FEASIBILTY STUDY AND REQUIREMENT GATHERING

ONLINE TOY SHOP MANAGEMENT SYSTEM

SCRUM MASTER:

MS. NAVYAMOL K T

ASSISTANT PROFESSOR

DEPARTMENT OF COMPUTERAPPLICATIONS

SUBMITTED BY

LINNU JOSE

RMCA – B

ROLL NO 8

FEASIBILTY STUDY

A feasibility study is a preliminary examination of a prospective project or end to determine its merits and viability. A feasibility study aims to provide an objective assessment of the technical, economic, financial, legal, and environmental elements of a proposed project. The information can then be used by decisionmakers to decide whether to proceed with the project or not. The findings of the feasibility study can also be used to develop a practical project plan and budget. It cannot be simple to determine whether or not a proposed project is worthwhile pursuing without a feasibility study. The document provides the feasibility of the project that is being designed and lists. Various areas that were considered very carefully during the feasibility study of this project such as Technical, Economic and Operational feasibility. The following are its features:

Technical Feasibility

The system needs to be assessed first from a technical standpoint. The outline design of the system requirement in terms of input, output, programs, and procedures must serve as the foundation for the assessment of this feasibility. After determining an outline investigation must continue to identify the necessary equipment kind. Once the system has been designed, there are several ways to run it. Technical issues raised during the investigation are:

Technical Feasibility Questions

1. Is the project feasible within the limits of current technology?
   Satisfied
2. Can the technology be easily applied to current problems?
   Satisfied

3. Does the technology have the capacity to handle the solution?
   Satisfied

Behavioral Feasibility

To ensure the success of this system, we carefully addressed two key questions:

- Is there sufficient user support?

  Satisfied
- Will the system cause any harm?

  No

Thorough evaluation of these questions was conducted to guarantee the system's positive impact upon implementation. The feasibility study also meticulously considered all behavioral factors, ensuring that the project is behaviorally feasible. Overall, we anticipate that the proposed system will successfully achieve its objectives with a high level of success.

Economic Feasibility

The economic feasibility analysis is a crucial process in determining the worth of a new project in terms of cost and time investment. It involves a thorough analysis of all factors that can influence the success of the initiative. The proposed system, Online Toy shop, has undergone cost-benefit analysis and is found to be feasible and economical within the pre-assumed cost of this project. Cost and benefit analyses are required to support the developing system. criteria to make sure that focus is on the project that will yield the best results and return the earliest. The price that would be involved in developing a new system is one of the variables. Some significant financial queries raised during the initial investigation include the following:

Economic Feasibility Questions:

1. The costs conduct a full system investigation?

   The proposed system is developed as part of project work, there is no manual cost to spend for the proposed system.
2. The cost of the hardware and software?

   Also all the resources are already available.

Feasibility Assessment

Based on the assessment of the feasibility questions:

Technology Availability: The required technologies and development tools are readily available in themarket.

Expertise: We have experienced team.

Scalability: The chosen technology stack can be scaled to accommodate a growing user base.

Integration: APIs and integration points are available.

Security: Strong security measures can be implemented to safeguard user data and transactions.

Device Compatibility: The proposed system support various devices and operating system versions.

Conclusion

The feasibility assessment indicates that the necessary technologies and expertise are available for the project.

System Study

REQUIREMENT ANALYSIS

1. Project Overview

The Online Toy Shop Management System is a comprehensive e-commerce platform designed to provide a convenient and enjoyable online shopping experience for customers seeking a wide range of toys and children's products. This system aims to bridge the gap between traditional toy stores and modern online shopping, offering a diverse catalog, secure transactions, and user-friendly features.

2. To what extend the system is proposed for?

The proposed Online Toy Shop Management System is designed to be a comprehensive and user-centric platform, spanning from an intuitive shopping experience for users of all ages to robust security measures, extensive product listings, and empowerment for independent sellers. It aims to streamline order processing, foster a dynamic feedback loop, and provide administrative control. The system's extent encompasses enhancing customer satisfaction, seller growth, and overall efficiency in the online toy shopping process, bridging the gap between traditional toy stores and modern e-commerce.

3. Specify the Viewers/Public which is to be involved in the System?

Customers: These are the primary users of the system who visit the platform to browse, search, and purchase toys and children's products. Customers interact with the system to explore the product catalog, add items to their shopping carts, make payments, and track their orders.

Independent Toy Sellers: sellers utilize the platform to register, list their products, manage their profiles, and engage with customers. They are an essential part of the system as they contribute to the diversity of products available.

Administrators: Administrators are responsible for overseeing and managing the entire system. They manage user accounts, product listings, order processing, and overall system operations. They also use the system for monitoring and reporting purposes.

Delivery Agents: Delivery agents interact with the system to manage delivery schedules,

routes, and order deliveries. They are responsible for ensuring that products are safely and timely delivered to customers.

4. List the Modules included in your System?

1. Admin
2. Customer
3. Seller
4. Delivery Agents

5. Identify the users in your project?

Online Toy Shop Management System, users can be identified based on their roles and responsibilities within the platform.

I. Customers:

visit the platform to browse, select, and purchase toys and children's products for personal use or as gifts. Customers create accounts to personalize their shopping experience, track orders, and provide feedback.

2. Independent Toy Sellers:

They register as sellers, create seller profiles, manage product listings, fulfill orders, and engage with customers.

3. Admin:

Administrators are responsible for managing and overseeing the entire Online Toy Shop Management System. They have the highest level of access and control, managing user accounts, product listings, order processing, and overall system operations.

4 Delivery Agents

Delivery agents interact with the system to manage delivery schedules, routes, and order deliveries.

6. Who owns the system?

Administrator

7. System is related to which firm/industry/organization?

The Online Toy Shop Management System is directly related to the e-commerce operations of a firm or organization that specializes in the retail of toys and children's products. This comprehensive digital platform is tailored to meet the needs of such a firm or organization, facilitating a diverse product catalog, secure transactions, and an improved online shopping experience for customers in the toy industry.

8. Details of person that you have contacted for data collection?

- Using different web resources
- Personal Experience

Questionnaire to collect details about the project?

1. **What is the primary goal of the Online Toy Shop Management System?**

   The primary goal of the Online Toy Shop Management System is to provide a comprehensive and user-centric e-commerce platform that offers a seamless and secure online shopping experience for customers seeking a wide range of toys and children's products.

2. **How does the system plan to bridge the gap between traditional toy stores and modern online shopping?**

   The system aims to bridge this gap by offering a diverse catalog, secure transactions, and user-friendly features. It provides a convenient and enjoyable online shopping experience while empowering independent toy sellers to showcase their products.

3. **What are the key features and functionalities that the system intends to offer to customers and administrators?**

   Some key features include user authentication and security, an extensive product catalog with categories, a shopping cart, multiple payment options, product reviews, and secure order processing and tracking.

4. **What are the core objectives of the project concerning user interface and user experience design?**

The core objectives include creating an intuitive user interface, ensuring a seamless shopping experience, and facilitating user satisfaction for users of all ages.

5. **How does the system plan to empower independent toy sellers to showcase their products effectively?**

   Independent toy sellers can manage their product listings, interact with customers, and process orders within the system. Specific details on seller empowerment would be helpful.

6. **What technologies and tools are planned for the development of the Online Toy Shop Management System?**

   The technologies and tools planned for development include Django as the backend framework, HTML/CSS for the frontend, Python, JavaScript, a database management system (e.g., PostgreSQL or MySQL), version control tools like Git, and security measures such as encryption (HTTPS).

7. **How does the system plan to gather feedback and reviews from customers, and how will this feedback be used**?

   The system includes a feedback and review mechanism, but additional information on how customer feedback will be collected and utilized for improvements is needed.