



**TRIBHUVAN UNIVERSITY**  
**FACULTY OF HUMANITIES AND SOCIAL SCIENCES**

**A Project Proposal**  
**on**  
**“AG-Store: Ecommerce Site for Handmade Goods”**

**Submitted to**  
**Department of Computer Application**  
**National College of Computer Studies**

*In partial fulfillment of the requirements for the*  
*Bachelors in Computer Application*

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# **1 Introduction**

"Handmade" is one of the most effective descriptors to help emphasize the quality and uniqueness of a product. Each handmade product is unique. Unlike gifts that are mass-produced, you will often find unique differences in each handmade item, which really makes the product and the purchase very special. Nobody in the whole world will have exactly the same item, and that's pretty unique!

AG-Store is an online website that provides best handmade products, at reasonable price and high quality handmade items that a person is looking for. When you support artisan-made pieces, you also support the craft skill they practice. Machine made generally is something that's designed for mass manufacturing. With handmade products, there's always a lot of love, care & attention to detail to create something unique and to be treasured.

# **2 Problem Statement**

The handmade/ DIY (Do It Yourself) projects has been a trend for teenagers where they want to sell their products using online platforms such as Facebook, Instagram, etc. The problem was that they couldn't register on big platforms such as Daraz, Sastodeal etc. due to the registration prices. The current system has a lot of paperwork to do and it does not work for the time being. The teenagers might have a hard time maintaining the records of sale and service manually cause it's a time consuming job. In the future it might become a massive job to maintain the database as with new sellers our database might increase. It still has a lack of security for the records. This system still lacks big payment partners like eSewa, Khalti, IME pay, Prabhu Pay, etc.

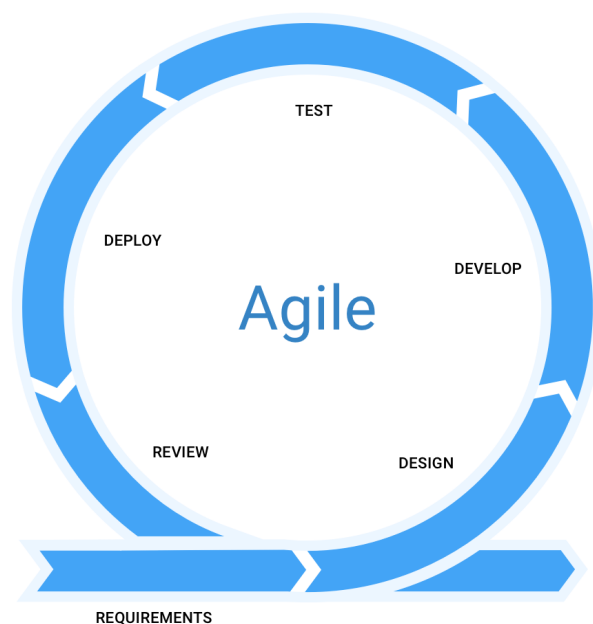
### 3 Objectives

The main objectives of AG-Store are:

- a. To promote Handicrafts
- b. To run projects for development of handicraft through participation of Craft persons.
- c. To upgrade artisan's skill through appropriate design & technology intervention.
- d. To provide necessary market support and service to the product/craft persons.
- e. To provide an opportunity to earn money doing something you enjoy.

### 4 Methodology

The Agile model of System Development Life Cycle is used in this project. With Agile software development, teams can quickly adapt to requirements changes without negatively impacting release dates. Not only that, Agile helps reduce technical debt, improve customer satisfaction and deliver a higher quality product. It is about more than just adapting to change along with delivering what is most important to the customer. As such, the product owner works closely with the team to help them gain a clear understanding of what is needed.



## **4.1 Requirement Identification**

Requirements Identification defines the needs of the project to provide best of its utility and benefits. There are different methods to gather requirements which are described below:

### **4.1.1 Study of Existing System**

Many online websites were visited for the purpose of system study. These websites include daraz.com.np, sastodeal.com, gyapu.com etc. These websites provide immense features which can be both easy to use and learn. These websites allow users to visit, select, order and buy products online. These websites also allow users to rate their websites and give feedback about them.

### **4.1.2 Requirement Collection**

Requirements were collected through Document Analysis, Interface analysis, Interview, Observation, Prototyping, Requirement Workshops etc.

#### **4.1.2.1 Functional Requirements**

Only admin can login to this system where they can add the products, update the price, delete the products that are out of stock. Users can view the products, search the products, and buy the products they want.

#### **4.1.2.2 Non-Functional Requirements**

AG Store will allow multiple users to login and buy the products and get the product delivered to your doorstep.

## **4.2 Feasibility Study**

A feasibility study evaluates the practicality of your project plan in order to judge whether or not you're able to move forward with the project. Various types of feasibility that are commonly used in this project includes technical feasibility, operational feasibility, and economic feasibility.

#### 4.2.1 Technical Feasibility

Many technical parts are required for this project. We studied this project and found out that this system can be upgraded if needed and add more features if needed.

#### Hardware Requirements

**Table 1: Hardware Requirements**

S. No.	Hardware Used	Specifications
1.	Monitor	LCD 5 inch
2.	Keyboard	JD Pro
3.	Mouse	Deli
4.	Hard Drive	50GB HDD
5.	RAM	4 GB DDR4
6.	Processor	I5 7 <sup>th</sup> Generation
7.	Graphics	Onboard graphics card,
8.	System Type	3.1 GHz 64 bit

#### Software Requirements

**Table 2: Software Requirements**

S. No.	Types	Name
1.	Operating System	Linux, Windows
2.	Application Software	LAMP Stack, XAMPP, VS Code, Sublime Text, Brave.
3.	Frontend Programming Language	HTML5, CSS3, JS
4.	Backend Programming Language	PHP
5.	Database	MySQL

#### **4.2.2 Operation Feasibility**

This system will be operationally feasible since it works on all the platforms making the users easy to understand and use the website in a firm way.

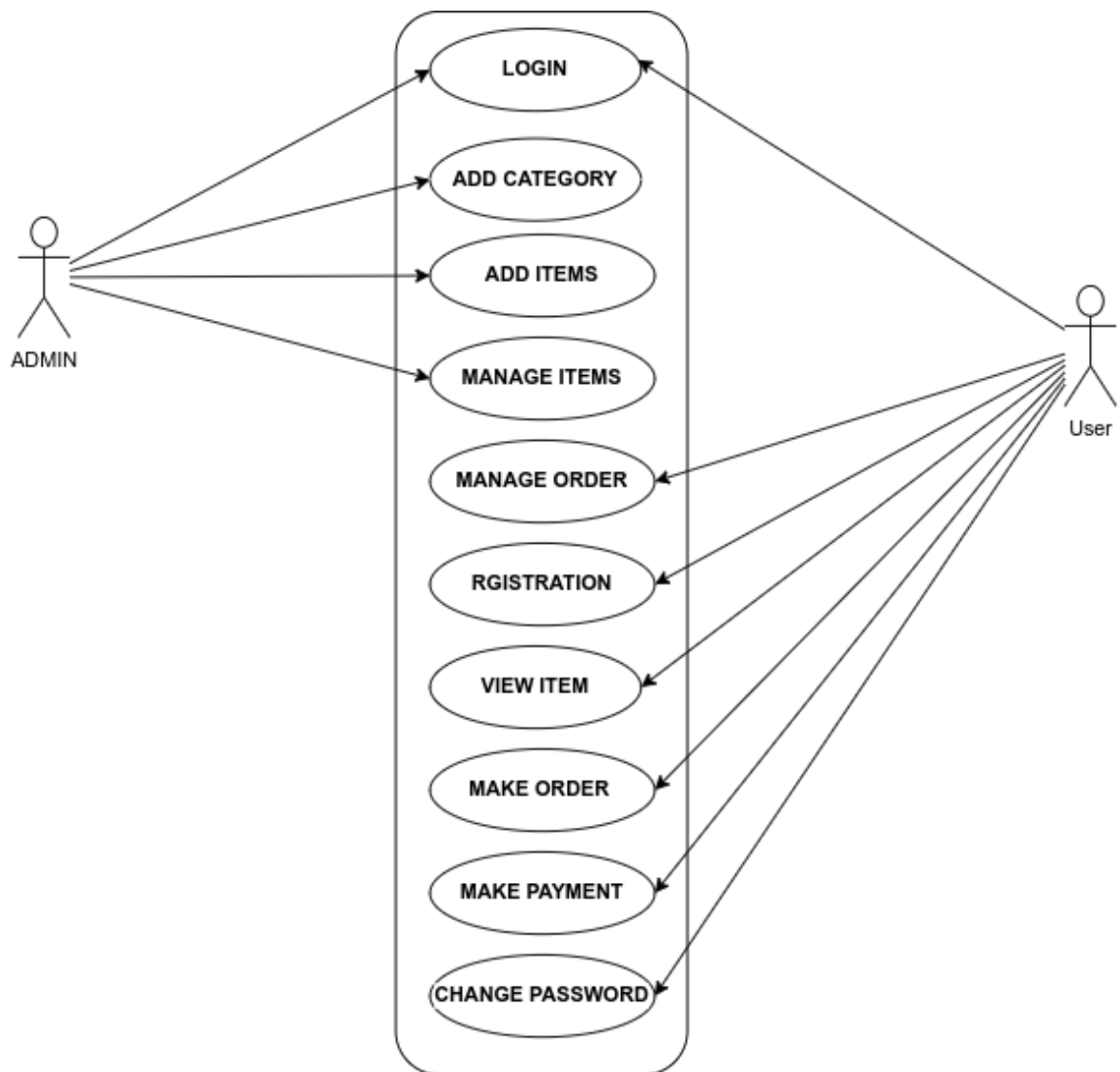
#### **4.2.3 Economic Feasibility**

Economic Feasibility or analysis is the most frequent technique used in the evaluation of the proposed system to know about its effectiveness. It's also commonly known as cost/ benefit analysis; in this phase we determine the benefits and savings that are expected from the proposed system and compare them with the costs.

### 4.3 High Level Diagram

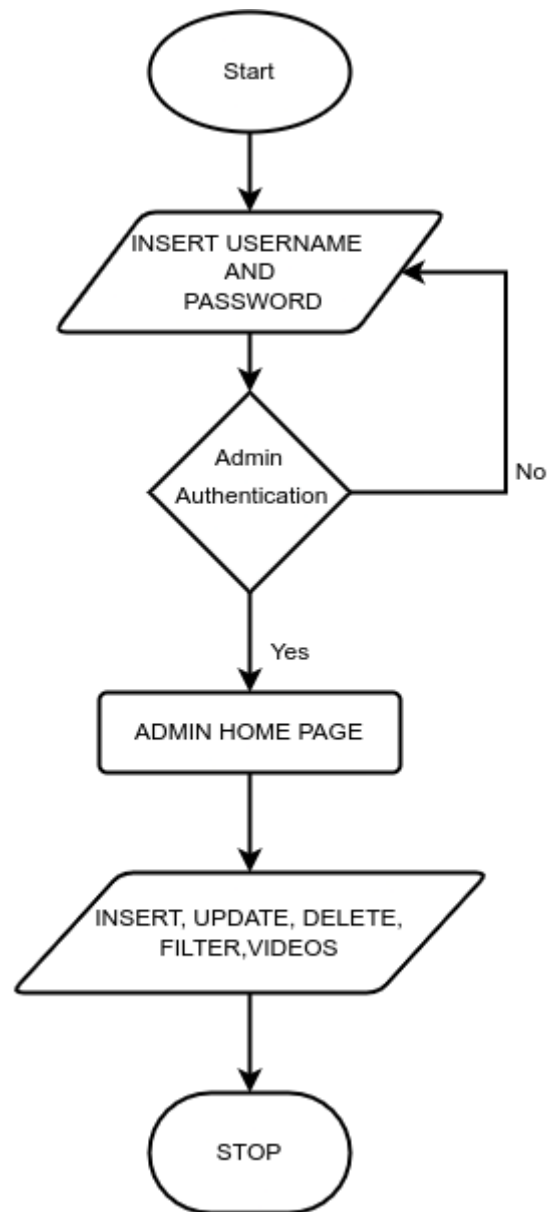
This shows the high level or abstract design of how the system will behave and how the users can interact with it.

#### 4.3.1 Use-Case Diagram for User and Admin





#### 4.3.2 Flowchart for Admin



### 4.3.3 Flowchart for Searching Product

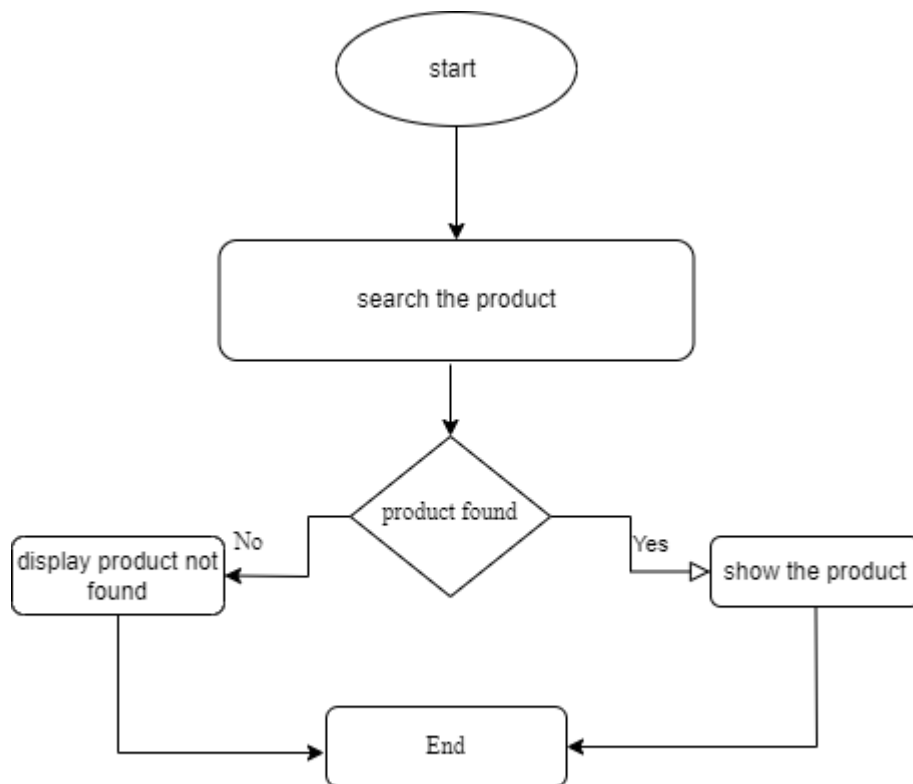


fig:- flow chart for searching product

#### 4.3.4 Flowchart for Add to Cart

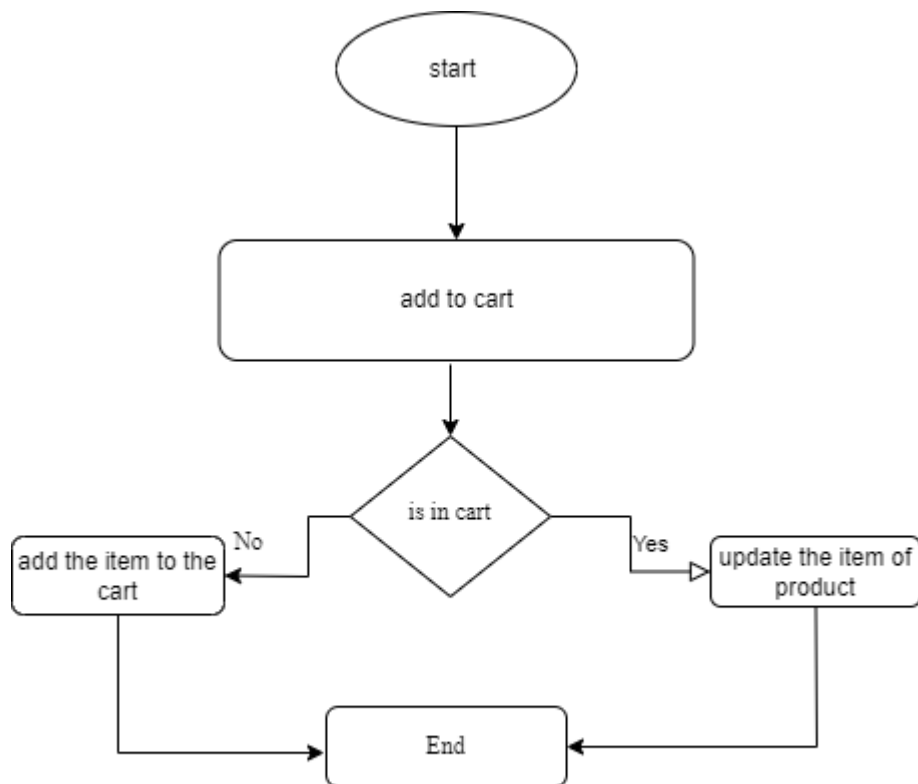


fig:- flow chart for Add to Cart

#### 4.3.5 Flowchart for Buying Product

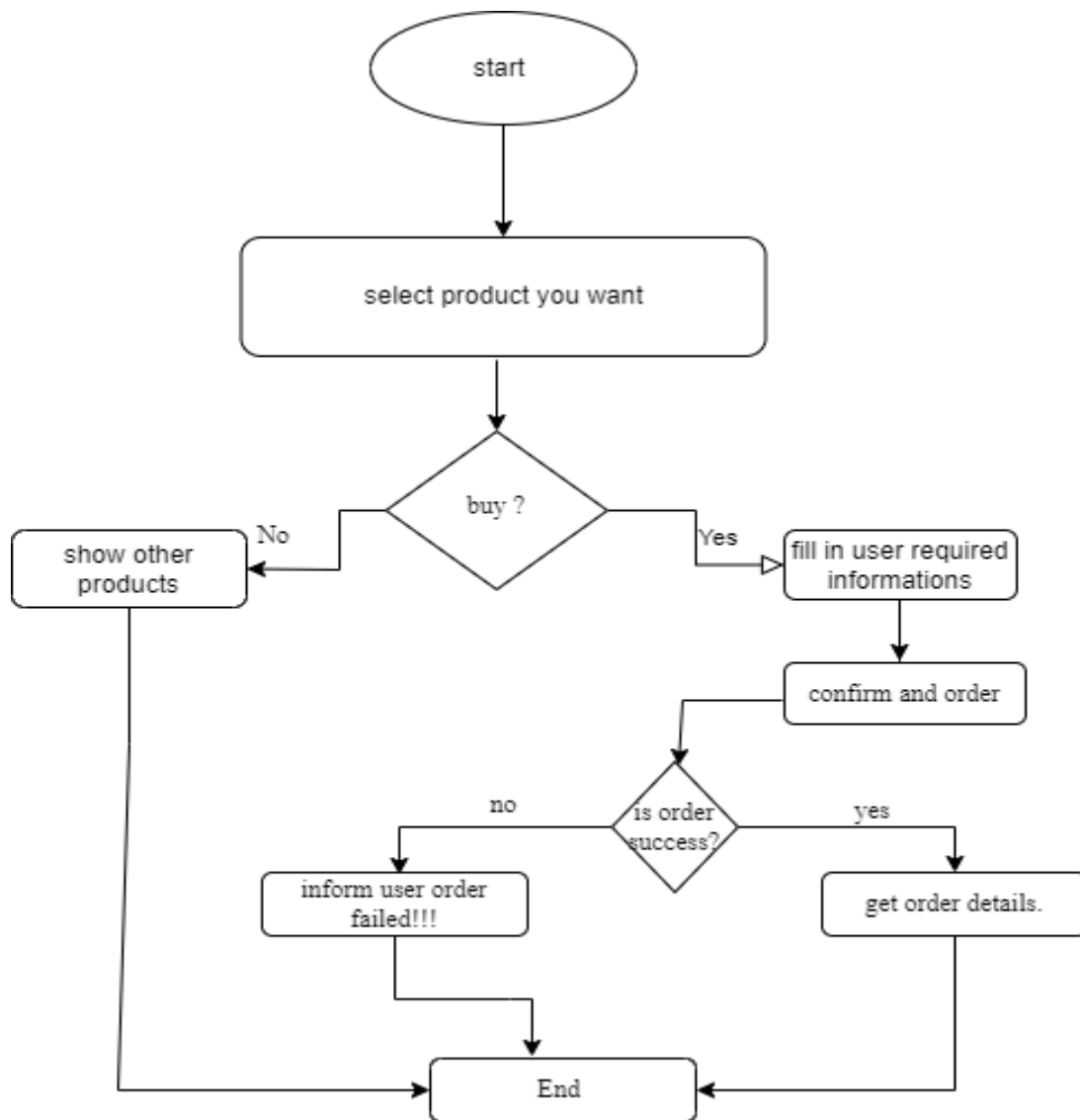


fig:- flow chart for Buying Products

## **5 Project Gantt Chart**

## **6 Expected Outcome**

This project is expected to deliver a high performance website with an attractive and easy to use UI. This project will meet all of its objectives as well as address all the shortcomings that has been observed in most of the video streaming platforms.

## References

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