

Project Management and Development – Scope and Scope Details Document

Online Shopping cart System

Scope: To sell the products on line using **Visa and Master card** for **payment**. Sell different varieties of products from different vendors maintained by the vendors. A reports generation module must be available for management and vendors to see the status of the sales on line in terms of products and in terms of Dollar value. The Online system administrator has all the rights to create and manage the users on line in terms of **Administrator**, **Registered users**, **Guest Users**, **Vendors**, and **Clients** (Requirements givers and receivers). The system must be a **role base system** with one of the windows authorizing feature (AD). All the data must be available in the database with highly secured process. Vendors will be maintaining their products on line using the account given by shopping cart system. Administrator has to approve all the products before appearing on the shopping cart system. First time vendor when registers, he has to pay \$25,000 as one-time payment. The profits are shared 80% (Vendors) and 20% (Shopping cart system). An SMTP module must be provided to generate auto emails to the purchasing users, Delivering vendors.

Scope Details: The system should allow the users to make use of the following modules based on their level of authorization.

- 1. Administration Module**
 - a. Manage Users**
 - b. Approve Product**
- 2. Shopping cart module**
 - a. Add Product**
 - b. Edit Product (Quantity)**
 - c. Checkout**
- 3. Product Module**
 - a. Display all products**
 - b. View individual products**
 - c. Search by Category**
 - d. Search by Name**
 - e. Search by Price**
- 4. Payment Module**
 - a. Payment Method**
 - b. Invoice**
 - c. Billing Address**
 - d. Shipping Address**

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- 5. Reports (Student results and analysis)**
 - a. Sales by Value**
 - b. Sales by Volume**
- 6. Security**
 - a. User Authorization and Authentication**
 - b. Encryption**
- 7. Messaging Module**
 - a. Send email after order placed**

Technologies: (Note: You can use a database (MySQL), platform and application server of your own choice. Submit Scope and Scope details document with updated technologies).

Java Technologies:

- 1. Core Java
- 2. React
- 3. Java Script
- 4. Spring
- 5. Hibernate
- 6. Jasper
- 7. Restful Web Service
- 8. MySQL
- 9. Postman
- 10. Junit/Mokitto

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Instructions to the Developer:

- i. Submit your Development team and member's details in this document.
- ii. (Including Team Lead, Developers, BA, System Admin, DBA, QA and others if any).

| S/N | Developer Position | Developer Skills | Module Name | Development Details |
|-----|--------------------|--------------------------|---|--|
| 1. | Project Manager | Java, Spring and MySQL | Administration | Develop Functions like <ol style="list-style-type: none">1. Manage User2. Approve Product |
| 2. | Amit Bhattarai | Java, Spring, React, SQL | (Frontend) Products and Payment Module | <ol style="list-style-type: none">1. Display all products2. View individual products3. Search by Category4. Search by Name5. Search by Price6. Payment Method7. Invoice8. Billing Address9. Shipping Address |

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|-----|------------------|--|---|---|
| 3. | Christian Kangue | Java, Spring Boot, Hibernate, React, HTML, CSS | (Frontend) Administration module Shopping cart module | 1. Manage users 2. Approve product 3. Add Product 4. Edit product (Quantity) 5. Checkout |
| 4. | Dinh Hieu Ho | Java Core, Servlet, JSP, MySQL | (Frontend) Security Module | 1. User Authorization and Authentication 2. Encryption |
| 5. | Xuan Dat Phan | Java, Spring, MySQL | Shopping Cart module | 1. Add product 2. Edit product(quantity) 3. Checkout |
| 6. | Jimmy Palma | Java, Spring | Security Module Product module | 1. Authenticity (generate token) 2. Authorization 3. Validate token 4. Get Products 5. Approve products 6. testing |
| 7. | Meron Mohammed | Java, Spring, MySQL | Reporting | 1. Generating Reports |
| 8. | Daniel Muyinza | Java, Spring, MySQL | Payment and Messaging Module | 1. Payment Method 2. Shipping Address 3. Billing Address |
| 9. | | | | |
| 10. | | | | |
| 11. | | | | |
| 12. | | | | |

Signature:

Client Manager:

Team Lead

Project Development Team: