Project Name: e-comerce
Project Description: an app that sells cars
Budget: 2000
Deadline: 2045-04-04
Methodology: scrum
Generated Content:
\*\*Cahier de Charge\*\*
\*\*1. Project Presentation\*\*
- \*\*Project Name:\*\* e-commerce
- \*\*Project Description:\*\* The project entails the development of a mobile application that facilitates the online purchase of cars.
- \*\*Budget:\*\* $2000
- \*\*Deadline:\*\* April 4, 2045
- \*\*Methodology:\*\* Scrum
\*\*2. Analysis\*\*
- The analysis phase will involve an in-depth examination of the current market trends, target audience, competitors, and potential challenges in the e-commerce automotive industry.
\*\*3. Proposed Solution\*\*
- The proposed solution is to create a user-friendly mobile application that enables customers to browse, select, and purchase cars online. The app will feature a secure payment gateway, detailed car listings, and user reviews.
\*\*4. Requirements\*\*
- i. User registration and login
- ii. Search and filter options for car listings
- iii. Secure payment processing
- iv. Detailed car descriptions and images
- v. User review and rating system
- vi. Push notifications for order updates
- vii. Admin panel for managing listings and orders
\*\*5. Technology Stack\*\*
- Frontend: React Native
- Backend: Node.js
- Database: MongoDB
- Payment Gateway: Stripe
- Hosting: AWS
\*\*6. Application Overview\*\*
- The e-commerce app will have a sleek and intuitive interface that allows users to easily navigate through different sections. Users can create accounts, search for cars based on preferences, add them to a cart, make secure payments, and track their orders. Admins will have access to a dashboard to manage listings, orders, and user data.
\*\*7. Conclusion\*\*
- The development of the e-commerce app for selling cars is a challenging yet exciting project. By following the Scrum methodology, we aim to deliver a high-quality, user-friendly application within the specified budget and deadline.