# **EMAX ONLINE SHOP**

# FOR: EMAX MERCHANDISE PROJECT SCOPE

**September 19, 2022** 

#### **OVERVIEW**

# 1. Project Background and Description

EMAX SHOP is a shop company with different branches located at Kisumu, Kakamega, and Busia. The shop is focused on selling the EMAX merchandise which are mainly fashion clothes and Electronics.

The EMAX clients can only access the shop at their physical locations in order to make purchases hence this provides a limited market. In order to increase. The company aim is to increase market supply all over the country hence the need for an online shop which will:

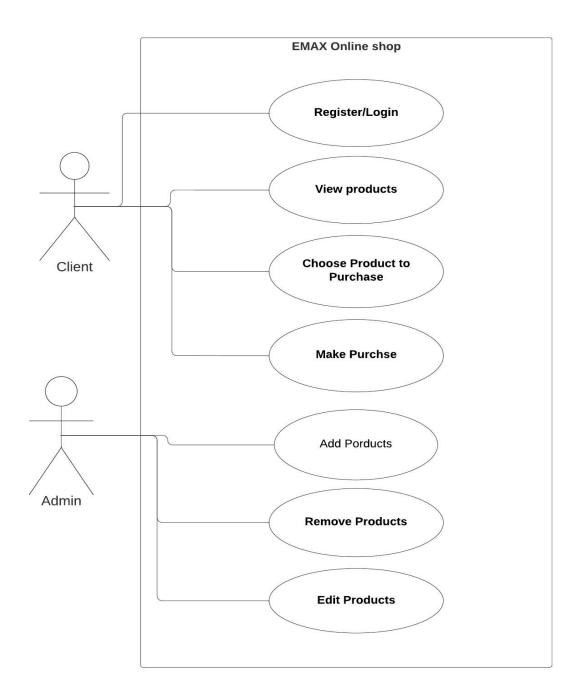
- Enable convenience (one to shop at any time).
- Help make discrete purchases easier.
- Reduce crowds
- Provide detailed information about the product.
- Enable sending of gifts easier (through provision of delivery details).

# 2. Project Scope

The EMAX mobile application project will have the following functionalities implemented:-

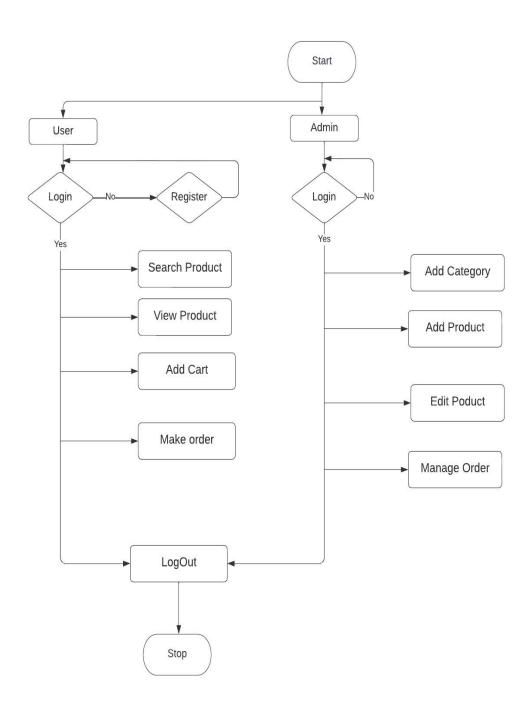
- Signing up a client/admin
- Provide merchandise overview
- Adding of newly available merchandise for client view (by admin).
- User cart generation
- Mpesa Payment implementation

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The functionalities that will be implemented at a high level are: -

# **System Flow Chart**



# **Users Module**

This module encompasses of the users registered and signed in the application. The User can either be a Client (newly registered or already registered clients) or an administrator whose role is to manage the application.

#	CLIENT OPERATION	REQ.	PROVIDED	ACCESS
1	Register client	FORM	YES	Management
2	Approve new client registration	Process	NA	Management
3	Approve already existing client Login	Process	NA	Management
4	Create client online access	NA	NA	Management

#	ADMIN OPERATION	REQ.	PROVIDED	ACCESS
1	Provision supper user	NA	NA	System
2	Provision other users [teller, loans approver, members registration]	List	NO	Super-user
3				

# **Products module**

This company is able to give an overview of the merchandise available to the clients. The product information includes:

- Product name
- Product price
- Product category
- Product Image

#	DATA	DATA TYPE
1	Product name	String
2	Product price	double
3	Product Image	File
4	Product category	String

#### **Cart module**

The system generate a cart of the list of product that the clients intends to purchase and calculates the total amount the uses has to pay for the products chosen. The cart module consists of specific information about the products chosen for purchase i.e.:

- Product name
- Product price
- Quantity
- Total amount

#### **Orders module**

This module composes of all a list of all the orders that that are placed when the user make a purchase.

#### 3. High-Level Requirements

Ability to allow users to access the application without downloading any software

# 4. Deliverables

- Back-end software that is hosted in the cloud.
- UI Prototype for both members and clients
- Management web based application, accessible through specific authorized computers.
- Client's responsive mobile application.

# **Affected Parties**

- Admin
- Clients

# 5. Affected Business Processes or Systems

- Client registration
- Product purchase

#### 6. Specific Exclusions from Scope

In this phase (phase 1), the following will be excluded and will come in the subsequent phases: -

• Direct MPESA connection through the API that will enable real-time payment reflection into the Clients' accounts without human interaction.

# 7. Implementation Plan

The first step on implementation of the project will be user authentication of users by allowing registration of new users and Login of already existing users. A database of user products will be implemented in order to give access to clients to view available product.

This will be followed by a cart page which the client will be able to view the selection which he/she has made and have a total amounting.

An order page will be implemented in order to give the user the total number of orders ever made.

# 8. High-Level Timeline/Schedule

#	Date	Description	Dep.	Comments
1	21/09/2022 – 29/09/2012	UI Prototype/Wireframe		
2	30/09/2012 – 20/10/2022	Users module	#1	
3	21/1/2022– 27/10/2012	Products module	#2	
4	28/10/2017 – 05/11/2022	Cart module	#3	
5	06/11/2017 – 30/11/2022	Payment module	#4	

# APPROVAL AND AUTHORITY TO PROCEED

We approve the project as described above, and authorize the team to proceed.

Name	Title	Signature	Date
Felix Otieno Okoth	Mr.		31/12/2016

Approved By	Date	Approved By	Date