



SCRN
UP

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INTRODUCTION

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1. Our project is an online store, it attempts to serve as a marketplace where people can sell their used or unwanted items.
2. People can make money by selling their scrap, and artists can purchase those items at low cost and make money by showcasing their creativity on them.
3. This creative items can be purchased by any user on our website.



PROBLEMS

PROBLEMS

- As we can see the rising number of unemployment in our country. That's why, We came up with an idea of our website “**SCRAP UP**”
- People get rid from there unwanted items by throwing them as waste , which leads to pollution.
- Increase of wasteland.



OBJECTIVES

OBJECTIVES

- Our website offers the service of transforming outdated and uninteresting products into unique and useful ones.
- Our website interlink art, creativity and waste into sustainable functional products handcrafted by local Indian artisans.
- Any creative item on our website can be purchased by a user with ease.



MODULES

MODULES

1. Registration
2. User
3. Creator
4. Admin



TECHNICAL REQUIREMENTS

TECHNICAL REQUIREMENTS

- Computer or Phone
- Internet Browser



FRONTEND

FRONTEND

- HTML 
- CSS 
- JAVASCRIPT 
- BOOTSTRAP 



BACKEND

BACKEND

- PHP 
- MYSQL 



DETAILED DESCRIPTION

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- Our website is basically decided into two sections:
 1. Creator
 2. Seller/buyer

So on the creator side, people who have registered as creator can sell the decorative items.

DETAILED DESCRIPTION

- And on the buyer/seller side, seller can sell useless or unwanted items.
- And buyer can buy the new items created by the creator.



PAGES INFORMATION

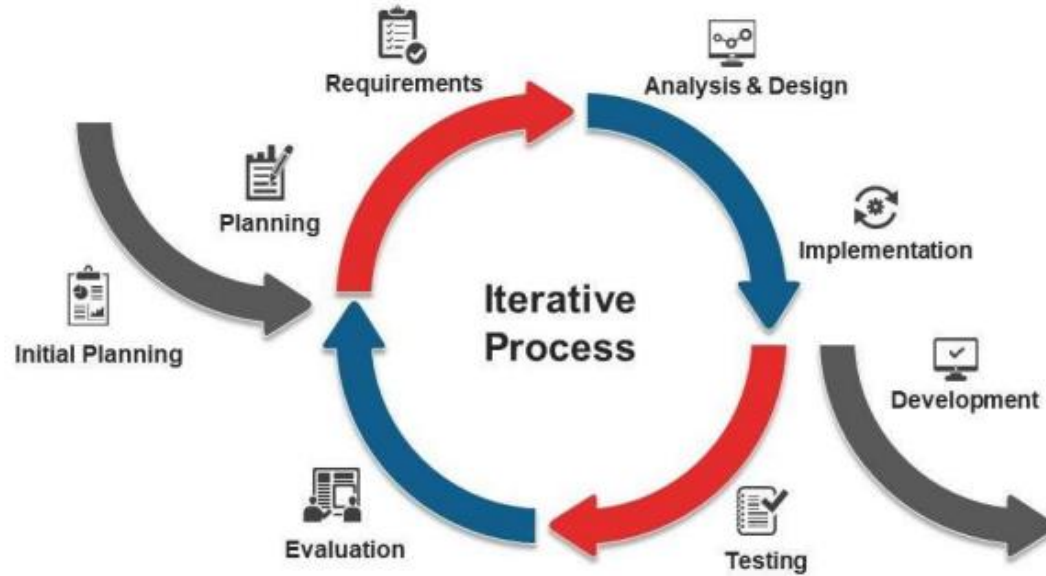
PAGES INFORMATION

1. login page
2. Registration Page
3. Home page
4. Product Page
5. Cart
6. Profile Page
7. Check out Page
8. About US Page
9. Contact Us Page
10. Track Order Page
11. Creator Portfolio
12. Creator Product page



SOFTWARE DEVELOPMENT MODEL

SOFTWARE DEVELOPMENT MODEL



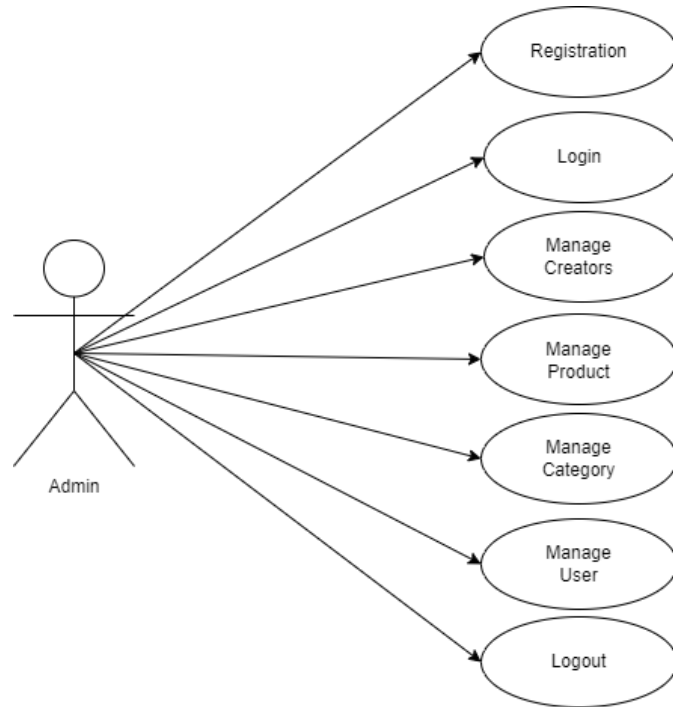
SOFTWARE DEVELOPMENT MODEL

- Iterative process starts with a simple implementation of a subset of the software requirements and iteratively enhances the evolving versions until the full system is implemented. At each iteration, design modifications are made and new functional capabilities are added. The basic idea behind this method is to develop a system through repeated cycles (iterative) and in smaller portions at a time (incremental).
- Consider an iterative life cycle model which consists of repeating the following four phases in sequence: Requirements Phase: In the requirements phase of software development, the system related information is gathered and analyzed. The collected requirements are then planned accordingly for developing the system.

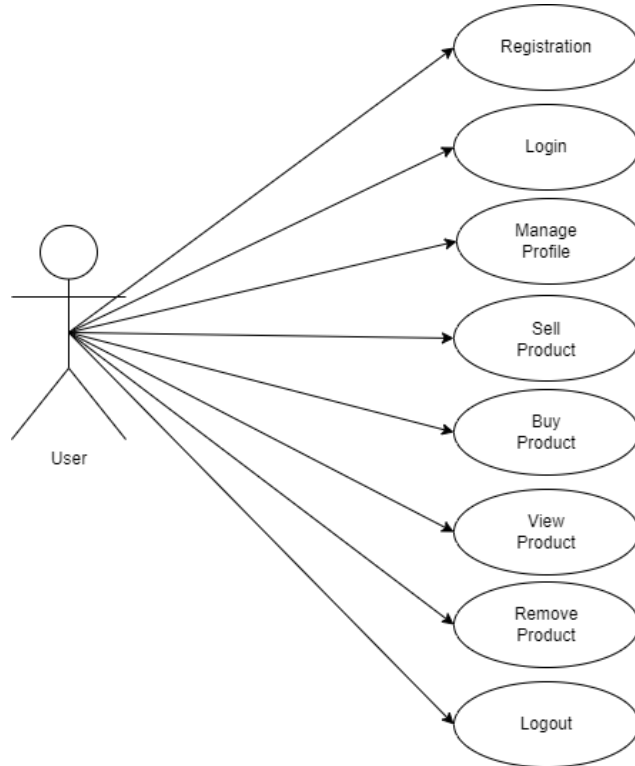


USE CASE

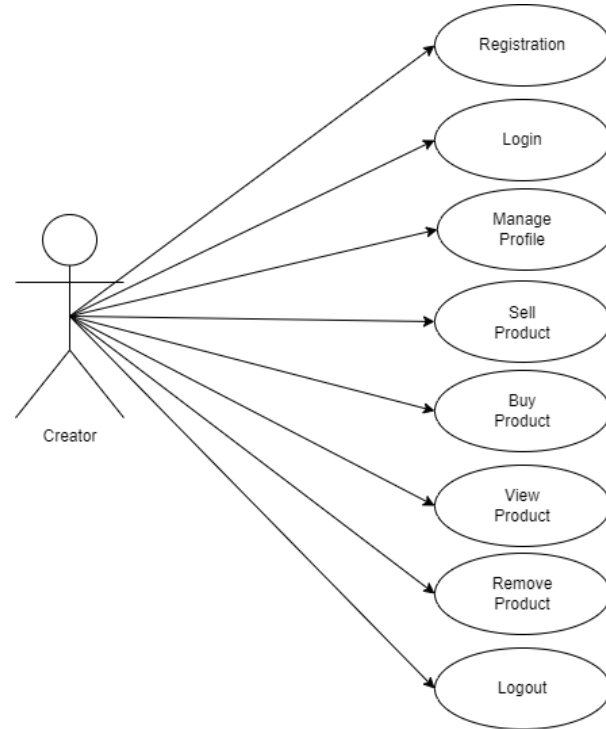
USE CASE FOR ADMIN



USE CASE FOR USER



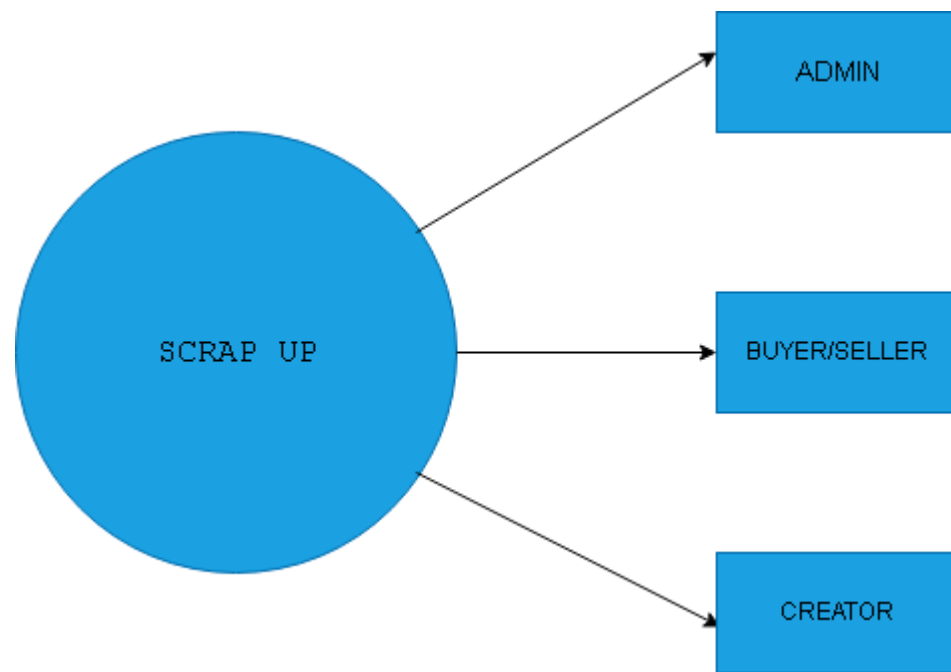
USE CASE FOR CREATOR



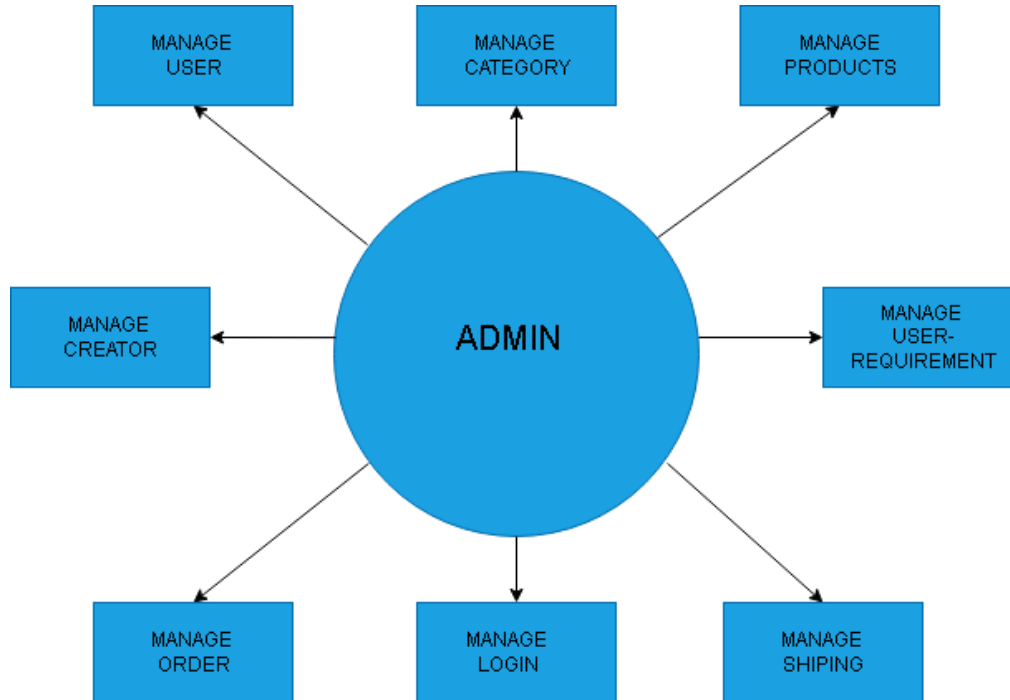


DATA FLOW DIAGRAMS

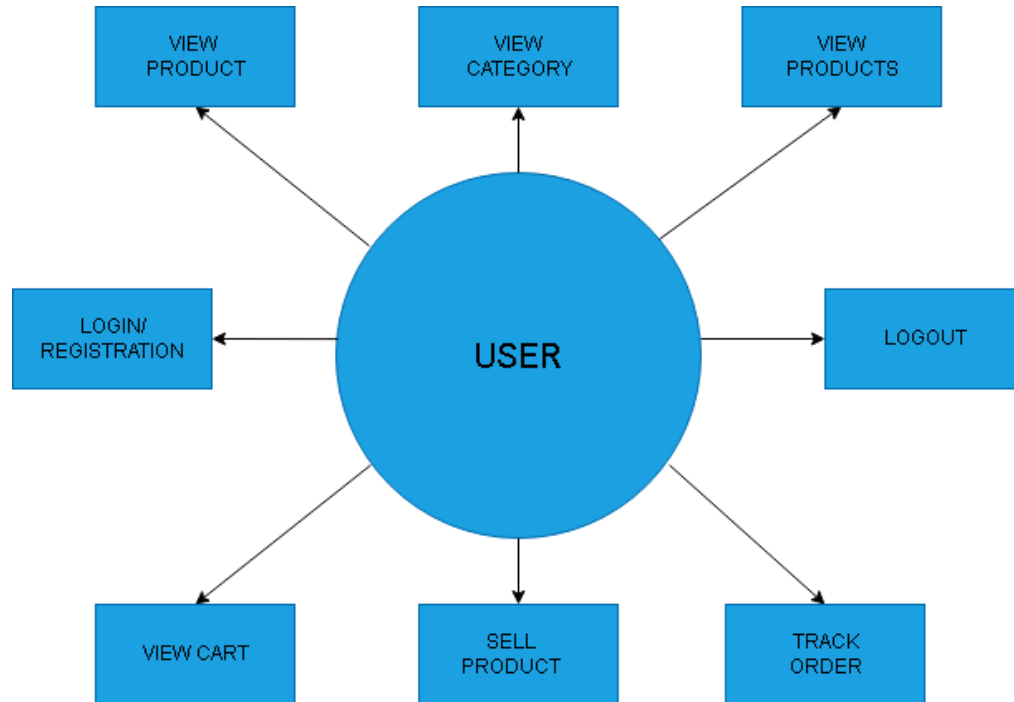
DFD



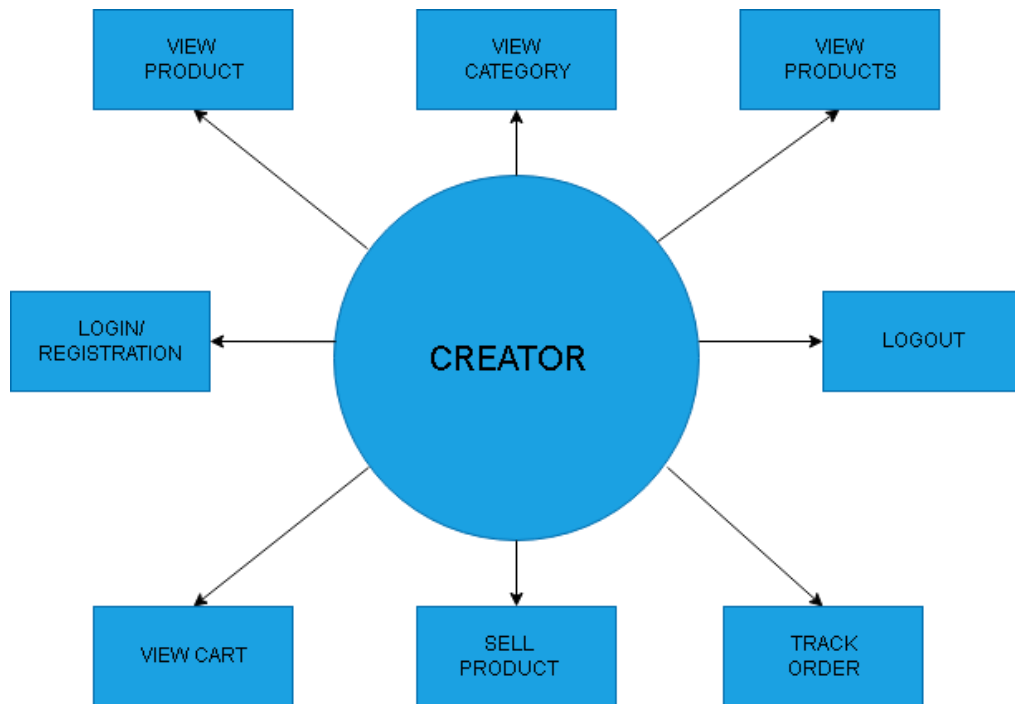
DFD FOR ADMIN



DFD FOR USER



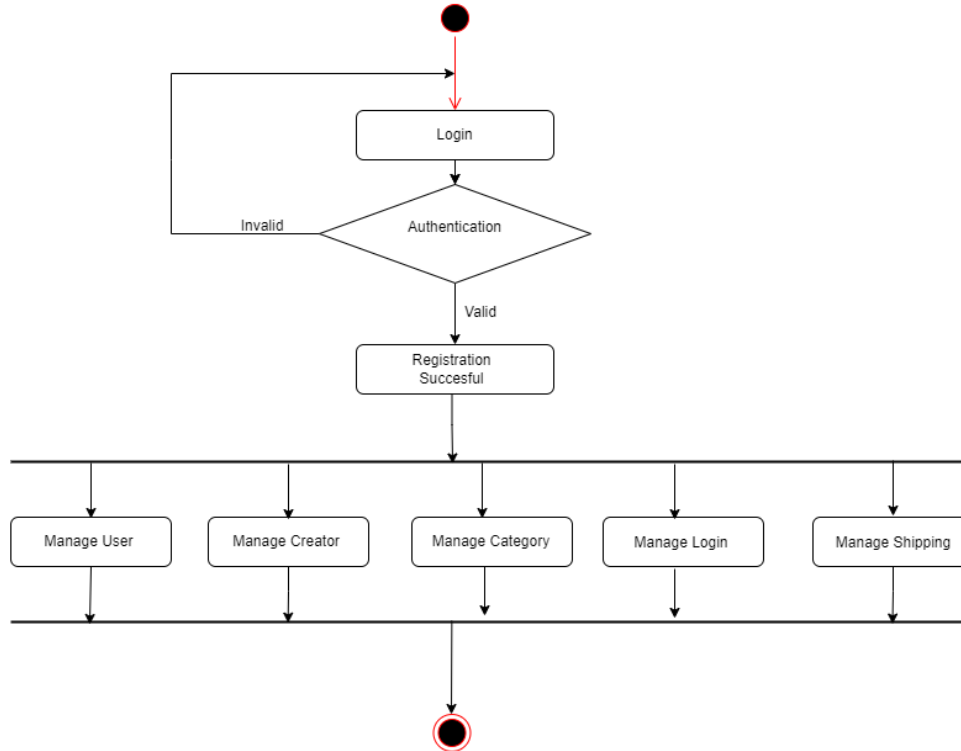
DFD FOR CREATOR



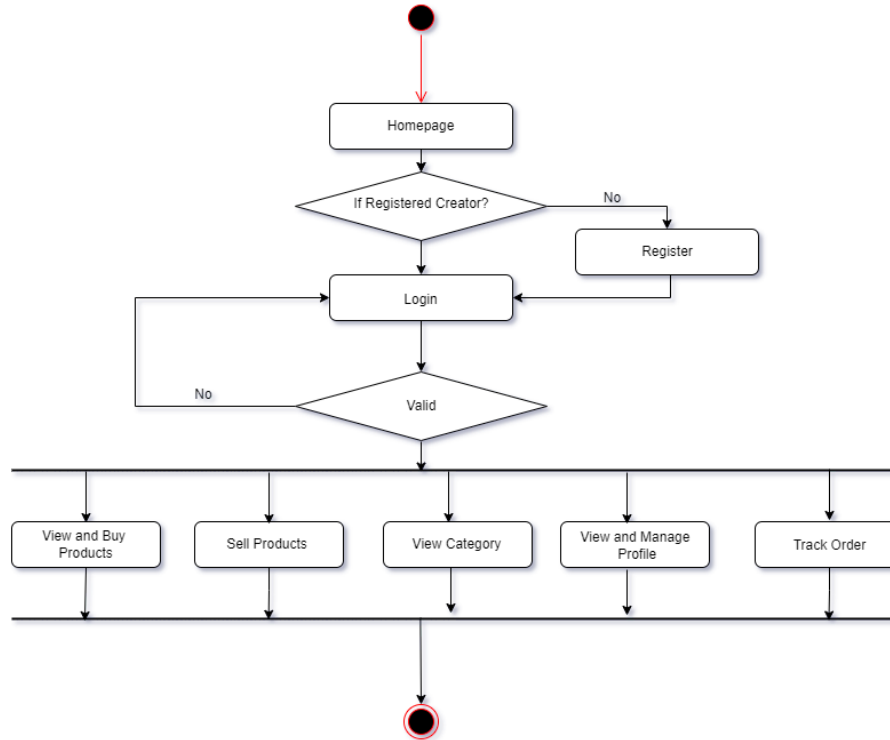


ACTIVITY DIAGRAMS

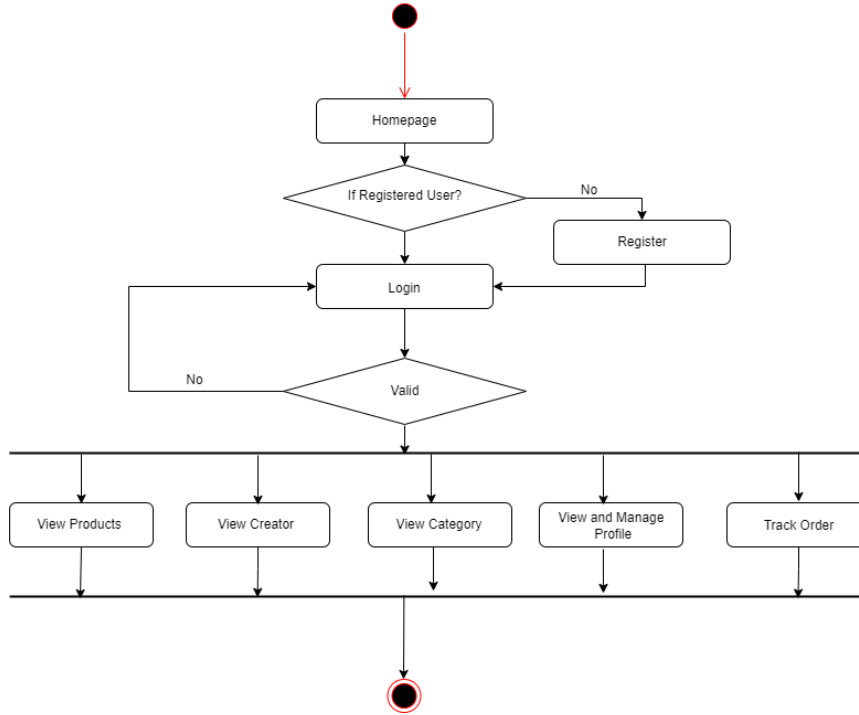
ACTIVITY DIAGRAM FOR ADMIN



ACTIVITY DIAGRAM FOR CREATOR



ACTIVITY DIAGRAM FOR USER





TIMELINE DIAGRAMS

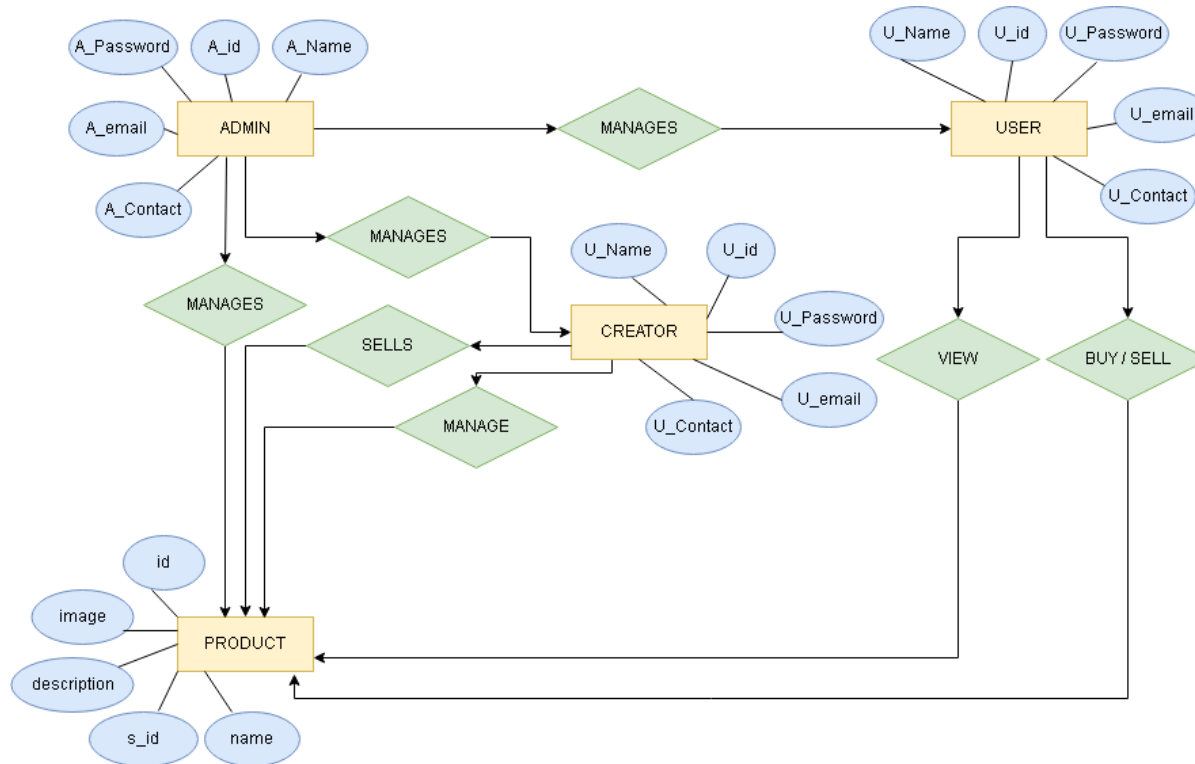
TIMELINE DIAGRAM

Month & Year	August	September	October	November	December	January	February	March	April
Design understanding									
Analysis									
Learning Process									
Final Internal Documentation									
Design									
Coding & Testing									
Final External Documentation									



ER DIAGRAM

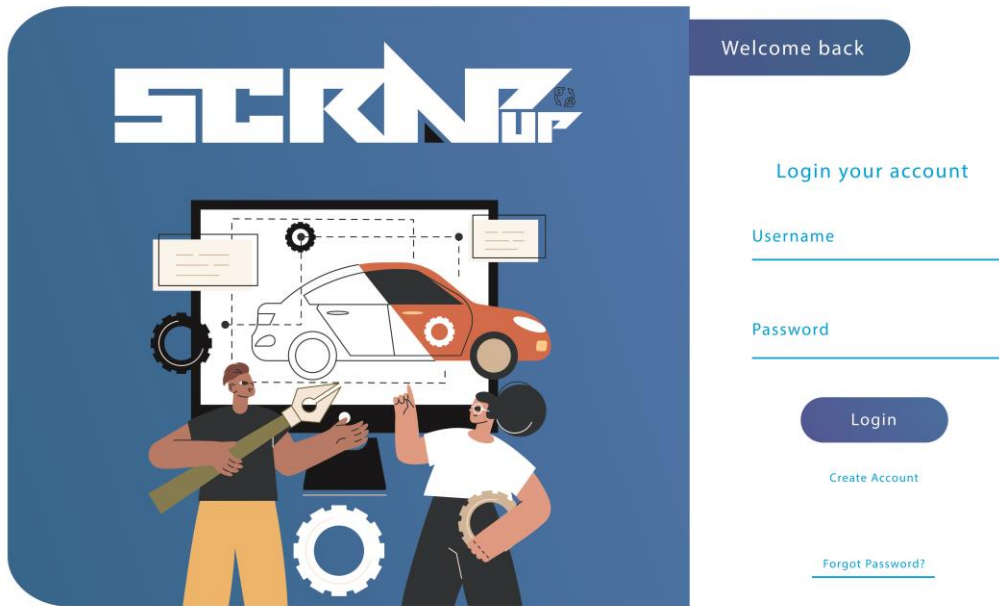
ER DIAGRAM



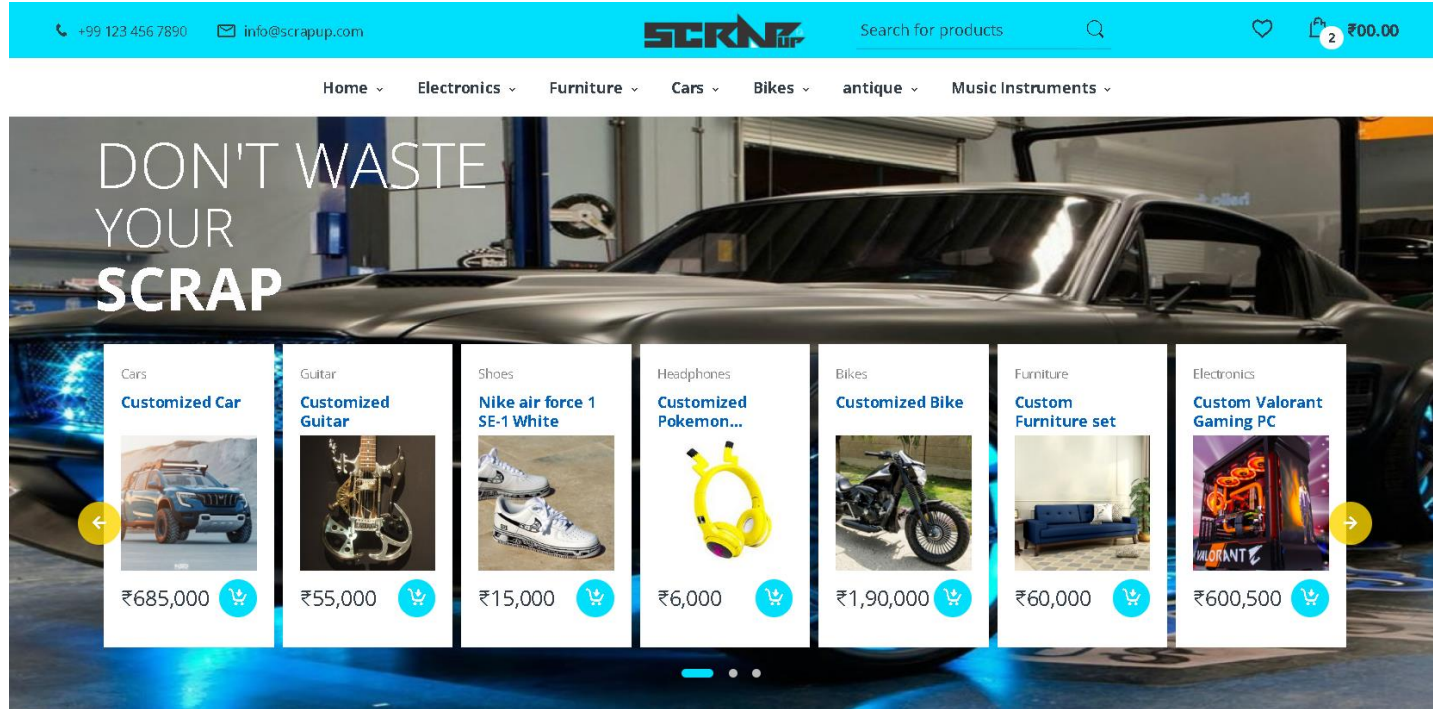


MOCKUPS

MOCKUPS



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THANK YOU 😊
