Project Name: "Watch Paradise"
Service Type:
Mobile Application (Android)
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Mammoth Batch
Prepared for:
"HHDP Final Project"

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Acknowledgments

The following people and groups deserve my deepest gratitude for their invaluable contributions to the creation and finishing of the Online Watch Shopping Mobile Application:

Abstract

The Online Watch Shopping Mobile Application seeks to give consumers an easy way to browse, and buy watch on their mobile devices. It does this by offering an intuitive and effective platform. This paper contains the Online Shopping System's specific needs.

List of Tables

Introduction

Online purchasing has ingrained itself into our everyday lives in the digital age, and the literary world is no different. We suggest creating a state-of-the-art mobile application for online watch shopping in response to the growing demand for easy, customised online watch shopping experiences. This programme seeks to meet the many demands of watch aficionados by offering them an easy-to-use platform on which to browse, buy, and interact with a wide selection of literary works.

Background

The convenience of online watch shopping is gradually replacing the conventional brick-and-mortar model of watch stores as technology continues to change customer behaviour. The proposed application aims to close this gap by providing a thorough and user-friendly platform that is suited to contemporary users' tastes. The necessity to develop a mobile-commerce solution to satisfy the changing demands of book lovers is made even more imperative by the widespread use of mobile devices.

Features

User Interfaces

- Sign In Interface
- Sign Up Interface
- Home Interface
- User Profile Interface
- Watchlist Interface
- Watch listing Interface
- Single Watch Details Interface
- Cart Interface
- Buy Watches
- Check out Watches

Admin Interfaces

- Login Interface
- Home Interface
- Add Watch Interface
- Load Watch Interface
- Update Watch Interface
- User Mange Interface
- Add Brand and Load Brand Interface

Functional Requirements

- User Registration
- Watch Listing
- Product Details Page
- Add to Cart
- Add to Wishlist
- View and Update Cart
- View and Update Wishlist
- Checkout Process
- User Authentication
- Logout Process

Hardware Interfaces

Operating System: Android.

• Android Version: Minimum 8, Recommended 10.

RAM: 2GB or above.

Assumptions and Dependencies

The system has already generated an administrator. The product, client payment, and service transaction details are supplied by hand. Tasks and roles are predetermined.

My Assumptions:

- User can't purchase any of Watches without update profile (must update address).
- Can't view user profile without login to the application.
- Can't view user cart list without login to the application.
- Can't view user watchlist without login to the application.
- Can remove unwanted watches from cart and watchlist.

Specification

- Platform Compatibility
 - o This application supports only android devices.
- User Authentication and Security
 - Firebase authentication with email used for the Implement a robust authentication system and stringent security measures to safeguard user data and financial transactions, fostering trust among users.
- Shopping Cart and Checkout
 - Develop a user-friendly shopping cart system and a streamlined checkout process.

Design

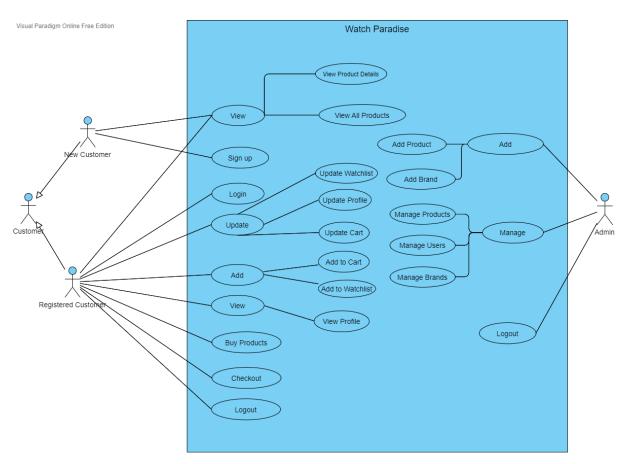
The system has already generated an administrator. The product, client payment, and service transaction details are supplied by hand. Tasks and roles are predetermined.

Implementation

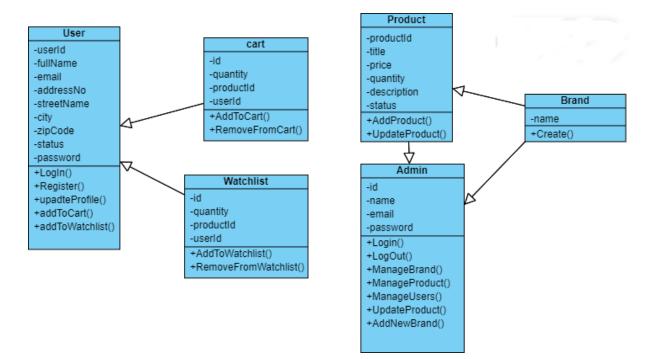
- Front-End Development
 - Develop the front-end of the mobile application using Android Studio as IDE and,
 Java as a language.
- Back-End Development
 - Develop the back-end using Android Studio as IDE and, Java as a language.
 Firebase for user authentication and data storage.
- Database:
 - Firebase Firestore and Firebase Storage
- Security:
 - Implement secure authentication protocols, encryption for sensitive information, and secure channels for communication

List of Figures

Use Case Diagram



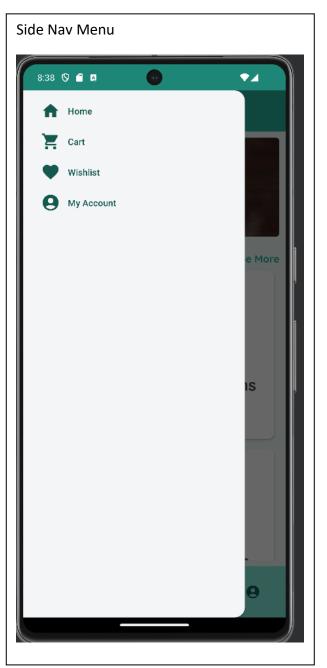
Class Diagram

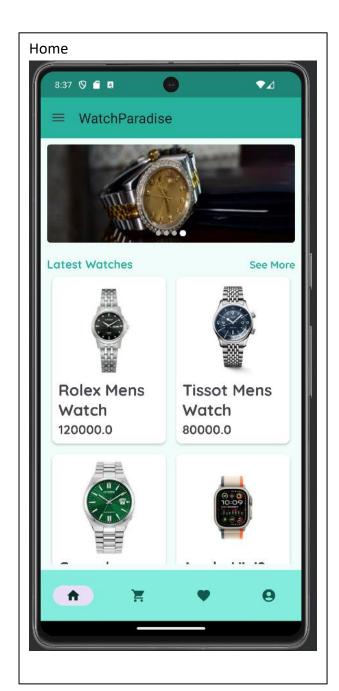


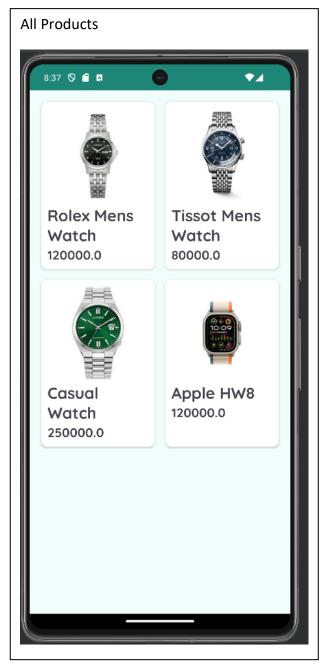
User Interface Wireframes

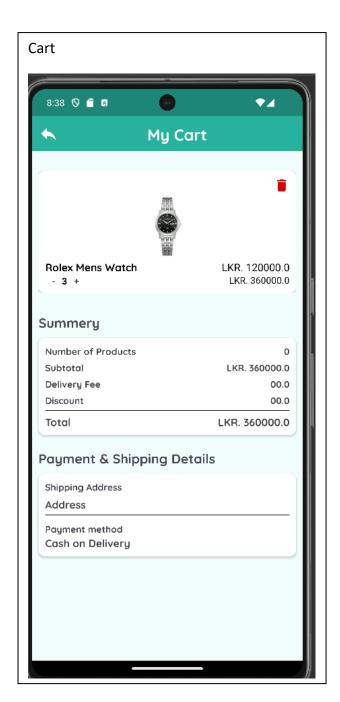
User Interface

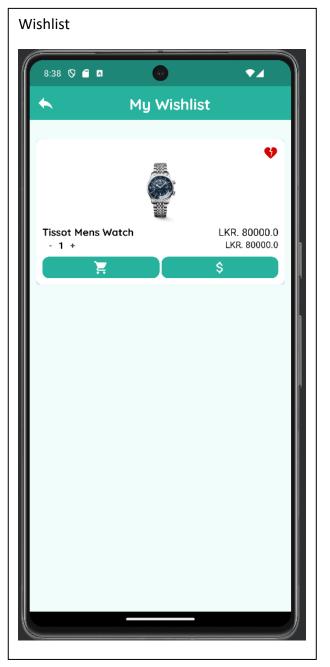


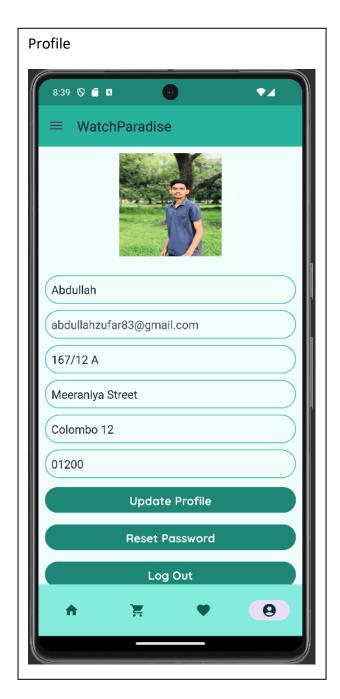


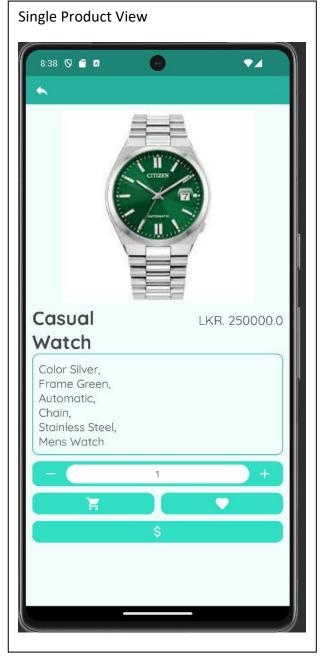


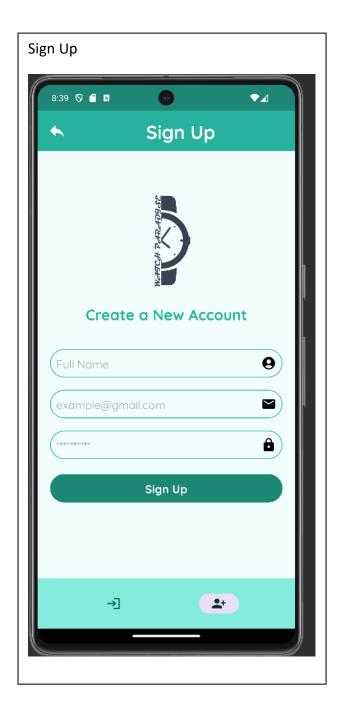


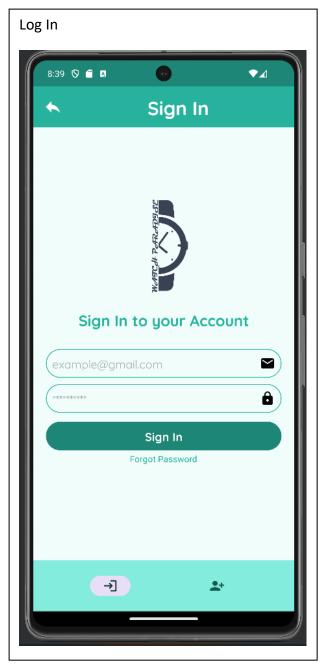




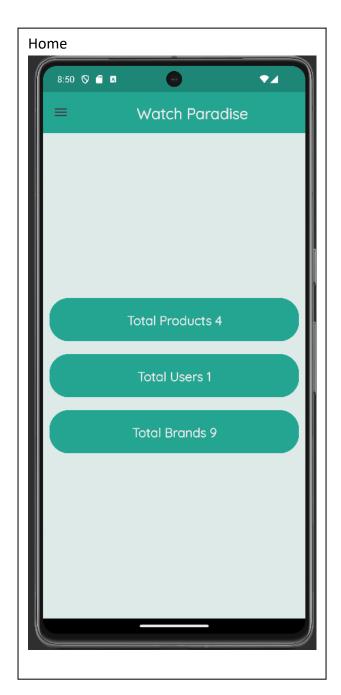


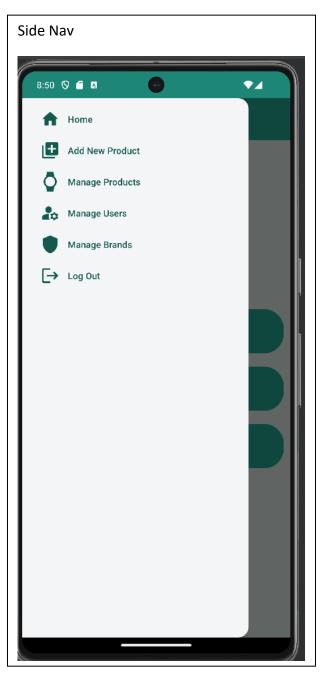


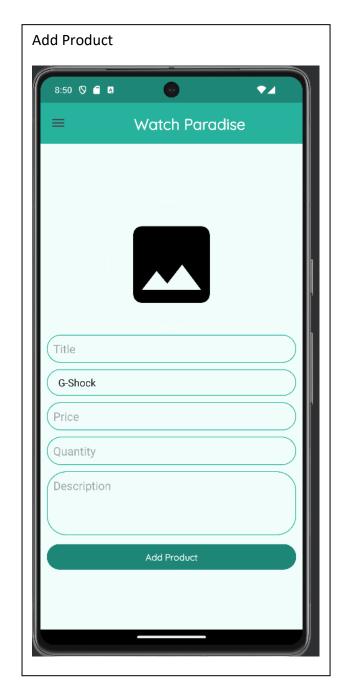




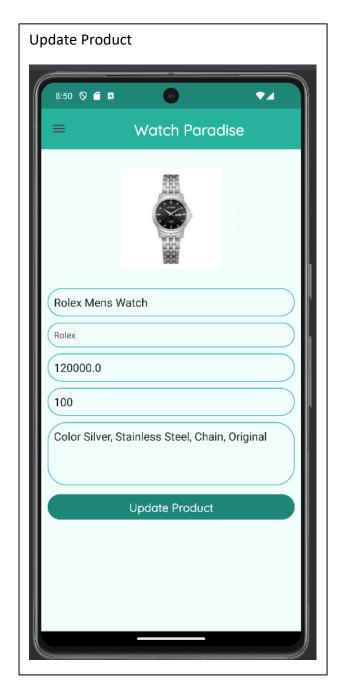
Admin Interface



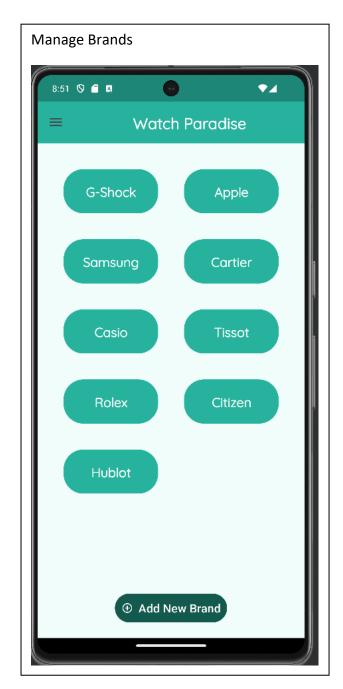


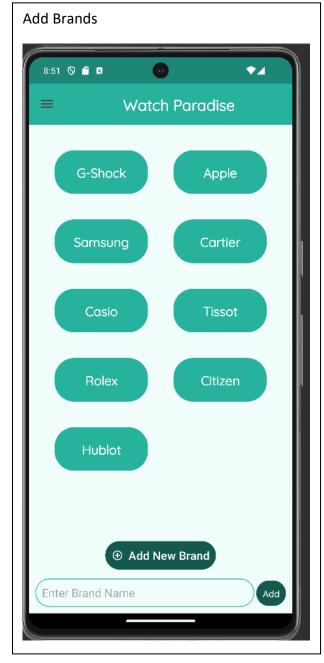












Conclusions

The goal of the Online Watch Shopping Mobile-Commerce Application is to revolutionise how people engage with books in the digital era. Through the integration of innovative technology and a user-focused methodology, the application aims to establish a smooth and delightful virtual Watch purchasing journey.