CYCLE AFRICA  
E-COMMERCE Project Scope

September 19, 2022

1. **Project Background and Description.**

Cycle Africa Bikes is a cycling store in East Africa with its headquarters located in Nairobi, Kenya. The business deals with sale of high-end bicycles, accessories, and replacement parts. The business is rapidly growing due to the increased demand for bicycles and this has led to a need for automation of some of its business processes particularly sales.

1. **Project Scope.**

The project will adopt an android mobile application approach. This application will only be accessible through smartphones that have an internet connection.

Activities in the scope:

1. Login screen – This will enable both buyers and admin to login to the application.
2. Signup screen – This will enable the buyers to create an account to be able to shop for products.
3. Forgot password screen – This will enable buyers to reset their account passwords.
4. OTP verification – This will send a one-time password when buyer is creating an account. This is to ensure that buyers register with real numbers.
5. Upload products by admin – The admin will be able to upload products, product images, titles, description and discounts.
6. Admin edit products available ie. price, discounts or any other changes.
7. Admin receives orders made by customers. The order details include, customer who made the order, delivery location, order items.
8. Customer buys products – The customer will be able to add products to cart and place orders.
9. Shipping screen – This is the shipping screen where seller will be able to see who made the order and the order items, phone number and delivery location.
10. **High Level Requirements.**

The system will be accessible through android smart phones only. The system must include the following:

* Ability to allow customers to place orders through the application.
* Ability to allow the administrator to upload products available for sale.
* Ability to allow administrators see orders.

1. **Deliverables.**

* Mobile application – Final product.
* User Interface prototypes -
* User documentation manual – How to perform certain user tasks such as resetting passwords, editing profile, adding to cart.
* Technical Documentation – API documentation.

1. **Affected Parties.**

* Business owners
* Customers

1. **Affected Business Processes or Systems.**

* Customer loyalty program
* Sales process
* Shipping Process

1. **Implementation Plan.**

The first step will be to develop UI prototypes which will be presented to the business owners to ensure that the entire app functionality is captured. After approval of the prototypes, system development will commence. Project closure will follow thereafter.