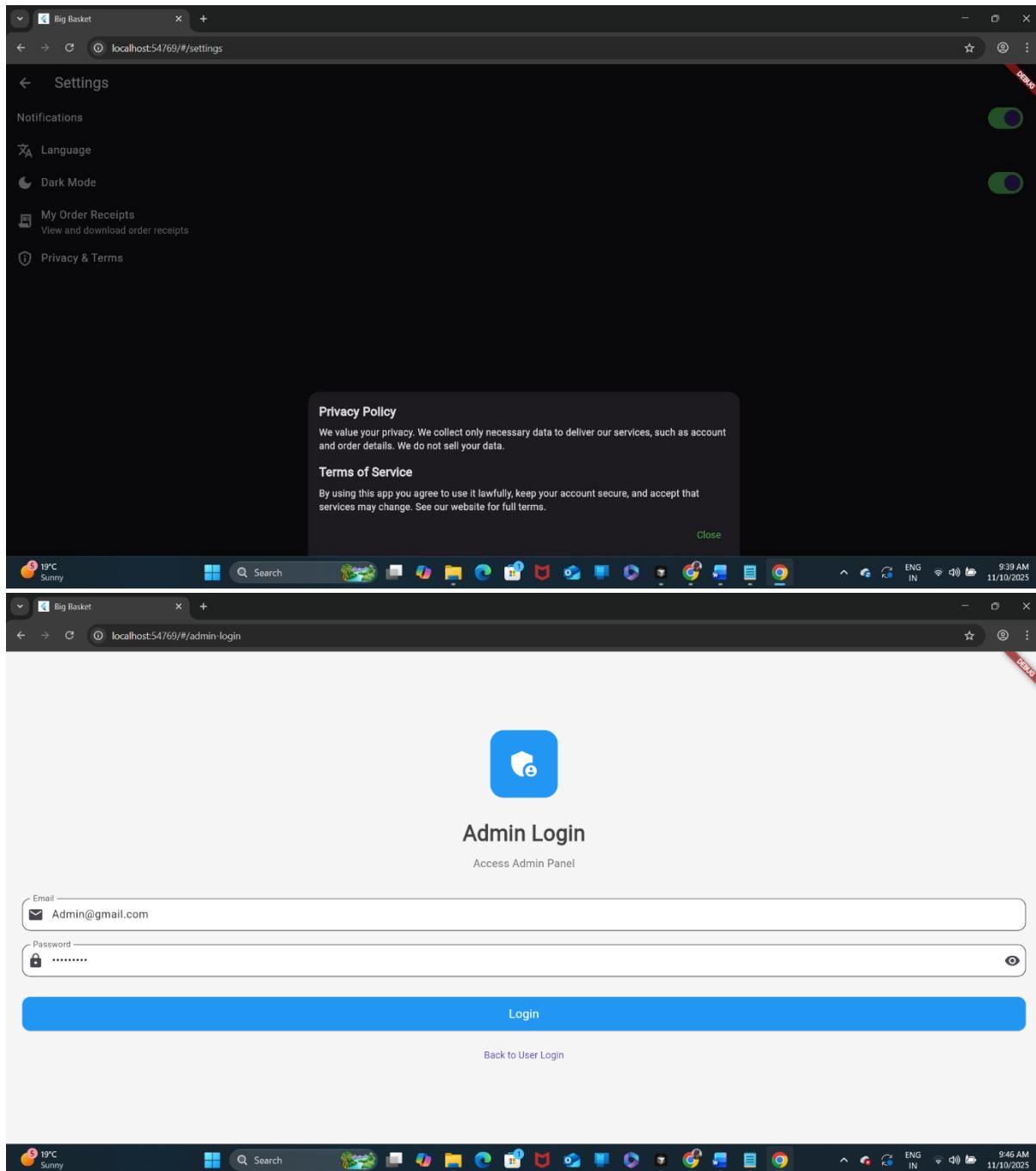


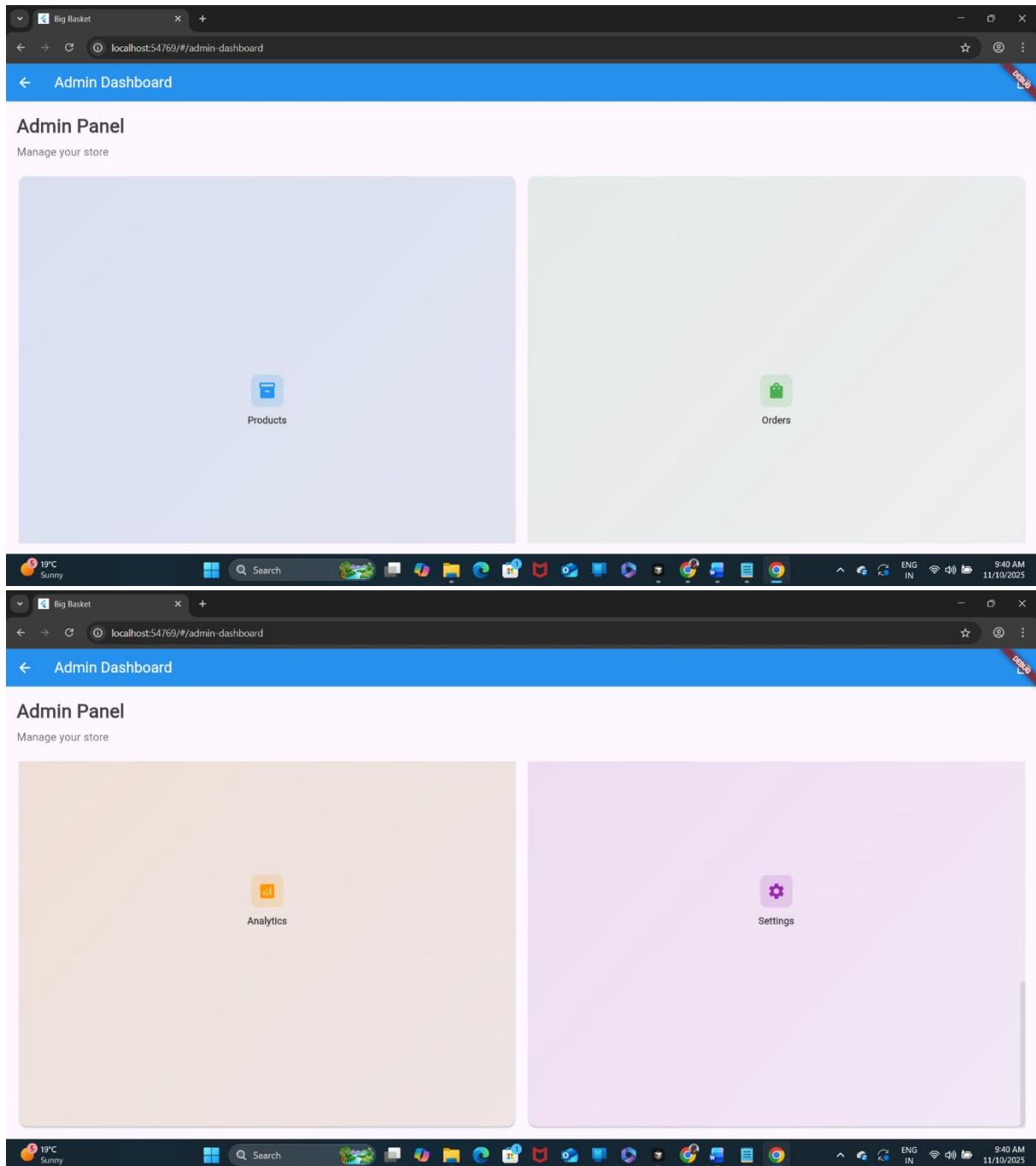












Manage Products

- Corn ₹30 Stock: 500
- Mushroom ₹40 Stock: 15
- Tomato ₹50 Stock: 70
- Milk ₹35 Stock: 150
- Panner ₹100 Stock: 100

Add Product

Product Name

Description

₹ Price (₹) ₹ Original Price (₹)

Image URL

Category Subcategory

Brand Weight/Unit

Stock Quantity Rating

Available (checked)

Organic

Discounted

Order #MGFEGE7D

Customer: null x 2
Total: ₹80
Date: 10/11/2025 09:36

Order #OGPX8A1B

Customer: null x 2
Total: ₹124
Date: 09/11/2025 17:02

Order ID: OGPx8A1BIDz9z1fF2Coz
Customer: dads@gmail.com
Email: dads@gmail.com
Phone: null
Delivery Address: hhhjjjh, hhbjbjnbn, bknbbn, jbmnbbn - 454545
Payment Method: Cash on Delivery
Payment Status: Pending
Total Amount: ₹124
Order Date: 09/11/2025 17:02
Delivery Date: 10/11/2025 17:02

Items:
null x 2 ₹80

Update Order Status

- Pending
- Confirmed
- Processing
- Out for Delivery
- Delivered
- Cancelled

The screenshot displays two windows of a web-based administration interface for a BigBasket clone.

Top Window: Manage Orders

- Order #MGFEGE7D:**
 - Customer: (locked icon)
 - Total: ₹302.5
 - Date: 10/11/2025 09:36
- Order Details (Modal):**

Order ID:	MgFEGe7dCjIC1UY0mgfu
Status:	Confirmed
Total:	₹302.5
Payment:	Cash on Delivery
Address:	jskas, , caghaj, gujarat - 454545
- Items:**
 - null x 3
 - null x 2
 - null x 1
- Buttons:** Update Status, View Details, Close

Bottom Window: Analytics

Store Analytics

Real-time store statistics

- Total Sales:** ₹426.50 (Total revenue from all orders)
- Total Products:** 5 (Products in your store)
- Total Orders:** 2 (All customer orders)

Additional Statistics

- Average Order Value: ₹213.25
- Products per Order: 2.5

The browser taskbar at the bottom shows various application icons, and the system tray indicates it's 9:41 AM on 11/10/2025, the weather is sunny at 19°C, and the system language is ENG IN.