

Project Proposal

P.K.K.D Kankanamge
140284J

1. Title of the project : Online Bookshop Management System

2. Overview of the Project

A Bookshop management system that provides efficient ways to manage books and customer interactions with the store.

This system will be a web based system where it allows customers to browse the store online and buy books accordingly and also it acts as the main website for the bookshop. This system also maintains accounts for customers and staff. Keeping track of book quantity and order details also cover by this system. Administrator can upload newly purchased books to this system and customer can view them online without visiting the store. System also provides notification to administrator upon books running out of stocks and upon placing orders by customers. System also will have email notification to customers upon successful placement of their orders and when the orders are shipped.

Input	Output
1. Book order by customers	1. Notification by email upon successful placement of order. 2. Notification by email when order is shipped.
2. Adding new books to store.	
	1. Notification to administrator when books are running out of stocks.
3. Customer data when creating an account for customer.	1. Notification by email when the account is created.
4. Administrator data when creating an account for administrator.	1. Notification by email when the account is created.

3. Objectives of the Project

The objective of this project is to design and implement a web based bookstore management system which also support database interactions.

This project also provides means to manage a bookshop by keeping track of customer or involvements and status of books. Constant checking of books provides administrator to take decisions such as to buy new books or to continue with prevailing stocks.

System will be automated to provide email notification to subscribed customers about their order status and shipping status of their orders. And will send automated email for administrators about stock status.

4. The Need for the Project

This system covers up all aspects of shop management and also online purchasing of items. Hence increases business value of the book store using the system. Administrator do not have to explicitly focus on keeping store details as the system automatically check store status upon each purchase by customer. Also accepting credit cards via the internet will also increase the customer interest towards the store.

5. Scope of the Project

Main user role	Functionality
Administrator	<ol style="list-style-type: none">1. Add books to store.2. Remove Books.3. Add staff.4. Add customers.5. Confirmation of orders.6. Update store.7. View Store status.
Customer	<ol style="list-style-type: none">1. View Store.2. Sign-up for the system.3. Buy books online.
System	<ol style="list-style-type: none">1. Store user accounts.2. Store book details.3. Check store status.4. Send notifications to relevant parties.5. Accept credit card payments.

6. Deliverables.

Main deliverable of this system is a web based system for a bookshop which covers online aspects of the store such as online ordering and also covers management aspects of the store such as user account management and book status management.

This web system is two layered each layer dedicated to customer use and to administrator use. GUI of the customer layer is mainly focused for online purchasing of books, hence a grid of available books is shown with title, author and price. GUI for the administrator covers management of the store in addition to book purchase UI. This administrator layer GUI extends to separate GUIs for updating books and user accounts and updating and reviewing store status.

7. Overview of Existing Systems and Technology

Websites such as eBay provides the same user experience as in this system. But those systems extend to a larger product database and supports multiple customer accounts and multiple sellers. And also eBay uses their own framework knows as eBox.

Laravel will be used as a framework in developing this system. PHP, MySQL, HTML5 will be used to develop the system and Bootstrap and CSS will be used to increase usability of the interfaces and to make the website convenient to use. PHPStorm will be used as the developing environment.

Stripe, a third party component will be used to validate and accept credit card payments in secure manner.

8. References

1. Laravel Documentation.
Internet: <https://laravel.com/docs/5.2> [28-01-2017]
2. Stripe Documentation
Internet: <https://stripe.com/docs> [28-01-2017]
3. Bootstrap
Internet: <http://getbootstrap.com/> [28-01-2017]