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 a powerful adjective for emphasizing a product's quality and distinctiveness. Each item is one-of-a-kind because it's produced by hand. Unlike mass-produced gifts, each handcrafted item will often have little variations, adding to the uniqueness of the item and the purchase. Nobody else on the planet will have the exact identical thing, which is extremely special!

AG-Store is an online store that sells high-quality handmade things at an affordable price. When you buy artisan-crafted items, you're also supporting the artisans' craft talent. In general, something that is machine made is something that is made in large quantities. Handmade items are always handcrafted with a lot of love, care, and attention to detail in order to create something unique. Handmade items are always crafted with a lot of love, care, and attention to detail in order to create something unique and treasured.

2 Problem Statement

Handmade/DIY (Do It Yourself) projects have become popular among teens who wish to sell their creations on social media sites like Facebook and Instagram. The issue was that they were unable to register on major platforms such as Daraz, Sastodeal, and others due to the high registration fees. The current approach requires a great deal of paperwork and is currently ineffective. Teenagers may struggle to keep track of sales and service data manually because it is a time-consuming task. Maintaining the database may become a tremendous task in the future as our database grows with more sellers. There is still a security issue with the records. Big payment partners like eSewa, Khalti, IME pay, Prabhu Pay, and others are still missing from this system.

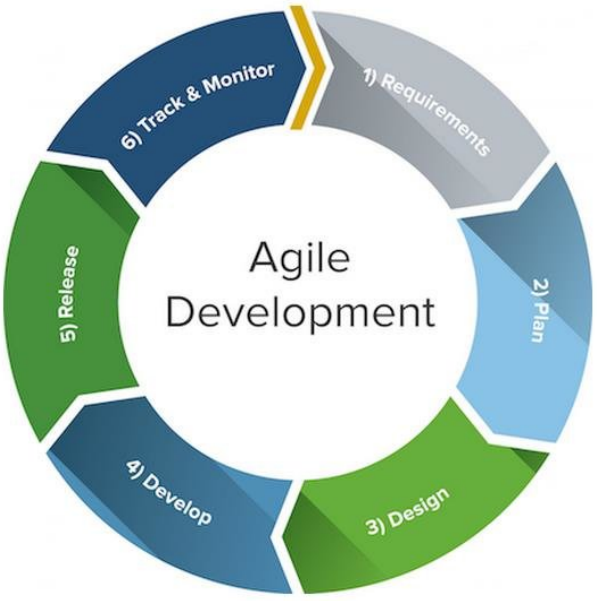
3 Objectives

The main objectives of AG-Store are:

a. AG Store's primary goals are to encourage handicrafts.
b. Organize projects for the development of handicrafts with the cooperation of artisans.
c. Using suitable design and technology intervention, to improve the artisan's expertise.
d. To offer the product/craft people with the required market support and service.
e. To provide you the chance to make money doing something you enjoy.

4 Methodology

This project follows the Agile methodology of System Development Life Cycle. Agile software development allows teams to quickly adjust to changing needs without jeopardizing release timelines. Agile also aids in the reduction of technical debt, the improvement of customer happiness, and the delivery of a higher-quality product. It's about more than just adjusting to change while still offering what the customer values most. As a result, the product owner collaborates closely with the team to ensure that everyone understands what is required.



4.1 Requirement Identification

Requirements Identification identifies the project's requirements in order to maximize its utility and benefits. There are several techniques for gathering requirements, as listed below:

4.1.1 Study of Existing System

For the purposes of system analysis, many online websites were accessed. Daraz.com.np, sastodeal.com, and gyapu.com are some of these websites. These websites offer a wealth of features that are both simple to use and understand. These websites allow customers to browse, choose, order, and purchase things from the comfort of their own homes. These websites also allow users to rate and comment on their own webpages.

4.1.2 Requirement Collection

Document analysis, interface analysis, interview, observation, prototyping, and requirement workshops were all used to gather requirements.

4.1.2.1 Functional Requirements

Only the administrator has access to this system, which allows them to add products, alter prices, and delete out-of-stock items. Users can look at the products, search for them, and purchase the ones they want.

4.1.2.2 Non-Functional Requirements

Multiple users will be able to log in and purchase things, which will be delivered to your doorstep.

4.2 Feasibility Study

A feasibility study assesses the viability of your project plan in order to determine whether you can proceed with the project. Technical feasibility, operational feasibility, and economic feasibility are all sorts of feasibility that are widely employed in this project.

4.2.1 Technical Feasibility

This project necessitates a large number of technological components. We looked at this project and discovered that the system may be expanded and extra features added if necessary.

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 7th 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, Sublime Text, Edge.
3.	Frontend Programming Language	HTML5, CSS3, JS
4.	Backend Programming Language	PHP
5.	Database	MySQL

4.2.2 Operation Feasibility

This solution will be operationally viable because it operates across all platforms, making it simple for users to comprehend and use the website effectively.

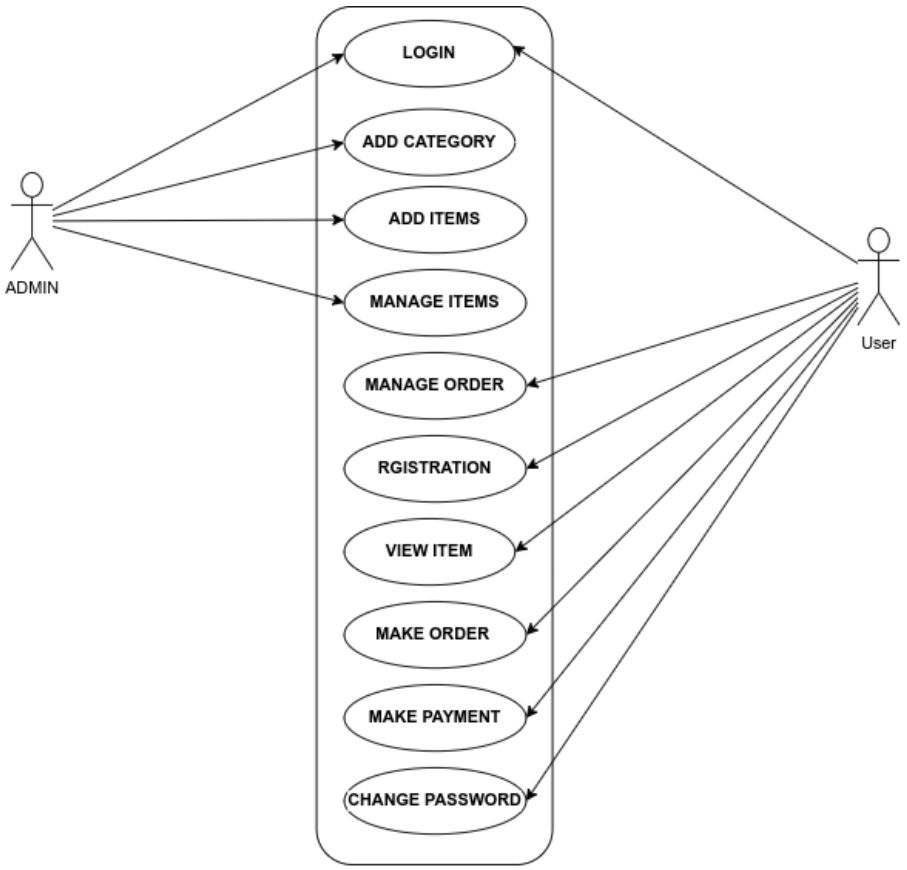
4.2.3 Economic Feasibility

The most common technique used in the evaluation of a proposed system to determine its efficacy is economic feasibility or analysis. It's also known as a cost-benefit analysis, and it's where we figure out what benefits and savings the proposed system will provide and compare them to the costs.

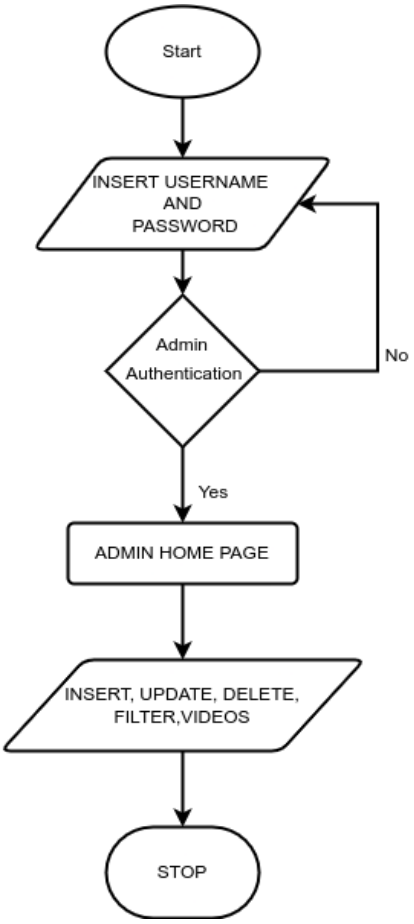
4.3 High Level Diagram

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

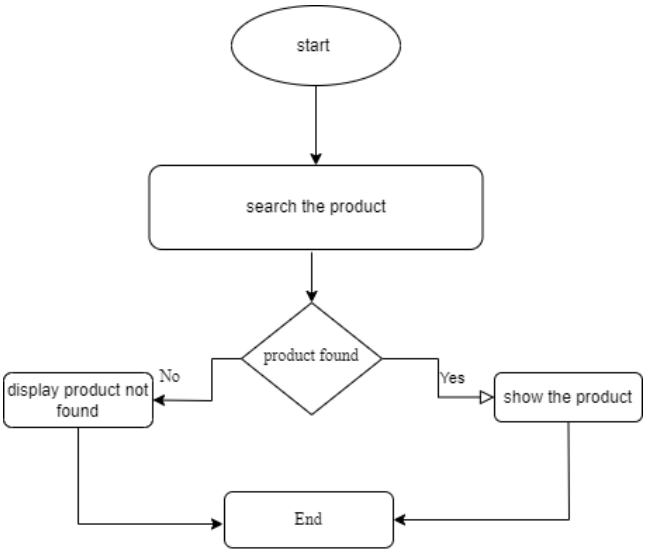


fig:- flow chart for searching product

4.3.4 Flowchart for Add to Cart

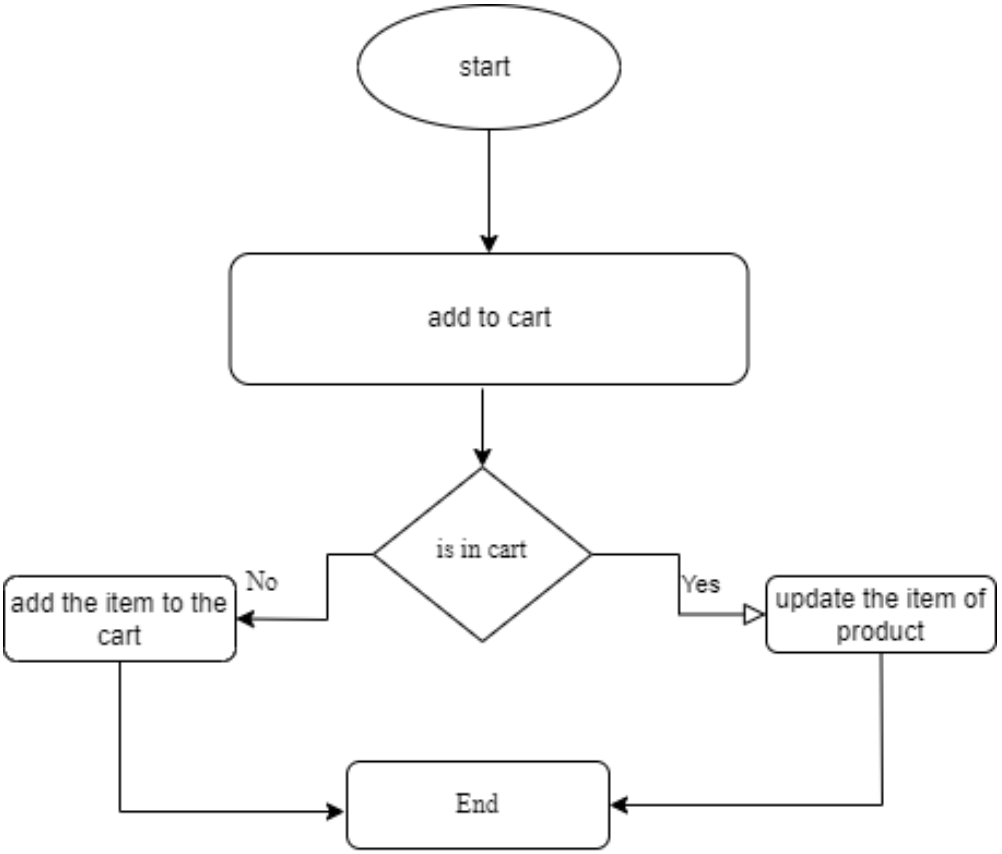


fig:- flow chart for Add to Cart

4.3.5 Flowchart for Buying Product

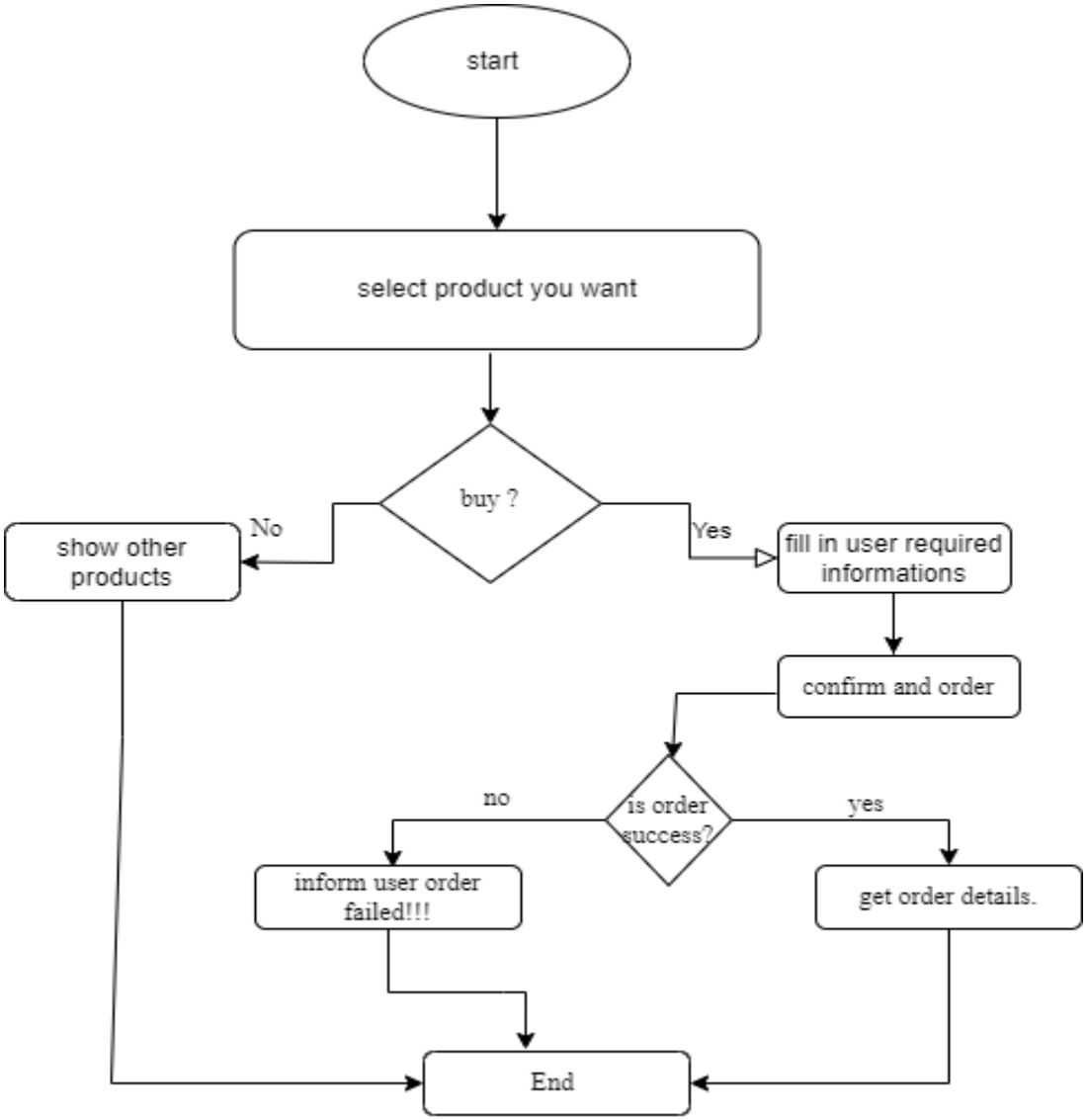


fig:- flow chart for Buying Products

5 Gantt Chart

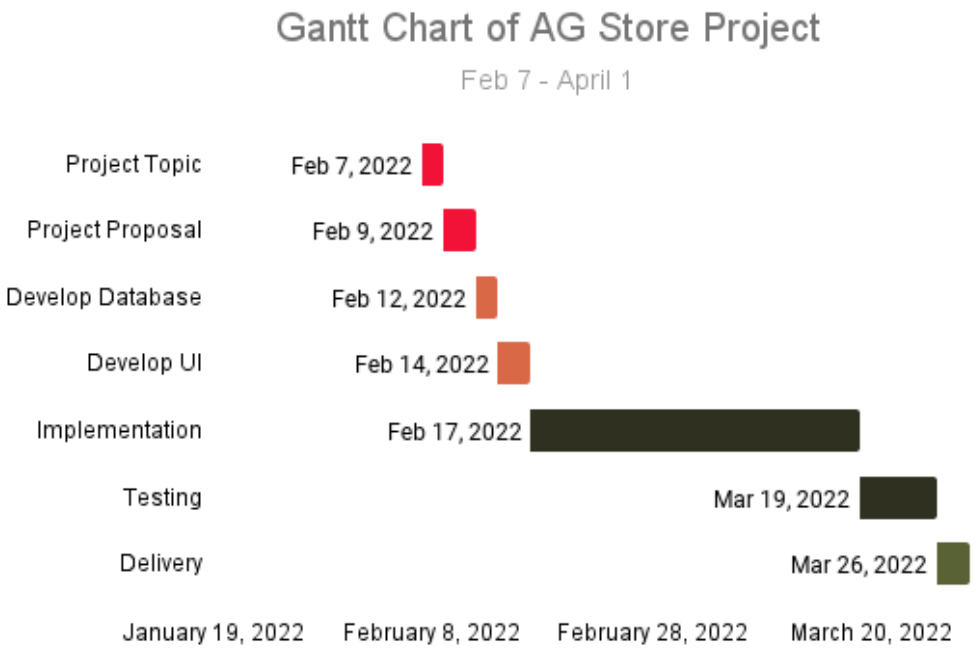


Fig: Gantt Chart

6 Expected Outcome

This project is expected to produce a high-performance website with an appealing and user-friendly interface. This project will achieve all of its goals and address all of the flaws that have been identified in most video streaming systems.

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