Project Proposal

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Project Idea

The project idea we have decided to work on is an e-commerce website
which will allows user to browse, shop and pay for an item they desire. We
intend to design our website to facilitate the purchase of an assortment of
products.

Framework/Tools

This app will be developed using android studio. The user interface would be
developed using layout XML while the functionality of the application would
implemented using java. The backend of our app will use Firebase as it will
provide our application with real time functionality.

Goals

The following goals have been identified for this project:

- Provides a platform for a user to browse for items
- Allow the user to add items to cart and place an order
- Send a notification validating the purchase made

Overview of Activities

Our application will consist of the following activities:

- Home screen
- Product information
- Login page
- Create an account page
- Cart
- Checkout
- Order summary
- User profile

Login Page

The first page that the user will see
 when launching the application is the
 login page. From the login, the user
 should be able to use their credentials
 to login to the home page.

Login

Registration/Create an Account

- If the user has not created an account, they would be prompted to the register page.
- The user information will then be stored onto the user database in JSON format.
- Error prevention will implemented to ensure that the user enters the correct input.

Create Account

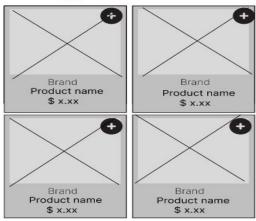
First Name			
Last Name			
Email			
Phone number			
Password			
	1020 00		

Home Screen

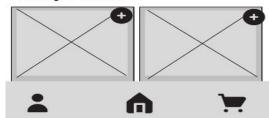
- If the user has logged in successfully, they will be prompted to the home screen. The home screen will display products and listings the user can decide to put into their shopping cart.
- All information about each product should be stored in the product database in JSON format. The home screen should also include buttons that would redirect them to their profile as well the cart.

Hello, user!

Trending products

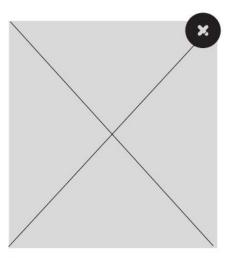


Today's deals



Product Information

When the user clicks on a product, an activity should be generated to show more detailed information about the product. This mostly includes a description as well as additional images of the product. The user should also be able adjust the desired quantity and add the product to their cart.

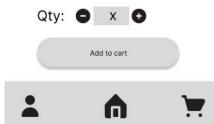


Brand

Product name

\$ x.xx

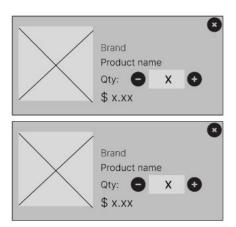
Description of product



Shopping Cart

- The cart page should provide the user an overview of their order.
- The user should be able to then proceed to the checkout page by pressing the checkout button.

Shopping Cart



Subtotal: \$ x. xx

Proceed to checkout







Checkout

The checkout activity allows the user to enter their shipping and billing information. The interface for this activity should most be composed of textboxes that will allow the user to input the required information to be able to place an order. After inputting all the required data, the user can then place their order. The order information will be stored onto the user order database in JSON format. Error prevention will be implemented to validate the data. The required information includes the following:

- Shipping Address
 - Full name
 - Country
 - Address
 - o City
 - o Province/State
 - Postal code
- Billing Address
 - Full name
 - Country
 - Address
 - City
 - o Province/State
 - Postal code
- Credit card information
 - First name
 - Last name
 - Card number
 - Expiration date
 - Postal code



Order Confirmation

The order confirmation page appears after the user has placed an order. This
activity will thank the user for placing an order as well as provide a summary
of the order. A button should be implemented to take the user back to the
home activity.

Profile

• The profile screen shows the user's information. It also displays the user's order history.