

**LA GRANDEE INTERNATIONAL COLLEGE**

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A Project Proposal

On

**“KinMel”**

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**Submitted by:**

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**TABLE OF CONTENTS**

[1. INTRODUCTION 1](#_Toc165317536)

[2. PROBLEM STATEMENT 2](#_Toc165317537)

[3. OBJECTIVES 3](#_Toc165317538)

[4. METHODOLOGY 4](#_Toc165317539)

[5. DATA FLOW DIAGRAM 5](#_Toc165317540)

[6. PROJECT GANTT CHART/ TIMELINE CHART 6](#_Toc165317541)

[7. DELIVERABLES 7](#_Toc165317542)

[8. CONCLUSION 8](#_Toc165317543)

[9. REFERENCES 9](#_Toc165317544)

**TABLE OF FIGURES**

[Figure 1: Agile Methodology 4](#_Toc165314110)

[Figure 2: level 0 DFD of KinMel 5](file:///C:\Users\hp\AndroidStudioProjects\KinMel\Documentation\KinMel-Proposal.docx#_Toc165314111)

[Figure 3:Gantt Chart of KinMel 6](file:///C:\Users\hp\AndroidStudioProjects\KinMel\Documentation\KinMel-Proposal.docx#_Toc165314112)

# INTRODUCTION

Let me introduce you to KinMel, the best place to shop online without any difficulties. KinMel will be a brand-new online store that aims to completely transform the way you browse for your favourite goods/products. KinMel will put a large selection of goods at your fingertips to streamline your shopping experience. Our platform is dedicated to offering premium goods at reasonable costs, serving both individuals and families.

KinMel will offer an all- inclusive solution for buyers and sellers alike, utilizing Bootstrap for smooth front-end design, Spring Boot for reliable backend development (based on the Java framework), and Android Studio for creation user-friendly mobile apps. Our project team will guarantee an effective workflow with the help of VS code, IntelliJ IDEA, SQL Server, POSTMAN, GitHub, for producing a polished and user-friendly platform.

KinMel will have a ton of features to make your shopping experience even better. KinMel will place a high priority on security and user control, form user authentication and authorization. Which includes the ability to change passwords, and ending with user profile management with simple editing features. To help seller succeeds an admin panel will also provide them with informative dashboards that show total products, sales, and seller management.

Users will be able to monitor sales, examine trends and come to well-informed decisions thanks to analytics and reporting tools. KinMel will enable sellers to maximize revenue potential and optimize their strategies with features like sales reports and analysis.

On KinMel, security will be of the utmost importance. Features like email and payment verification ensures that users can shop in a safe and secure environment. Performance optimization strategies will also be using to guarantee blazingly quick page loads, ensuring a flawless shopping experience from beginning to end.

# PROBLEM STATEMENT

Online Shopping has grown in popularity in the current digital era, but users frequently run into problems that make the experience less enjoyable overall. These difficulties will include having to navigate through crowded user interface worrying about security while making transactions, and dealing with sluggish loading times.

* Slow loading times, security issues, and cluttered interfaces can all reduce the efficiency of online shopping.
* Sellers encounter difficulties in efficiently handling their merchandise and gaining access to meaningful data in order to maximize sales tactics.
* Innovative e-commerce platforms that solve these problems and give customers a safe and easy shopping experience will much needed.
* It will desire to provide sellers with strong management tools and practical insights to increase their success.
* KinMel wants to change the online shopping experience by tackling these issues and establishing new benchmarks for seller success and user happiness.

# OBJECTIVES

The main objectives of this project are to provide better facilities to the users. They are as follows:

* To mitigate idle seller accounts to enhance platform effectiveness and user interaction.
* To enable sellers to request new categories, facilitating dynamic category to meet market demands and enhance product visibility.

# METHODOLOGY

Our ecommerce project, KinMel, will be using Agile methodology, which includes a variety of techniques adapted to its changing needs. Projects with changing needs, like KinMel, where the features and functionalities the platform needs may change, are ideally suited for the Agile methodology. The Meaning of Agile is swift or versatile. “Agile process model” refers to a software development approach based on iterative development. It will break tasks into smaller iterations, or parts do not directly involve long term planning. Apart form the Scrum framework, which divides work into small- functional teams, additional Agile features can improve our methodology. Adopting adaptive planning gives KinMel the flexibility to adjust to shifting market conditions and requirements, ensuring that the company continues to meet the needs of its customers. Regular stand-up meetings will help the team communicate and work together, keeping everyone on the same page and aware of any obstacles.

The image below shows the process involved in Agile Methodology:

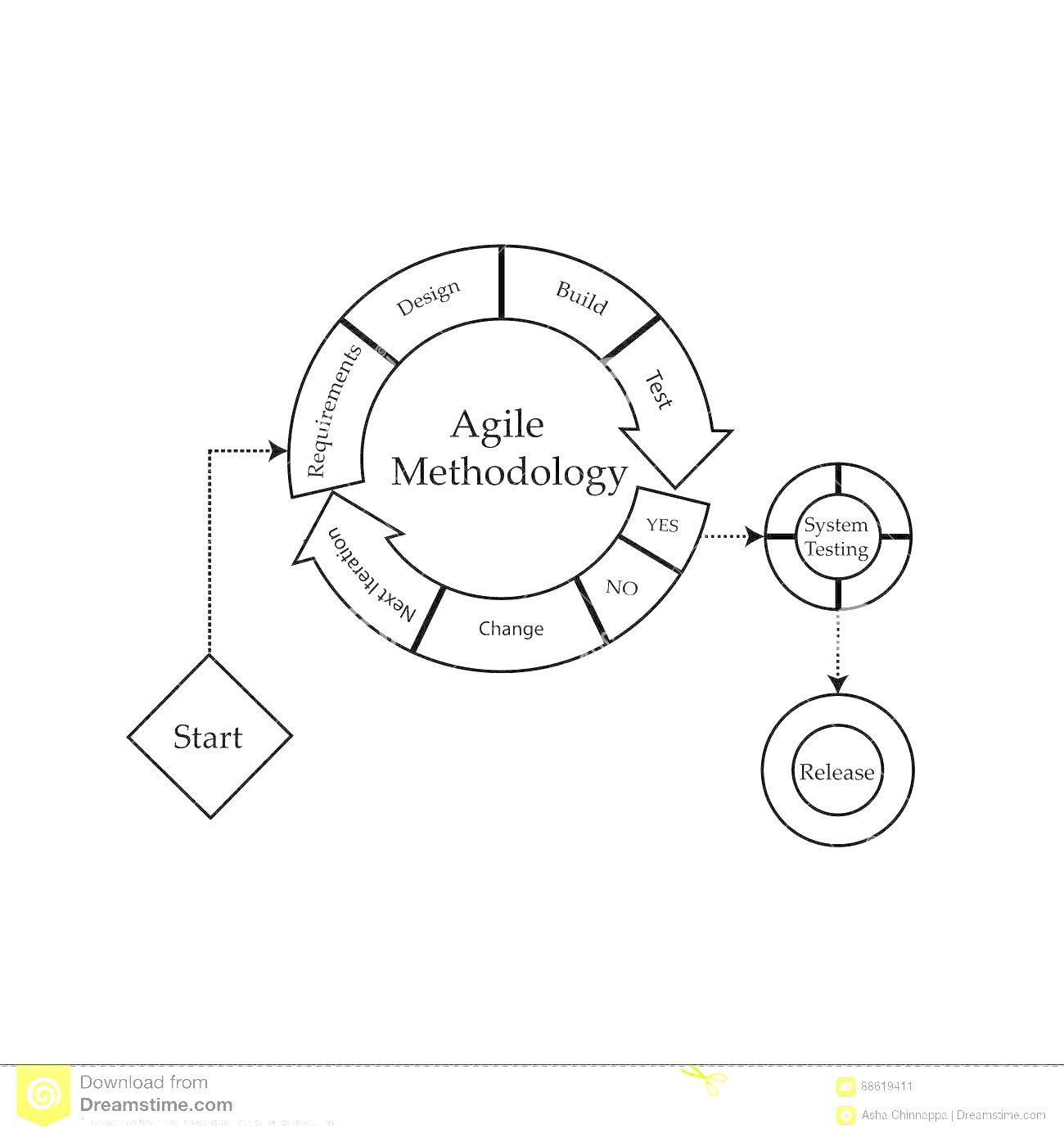


Figure 1: Agile Methodology

# DATA FLOW DIAGRAM

A Data Flow Diagram (DFD) is a diagrammatic representation of the flow of data through a system. It illustrates, show data is input, processed stored and output by as system or a process. DFDs are commonly used in software engineering and information systems design to help, illustrate and describe the flow of information through a system, as well as the different processes, entities, and data stores involved, and output by a system or process.

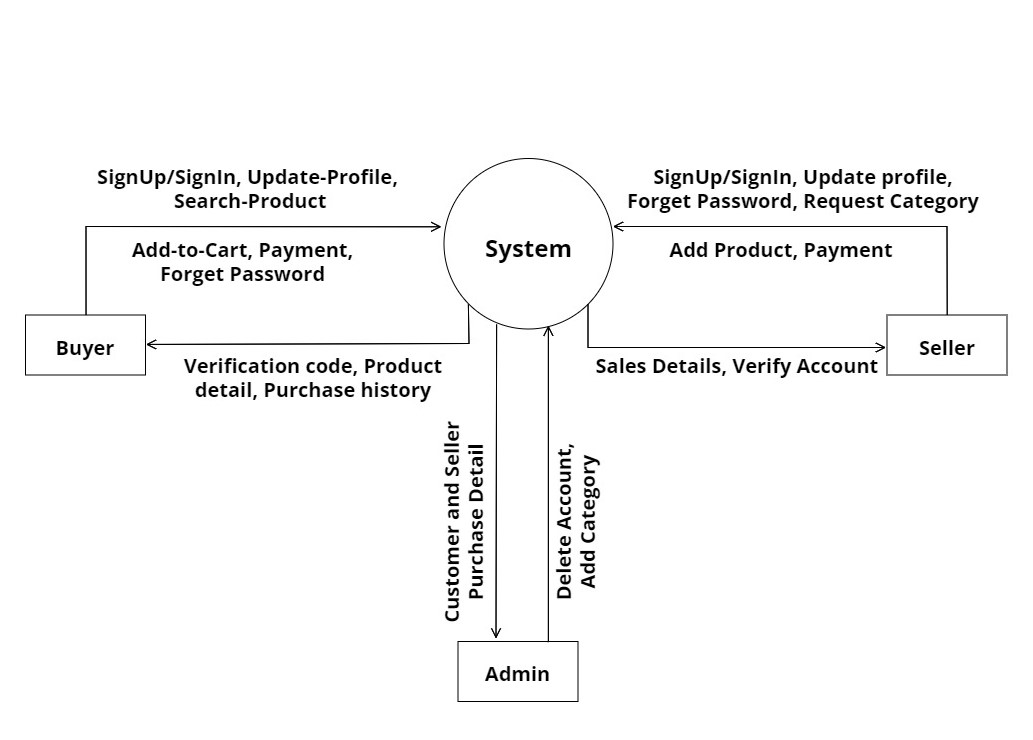


Figure 2: level 0 DFD of KinMel

# PROJECT GANTT CHART/ TIMELINE CHART

The Gantt chart below shows the schedule planned for developing the application “KinMel” following Agile Methodology. Where the features and functionalities platform needs may change, it will ideally suited for the Agile methodology, best effort would be applied to finish this project before deadline.

It also shows the time schedule description and tasks performed throughout the completion of project from the day of starting the project until it will be finished in the horizontal bar below:

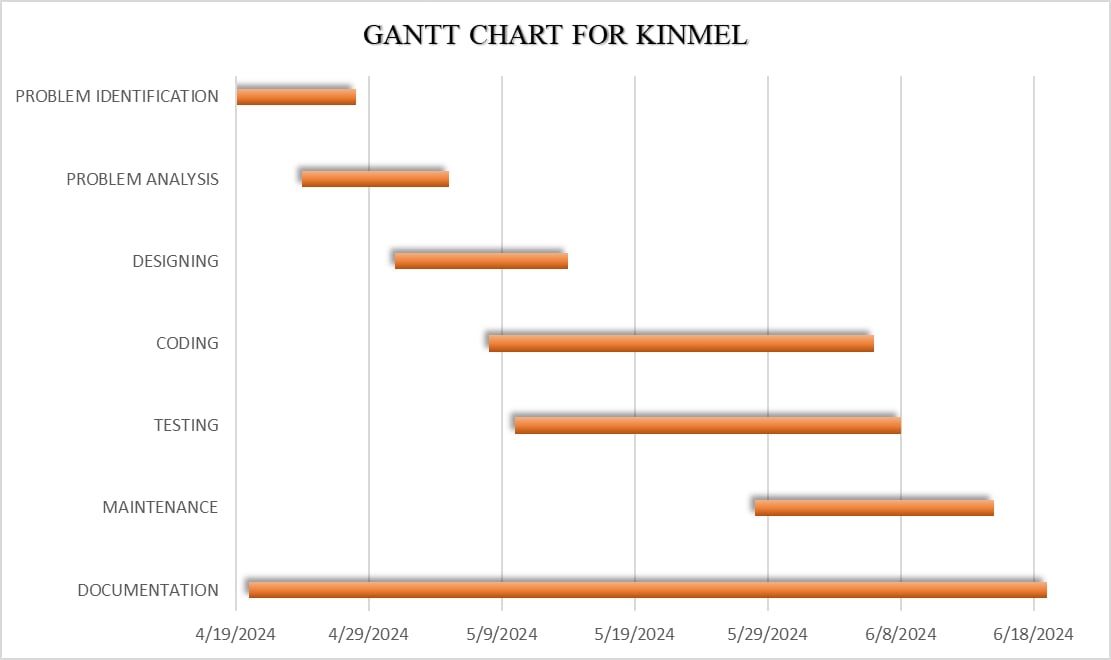


Figure 3:Gantt Chart of KinMel

# DELIVERABLES

Here are some potential deliverables for the project “KinMel”:

* It will create an attractive interface that improves the shopping experience.
* It will create an extensive product catalogue with through details on each item, including images, costs, and descriptions.
* Implementing user verification system to ensure only verified users can login to the app.
* It will be incorporating well-known payment gateways such as Khalti.
* Constructing an administrative panel to handle seller lists, categories, and product lists.
* It will provide comprehensive documentation for users and developers.
* Setting in place a special area of the app’s backend that administrators can only access in order to control and publish ads.

# CONCLUSION

KinMel will likely change online shopping in the future. KinMel wants to make buying and selling easier than it has ever been by providing separate apps for buyers and sellers. With just a few taps, buyers can browse through a large selection of products with ease and enjoyment. The buyer app's intuitive design makes it easy and quick for them to find what they need.

KinMel provides sellers with a specific app that is full of helpful resources to help them be successful. Sellers can anticipate expanding their businesses and establishing connections with buyers through KinMel, thereby generating fresh prospects for prosperity.

In the end, KinMel wants to establish itself as a reliable centre for online trade, where both buyers and sellers will be able to locate what they need and confidently complete transactions. KinMel makes sure that everyone has the customized experience they deserve by offering different apps for buyers and sellers.

# REFERENCES

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