**My Grocery app**

for:Online retailer buyers  
**Project Scope**

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B. TECH COMPUTER TECHNOLOGY

# Overview

## Project Background and Description

With the rise in technological advancements, there is a high rate of business migrating from the manual way of buying basic commodities to online buying of goods. Most of the business in the country are located in the urban areas, in consideration to their location, businesses are now competing in terms of how services are offered and the time in which those services are rendered. Therefore, there is a need to incorporate technology into business activities. As a result, an android application will help improve on business activities whereby buyers and sellers can exchange their products and services conveniently and at ease.

## Project Scope

The android application will cover the following:

1. Authentication and authorization of both the buyers and the sellers.
2. Users (buyers and sellers) updating their profiles.
3. Sellers posting the products and the products descriptions.
4. Buyers making of orders.
5. Contact module where both the buyers and the sellers can communicate. i.e. email and dial up.
6. Provide a summary of all the orders made.
7. Customer care module the customers can update their views and also rate the shop.

**Authentication and authorization Module**

Users will be required to create an account before using the application. The application will have two sides: The buyers side and the Sellers side. If one has an account already, he/she will be required to login rather than registering.

In the Registration part, one will be required to fill in the following

* Full Names of the user
* Phone number of the user
* Location [Will be automatically detected]
* Email address of the user
* Password.

If one is registering as seller, he/she will be required to fill in above details, plus the following:

* Name of the shop of the seller.
* Delivery fee

If one is login in regardless whether a buyer or a seller, he/she will be required to fill in the following details

* Email address of the user
* Password of the user.

**Registration Module**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Field** | **Description** | **Required** |
| 1. | Name | Users’ full name inform of string | Yes |
| 2. | Phone | Phone number of the user inform of string | Yes |
| 3 | Location | Location of the user [Will be automatically detected] inform of long | Yes |
| 4. | Email | Email address of the user inform of string | Yes |
| 5. | Password | Users password the is easy to remember inform of string | Yes |

**Login module**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Field** | **Description** | **Required** |
| 1. | Email | Email address of the user | Yes |
| 2. | Password | Users password the is easy to remember | Yes |

**Adding products module**

After seller has been successfully been authenticated, he/she can add products. After seller has posted the product, the user can view the products. The seller can also edit the products i.e. when the product’s price changes.

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Field** | **Description** | **Required** |
| 1. | Product Title | Products full name inform of string | Yes |
| 2. | Image | Image of the product | No |
| 3. | Description | Description of the product inform of string | Yes |
| 4. | Category | The category in which the product falls in i.e. beverage | Yes |
| 5. | Quantity | The measurement of the product i.e. in terms of Kgs | Yes |
| 6. | Price | The cost of product in Kenyan shillings | Yes |
| 7. | Discount | If there is any discount offered | No |

**Orders Module**

The After the products have been added, the seller can make an order. The orders have the following:

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Field** | **Description** | **Required** |
| 1. | Order Id | Unique id of the order i.e. Timestamp |  |
| 2. | Product Title | Products full name inform of string | Yes |
| 3. | Status | i.e. in progress, cancelled | Yes |
| 4. | Date | The date the order was made | Yes |
| 5. | Email | Email of the buyer | Yes |
| 6. | Phone number | Phone number of the buyer | Yes |
| 7. | Items | The number of items bought | Yes |
| 8. | Price | The cost of product in Kenyan shillings | Yes |
| 9. | Delivery address | Address of the buyer | No |

**Customer care module**

In case of any complains or a clarification, the customer is at liber to raise his/her views regarding how the services or the products are offered. Customer care module will contain the following.

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Field** | **Description** | **Required** |
| 1. | Customers name | Products full name of the customer | Yes |
| 2. | Date | Date of the feedback sent | Yes |
| 3. | Feedback | A short message sent by the customer | Yes |
| 4. | Rating | The number of stars that the customer rates the shop | Yes |

## High-Level Requirements

The application is an android app. The application can run any android phone provided the phone version starts from 5.0 onwards and has good internet connection. With time, depending on the growth users and the demand as well, we may decide to come up with a cross-platform app that runs on any operating system such as iOS.

## Deliverables

* Non-relation/No-SQL database that is hosted online i.e. Firebase.
* A beautiful User Interface (UI) for the users.
* Seller’s Module that enables them to post products and view orders.
* Buyers module that enables them to view products and make orders.

## Affected Parties

* Buyers/Customers.
* Sellers.

## Affected Business Processes or Systems

* Buyer and Seller registration.
* Seller posting products.
* Buyer making orders.
* Seller approving and delivery of products.
* Customer care services.

## Specific Exclusions from Scope

* Business activities that are out of food-related products such as selling of cars.
* Money transaction as customer are not limited to using a specific means of payment, i.e. customer can choose any means of payment they are comfortable in.

## Implementation Plan

The project will start with analysis phase. Whereby information will be gathered from both the users and the sellers, what problems they are facing, what and how they would like to be implemented in the application. All the requirements will be gathered.

The design phase will follow. Low fidelity prototype will be designed which will contain sketch-ups on papers of how the application will look like. After completion of the low fidelity, high fidelity prototype will follow. This will contain a beautiful mock-up of the app. It will be done on Figma.

Implementation phase will follow. The actual app will be implemented using android studio.

The application will be released to users so as to capture their feedback and their point of view. Then after gathering their feedback, their suggestions will be factored in the app. This will help in coming up with an application that user-based and help in curbing the problems the users are facing.

## High-Level Timeline/Schedule.

|  |  |  |
| --- | --- | --- |
|  | **Date** | **Phase** |
| 1. | 03/12/2022 – 22/12/2022 | Analysis phase [Capture user requirements] |
| 2. | 22/12/2022 – 05/02/2023 | Design phase [low fidelity and high fidelity prototypes] |
| 3. | 05/02/2023 – 08/05/2023 | Implementation phase[ App developent] |
| 4. | 08/05/2023 -10/05/2023 | Release of the app and capture users feedback |
| 5. | 10/05/2023 – 28/06/2023 | Implementation of users feedback into the app. |

# Approval and Authority to Proceed

I hereby approve the application mention above.

Name Signature Date

Mr. Martin Wainaina Martin 16/09/2022