ONLINE GAME STORE

HARITH DANIAL POH BIN JEFFRY POH

SESSION 2019/2020

FACULTY OF INFORMATION SCIENCE AND TECHNOLOGY

MULTIMEDIA UNIVERSITY

FEBRUARY 2020

Online Games Store

BY

HARITH DANIAL POH BIN JEFFRY POH

SESSION 2019/2020

THE PROJECT REPORT IS PREPARED FOR
FACULTY OF INFORMATION SCIENCE AND TECHNOLOGY
MULTIMEDIA UNIVERSITY
IN PARTIAL FULFILLMENT
FOR

DIPLOMA IN INFORMATION TECHNOLOGY

FACULTY OF INFORMATION SCIENCE AND TECHNOLOGY

MULTIMEDIA UNIVERSITY

FEBRUARY 2020

© 2020 Universiti Telekom Sdn. Bhd. ALL RIGHTS RESERVED.

Copyright of this report belongs to Universiti Telekom Sdn. Bhd. as qualified by Regulation 7.2 (c) of the Multimedia University Intellectual Property and Commercialisation Policy. No part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Universiti Telekom Sdn. Bhd. Due acknowledgement shall always be made of the use of any material contained in, or derived from, this report.

ACKNOWLEDGEMENT

During my completion of this Final Year Project, I have received a lot of guidance and assistance from supervisor and friends. I am fortunate to get a supervisor that is super helpful throughout the project. I would like to express my gratitude to Mr. Noor Hisham Bin Kamis for his invaluable advice, guidance and patience to tirelessly guiding and making sure everything is completed by a certain timeframe.

On the other hand, I would like to thank my friends that helped me either for the coding part or giving encouragement. Lastly, I would like to thanks FIST and the FYP coordinator, Ms. Lim Li Yen for giving me the chance to do this project.

ABSTRACT

Online Game Store is a website that sells games for all the gamers in Malaysia. The website will be quite similar with the other online shopping platform. Customers will need to sign up and login to their account before they can start purchasing. Customers will need to fill up a personal information form about their name, contact number and shipping address. The customers will be able to update their profile if they wish to update their details. There will also be a button dedicated for those who forgotten their password. Our platform will feature online payment method so that our customers will be able to shop at the comfort of their home.

LIST OF TABLES

Table 1.1: *Division of tasks* …… 11
Table 1.2: *Data Dictionary* …… 15

LIST OF FIGURES

FIGURE 1 : GANTT CHART 1 6
FIGURE 2 : GANTT CHART 2 7
FIGURE 3 : GAME HOUZ MAIN PAGE 10
FIGURE 4 : GAME HOUZ REGISTRATION PAGE 11
FIGURE 5 : IMPULSE GAMING MAIN PAGE 12
FIGURE 6 : IMPULSE GAMING PRODUCT CATALOG 13
FIGURE 7 : MIJIKORT MALAYSIA MAIN PAGE 14
FIGURE 8 : MIJIKORT MALAYSIA REGISTRATION PAGE 15
FIGURE 9 : CONTEXT DIAGRAM 21
FIGURE 10 : DATA FLOW DIAGRAM 23
FIGURE 11 : ENTITY RELATIONSHIP DIAGRAM 24
FIGURE 12 CUSTOMER LOGIN PAGE 27
FIGURE 13 : CUSTOMER FORGOT PASSWORD 28
FIGURE 14 : CUSTOMER REGISTRATION PAGE 29
FIGURE 15: CUSTOMER REGISTRATION PAGE ERROR INPUT 29
FIGURE 16 : CUSTOMER PROFILE PAGE 30
FIGURE 17 : CUSTOMER EDIT PROFILE 31
FIGURE 18 : PRODUCT CATALOG 32
FIGURE 19 : PRODUCT CATALOG PLAYSTATION 32
FIGURE 20 : PRODUCT PAGE 33
FIGURE 21 : CART 34
FIGURE 22 : CHECKOUT 35
FIGURE 23: CUSTOMER ORDER HISTORY 36
FIGURE 24 : CUSTOMER ORDER DETAIL 37
FIGURE 25 : ADMIN LOGIN 38
FIGURE 26 : ADMIN PANEL 39
FIGURE 27 : ADD PRODUCT 40
FIGURE 28 : EDIT PRODUCT 41
FIGURE 29 : ADMIN ORDER LIST 42
FIGURE 30 : ADMIN UPDATE ORDER 43
FIGURE 31 : ADMIN GENERATE REPORT 44

Table of Contents

COPYRIGHT ..... **i**
ACKNOWLEDGEMENT ..... **ii**
ABSTRACT ..... **iii**
LIST OF TABLES ..... **iv**
LIST OF FIGURES ..... **v**
TABLE OF CONTENTS ..... **vi**

PART 1: INTRODUCTION **1**
1.1 Overview 2
1.2 Project Objectives 3
1.3 Target User 4
1.4 Project Scope 5
1.5 Gantt Chart 1 6
1.6 Gantt Chart 2 7
1.7 Division of Work 8

PART 2: CASE STUDY AND LITERATURE REVIEW **9**
2.1 Primary Study 10
2.2 Problem Statement 16

PART 3: PROPOSED SOLUTION **17**
3.1 System Features 18
3.2 Hardware/Software Requirements 19
3.2.1 For Developer 19
3.2.2 For User 20
3.3 Context Diagram & Data Flow Diagram 21
3.4 Entity Relationship Diagram 24
3.5 Data Dictionary 25

PART 4: SYSTEM PREVIEWS **26**

4.1 Customer/Member Module 27

4.2 Staff/Admin/Front Desk Module 38

PART 5: SYSTEM TESTING **45**

5.1 System Testing 46

PART 6: CONCLUSION **53**

6.1 Conclusion 54

6.2 Further Enhancements 55

PART 7: REFERENCES **56**

PART 8: APPENDIX **58**

Appendix A: Minutes of Meeting 59

Appendix B: CD (Softcopy of Report and System) 71

Part I:

Introduction

1.1 Overview

This project is about an online game store which will be selling a wide range of games available for the main platform such as PC, PlayStation and X-BOX. Nowadays, users prefer to shop online as there will be less time wasted spent on driving, browsing and queueing at a retail store. So, our system will be a much more convenient choice for them.

Our platform requires the customers to create an account or login to their existing account before making purchases. When the customers register, they are needed to fill up their name, contact number and address. These credentials will be used later when they check out their purchases. Our platform will also feature a filter option so that our customers can browse our catalog for easily. As for the payment method, we opted to online payment method as it is easier for the customers to make payment without the needs to leave their house and it will be easier for us to verified the payment. We will also be providing a shipping services using national courier. After the customers complete their purchases, they can view their order history.

1.2 Project Objectives

1. **To provide a platform for gamers that is user friendly for customers.**

   The platform will be fast loading and clean user interface. It will be very simple and straightforward on how to use/operate the website. Easy to find links. All the buttons and links will be clearly visible to avoid unnecessary click.

2. **To provide a cheaper option for users with more competitive pricing.**

   We aim to provide a more competitive price for our customers. We believe this will be achieved as we don't have a physical store so our expenses will be reduced to a minimal.

3. **To reduce customer time on shopping as they are not needed to leave the house.**

   With online shopping and online payment provided, customers shopping time will be significantly reduced. Customers wouldn't need to leave their house and waste their time browsing the item in a physical store.

1.3 Target Users

1. **Gamers**

   Our main target audiences will be gamers around Malaysia.

2. **Friends and family**

   Games can be gifted to friends or family member during special occasion. Game is a more universal presents as who doesn't like games?

   .

1.4 Project Scope

2. Login

a. Customers need to register and login before making their purchases.

1 Verification Email

a. Every registration will be send to the entered email for verification.

2 Filter

a. Customers will be able to filter the item list to their desire.

b. In example: filter by platform either PC or PlayStation or XBOX.

3 Payment

a. We will provide online payment such as credit/debit card.

4 Delivery

a. Delivery service will be also provided by using the courier services in Malaysia.

5 Report

a. Admin will be able to view sales reports.

1.5 Gantt Chart 1

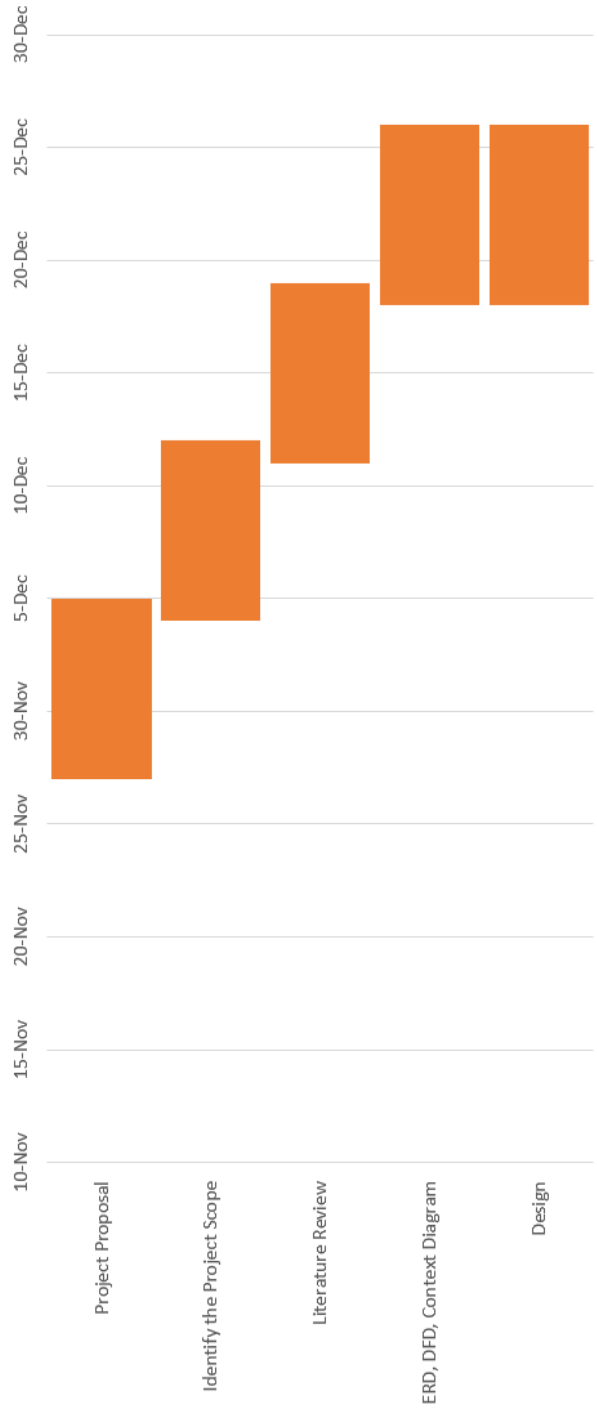


Figure 1 : Gantt Chart 1

1.6 Gantt Chart 2

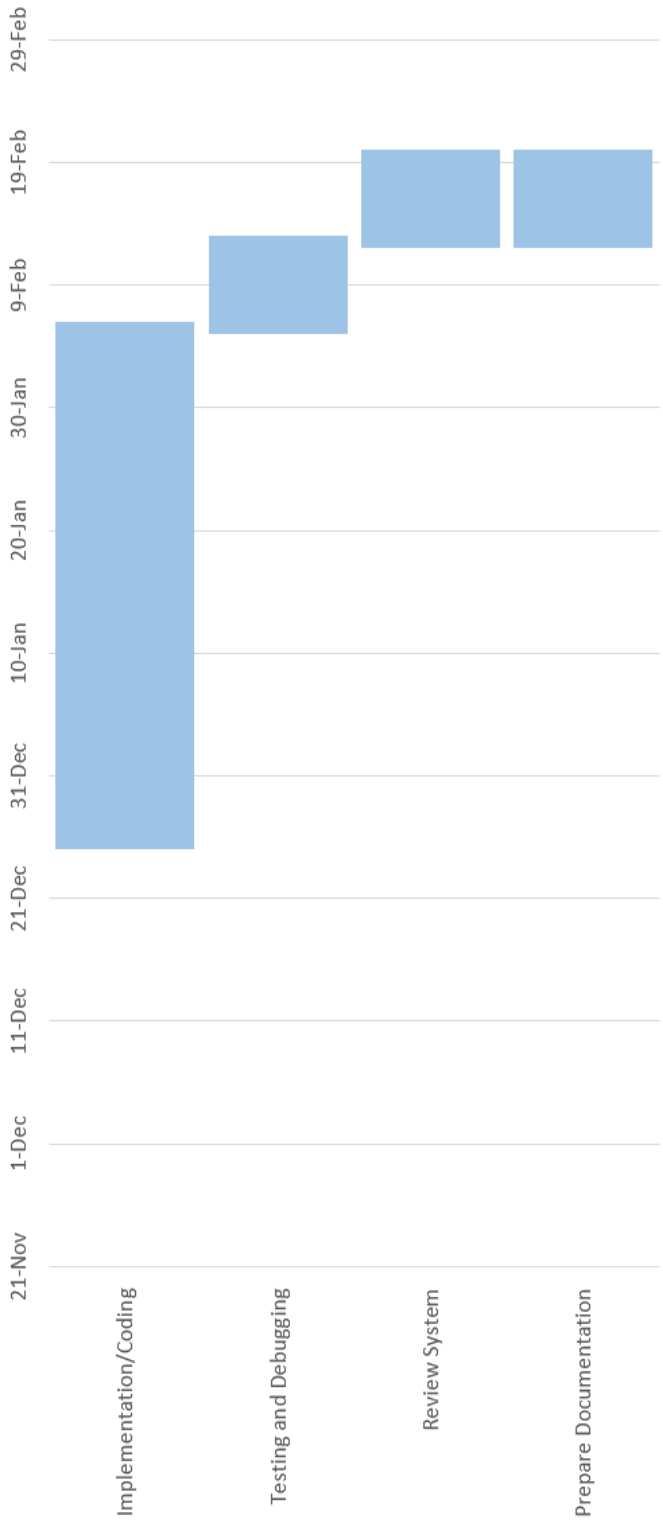


Figure 2 : Gantt Chart 2

1.7 Division of Work

TASKS	STUDENT
	Harith Danial Poh Bin Jeffry Poh
Preparing project proposal	✓
Overview	✓
Objectives	✓
Target Users	✓
Project Scope	✓
Gantt chart	✓
Primary Study	✓
Problem Statements	✓
System Features	✓
Hardware/Software Requirements	✓
Data flow diagram & Context Diagram	✓
Entity relationship diagram	✓
Data dictionary	✓
System Interface Design	✓
System Coding	✓
System Testing	✓
Compilation of Final Report	✓
Presentation and Demo	✓
Meeting Minutes	✓

Table 1.1 : Division of Work

Part II:

Primary Study/

Literature Research

2.1 Primary Study

1. Game Houz

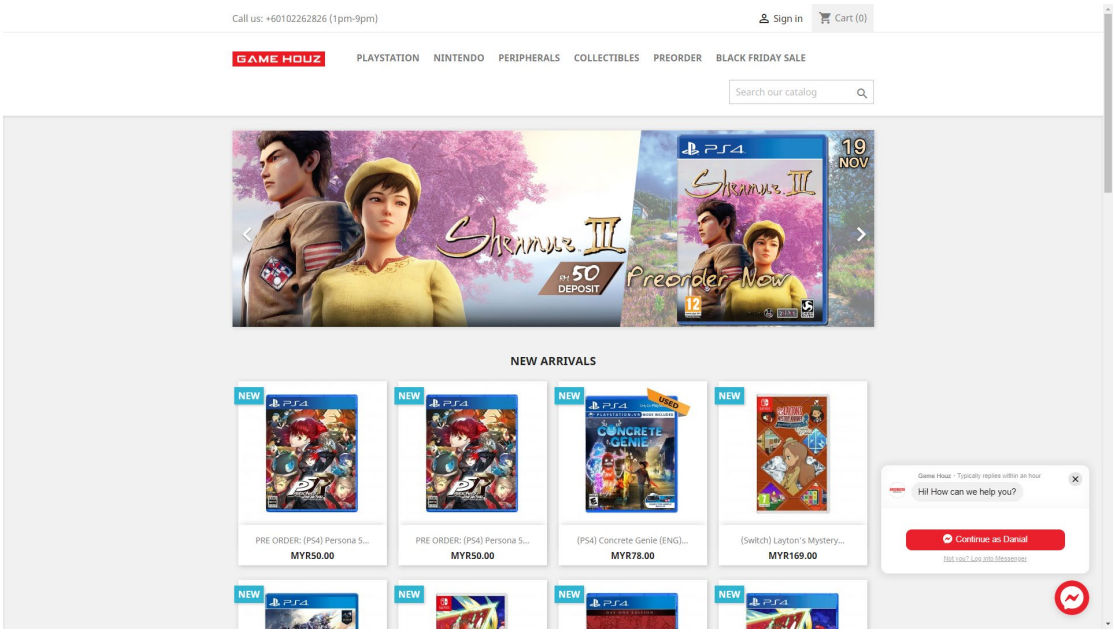


Figure 3 : Game Houz Main Page

This is one of the main online game store in Malaysia. Their website is pretty straightforward and easy to use. The main difference from them to our website is that they mainly focus on selling gaming console games and accessories while our website will be focusing on PC gaming as well.

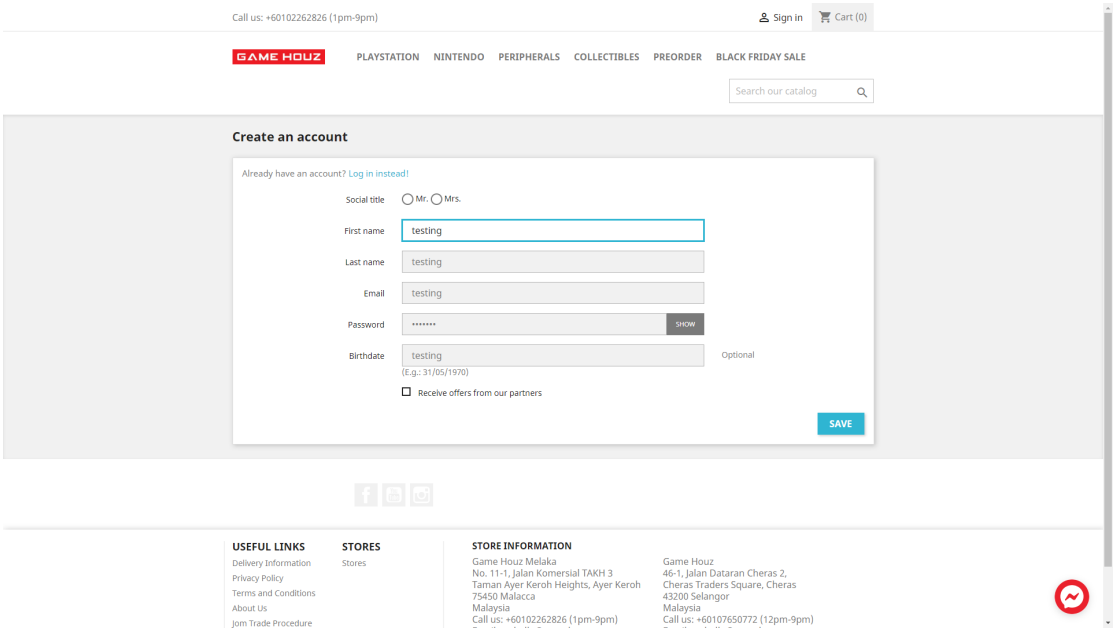


Figure 4 : Game Houz Registration Page

This screenshot show their registration form. They keep it simple to avoid any user errors. But they didn't check for any error on what is filled in, for example, the email section is filled with a non email format and it didn't prompt the user about it until you press the submit button. The same goes to the birthdate as they didn't lock it to only be able to key in number.

1. **Advantages**
    a. The website is very easy to use.
    b. The user interface is very clean.
    c. Very easy to search for the product that you need.
    d. Easy to register as a member.
    e. No payment needed to register.
    f. Offer live chat services.
2. **Disadvantages**
    a. The live chat popup is very distrating.
    b. The interface is not interactive.

2. Impulse Gaming

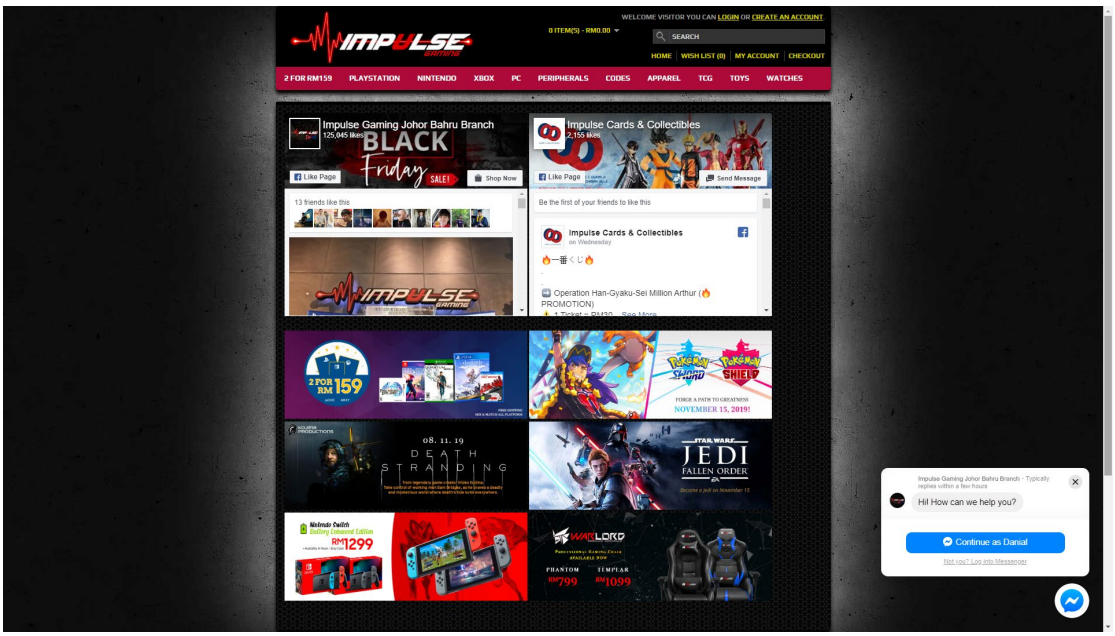


Figure 5 : Impulse Gaming Main Page

Impulse Gaming is one of well-known gaming store in Johor Bahru. As you can see their website is more old fashion. It is very cluttered and the layout are not aligned properly. The design also looks dull compare to more updated website.

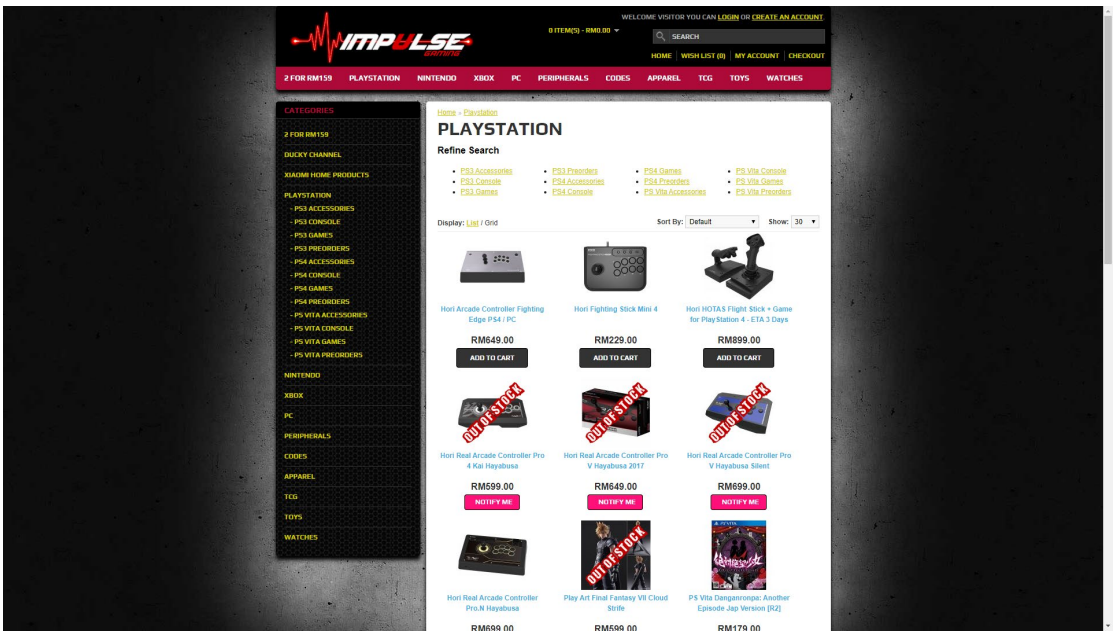


Figure 6 : Impulse Gaming Product Catalog

This screenshot is about their product catalog page. It is straightforward but it looks very outdated in style. The great part is that their website feature filter function which we aim to apply to our website as well. Filter will help customers to browse for what they need faster.

1. **Advantages**
    a. Easy to search for the product that you need.
    b. Easy to register as a member.
    c. No payment needed to register.
    d. Offer live chat services.
2. **Disadvantages**
    a. The live chat popup is very distrating.
    b. The design look dull.
    c. The interface is not interactive.

d. 3. **Mijikort Malaysia Game Shop**

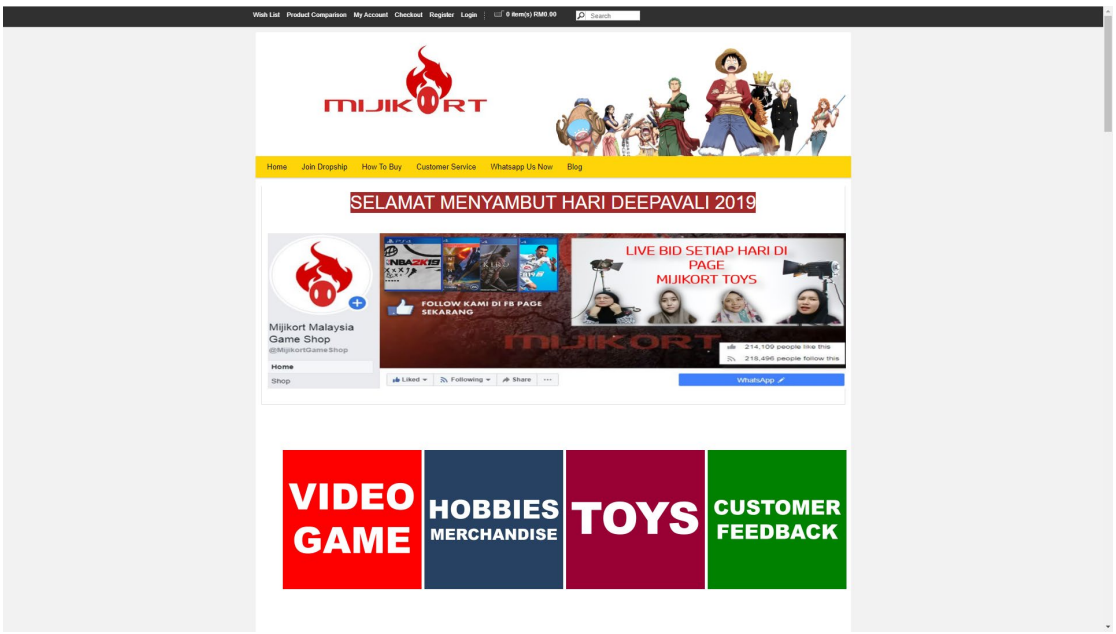


Figure 7 : Mijikort Malaysia Main Page

This is the main page for Mijikort Malaysia Game Shop. It is very outdated as it still display a Deepavali Message in December. This website also didn't fully utilize the space. The wording is also in the smaller side.

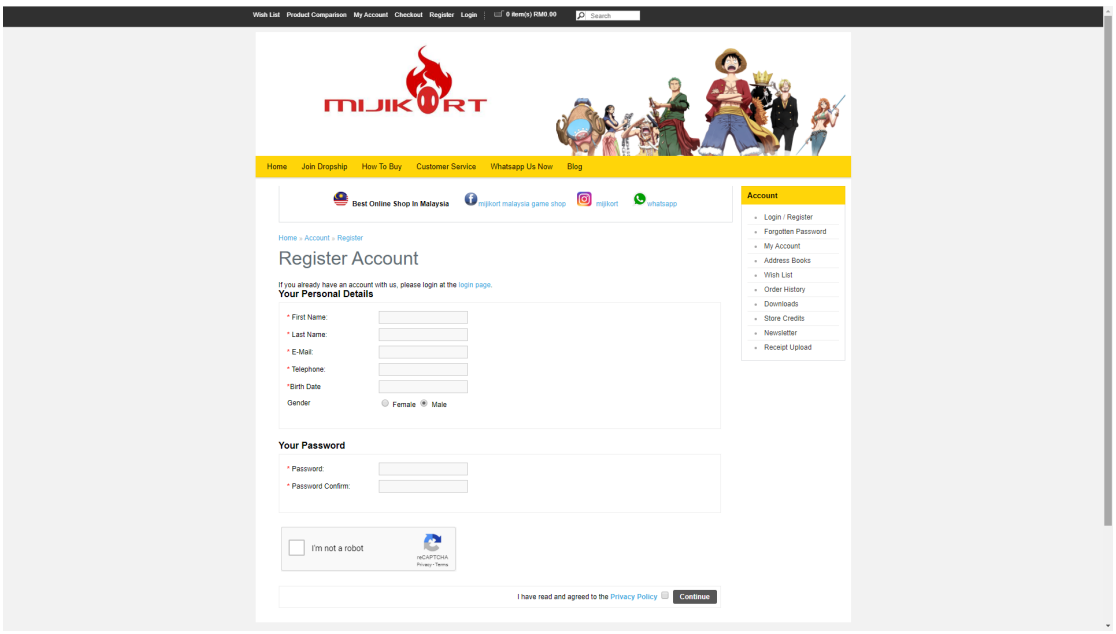


Figure 8 : Mijikort Malaysia Registration page

Their registration form is straightforward and feature a captcha to verify it is a legit registration. The form didn't show any hint on how to fill in the form. For example, the birthdate column. The users will need to guess on how to fill it in.

1. **Advantages**
    a. Easy to search for the product that you need.
    b. No payment needed to register.
2. **Disadvantages**
    a. Registration form lack crucial information.
    b. The design look dull.
    c. The interface is not interactive.

2.2 Problem Statement

1. **To provide a platform for gamers that is user friendly for customers.**

   Problem Statement

   Current website is not well design. The website loading time is also an issue as the host is slow. A lot of unnecessary images lead to slow loading time too.

2. **To provide a cheaper option for users with more competitive pricing.**

   Problem Statement

   Need a large number of orders at a time to get a better pricing from supplier. Bad advertising lead to low exposure hence higher pricing.

3. **To reduce customer time on shopping as they are not needed to leave the house.**

   Problem Statement

   Older age group of users tends to not trust online shopping platform. Some customers prefer to have the product on hand to inspect before purchasing

Part III:

System Design

3.1 System Features

1. **Admin**
    - Can view order history.
    - Can view order details.
    - Can view order status.
    - Can update order status
    - Can view/edit/add/delete product.

2. **User**
    - Can login.
    - Can register.
    - Can view and edit profile.
    - Can search and view products.
    - Can make order.
    - Can make payment.
    - Can view order status.

3.2 Hardware/Software Requirements

3.2.1 For Developer

1. Hardware
    a. System Requirements
        i. Operating system: Windows 7 or later.
        ii. Processor: Intel Core i3 or later.
        iii. Memory: 2GB minimum, 4GB recommended.
2. Software
    a. Browser
        i. Google Chrome.
        ii. Mozilla Firefox.
    b. Web Development IDE
        i. Visual Studio Code.
    c. XAMPP Control Panel
    d. MySQL

3.2.2 For User

1. Hardware

    a. System Requirements

        ii. Operating system: Windows 7 or later.

        iii. Processor: Intel Pentium or later.

        iv. Memory: 2GB minimum, 4GB recommended.

2. Software

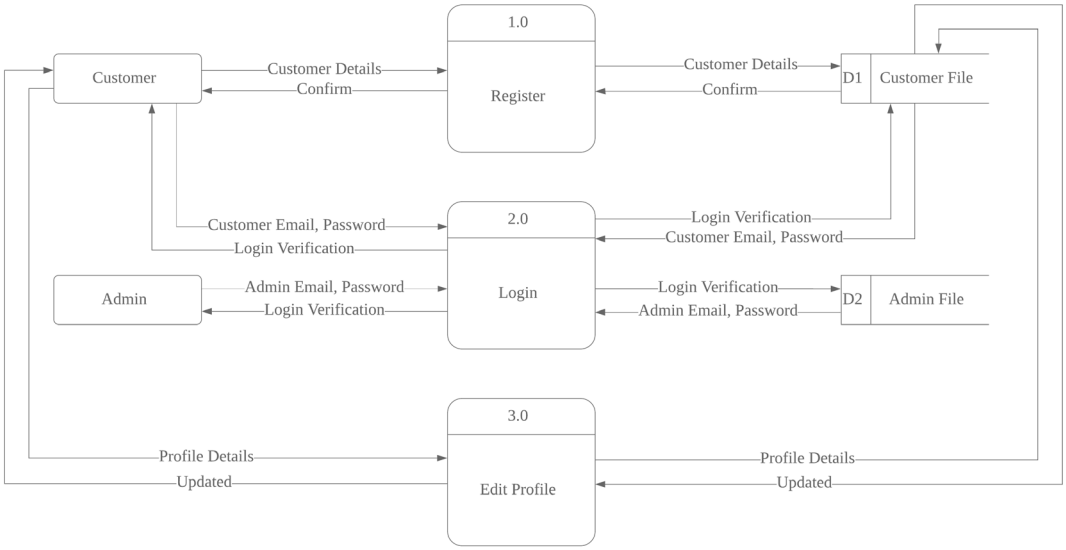
    a. Browser

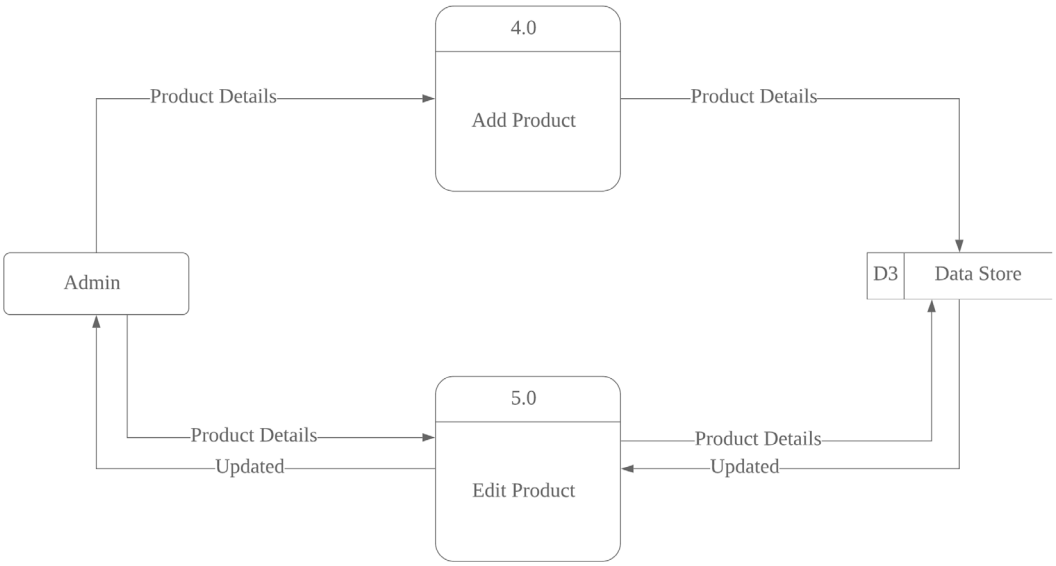
        i. Google Chrome.

        ii. Mozilla Firefox.

3.3 Context Diagram & Data Flow Diagram

Figure 9 : Context Diagram


1.0
Register
Customer
Customer Details
Confirm
Customer Details
Confirm
D1
Customer File
Customer Email, Password
Login Verification
2.0
Login
Login Verification
Customer Email, Password
Admin
Admin Email, Password
Login Verification
Login Verification
Admin Email, Password
D2
Admin File
3.0
Edit Profile
Profile Details
Updated
Profile Details
Updated


4.0
Add Product
Product Details
Product Details
Admin
D3
Data Store
5.0
Edit Product
Product Details
Updated
Product Details
Updated

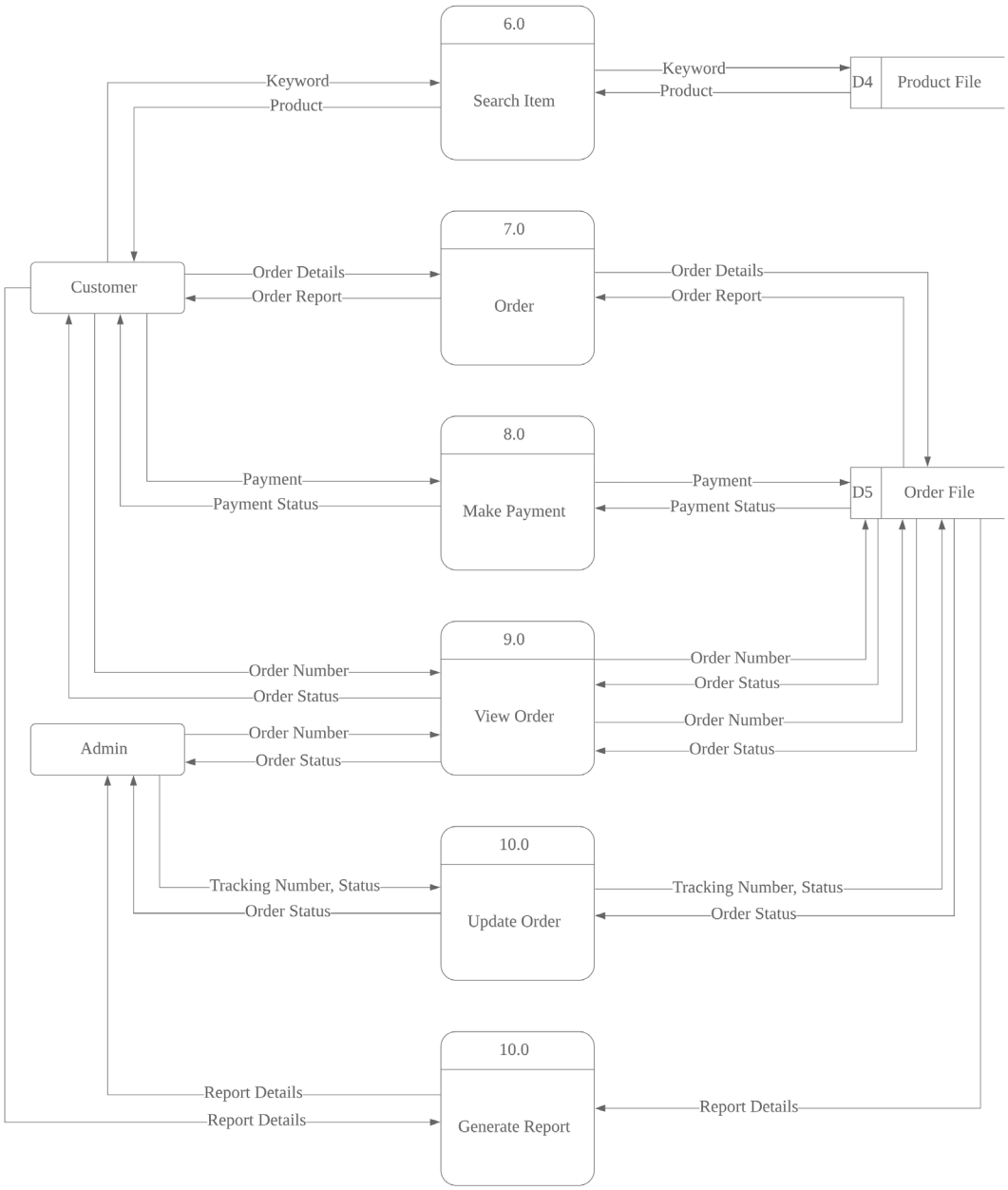


Figure 10 : Data Flow Diagram

Entity Relationship Diagram

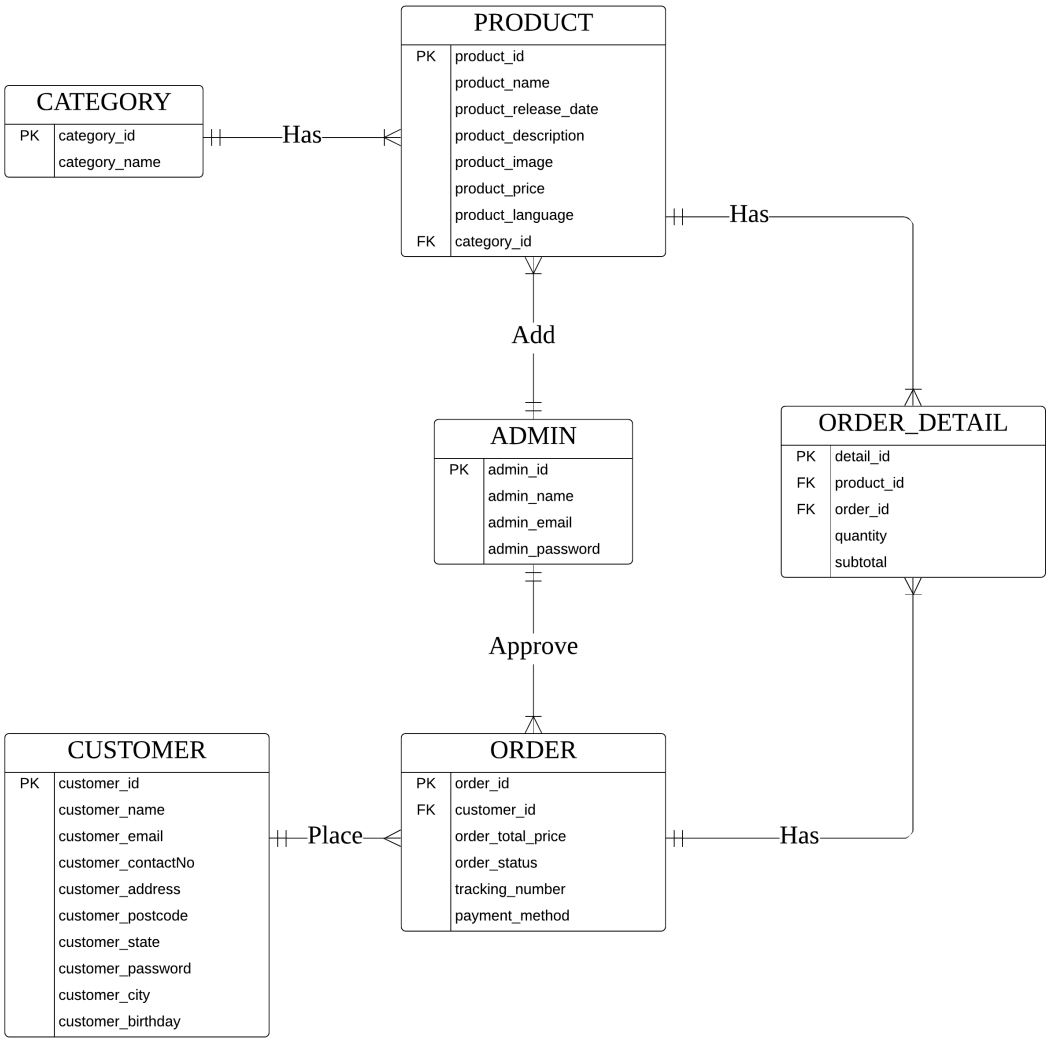


Figure 11 : Entity Relationship Diagram

3.4 Data Dictionary

Table	Attributes	Contents	Type	Format	Required	PK or FK	FK Reference Table
admin	admin_id	Admin ID	INT(11)	-	Yes	PK	
	admin_name	Admin Name	VARCHAR(255)	-	Yes		
	admin_email	Admin Email	VARCHAR(255)	-	Yes		
	admin_password	Admin Password	VARCHAR(255)	-	Yes		
category	category_id	Category ID	INT(11)	-	Yes	PK	
	category_name	Category Name	VARCHAR(50)	-	Yes		
customer	customer_id	Customer ID	INT(11)	-	Yes	PK	
	customer_name	Customer Name	VARCHAR(255)	-	Yes		
	customer_email	Customer Email	VARCHAR(255)	-	Yes		
	customer_password	Customer password	VARCHAR(255)	-	Yes		
	customer_contactNo	Customer Contact Number	VARCHAR(255)	-	Yes		
	customer_address	Customer Address	VARCHAR(255)	-	Yes		
	customer_postcode	Customer Postcode	INT(11)	-	Yes		
	customer_city	Customer City	VARCHAR(255)	-	Yes		
	customer_state	Customer State	VARCHAR(255)	-	Yes		
	customer_birthday	Customer Birthday	DATE	-	Yes		
order	order_id	Order ID	INT(11)	-	Yes	PK	
	customer_id	Customer ID	INT(11)	-	Yes	FK	Customer
	order_total_price	Payment ID	DECIMAL(6,2)	-	Yes		
	order_status	Order History	VARCHAR(255)	-	Yes		
	tracking_number	Tracking Number	VARCHAR(50)	-			
	payment_method	Payment Method	VARCHAR(200)	-			
order_detail	detail_id	Order Detail ID	INT(11)	-	Yes	PK	
	product_id	Product ID	INT(11)	-	Yes	FK	Product
	order_id	Order ID	INT(11)	-	Yes	FK	Order
	quantity	Order Quantity	INT(11)	-	Yes		
	subtotal	Order Subtotal	DECIMAL(6,2)	-	Yes		
product	product_id	Product ID	INT(11)	-	Yes	PK	
	product_name	Product Name	VARCHAR(50)	-	Yes		
	product_image	Product Image	VARCHAR(255)	-	Yes		
	product_price	Product Price	DECIMAL(6,2)	-	Yes		
	product_release_date	Product Release Date	DATE	-	Yes		
	product_description	Product Descripton	VARCHAR(200)	-	No		
	category_id	Category ID	INT(11)	-	No	FK	Category

Table 1.2: Data Dictionary

Part IV:

System Previews

4.1 Customer/Member Module

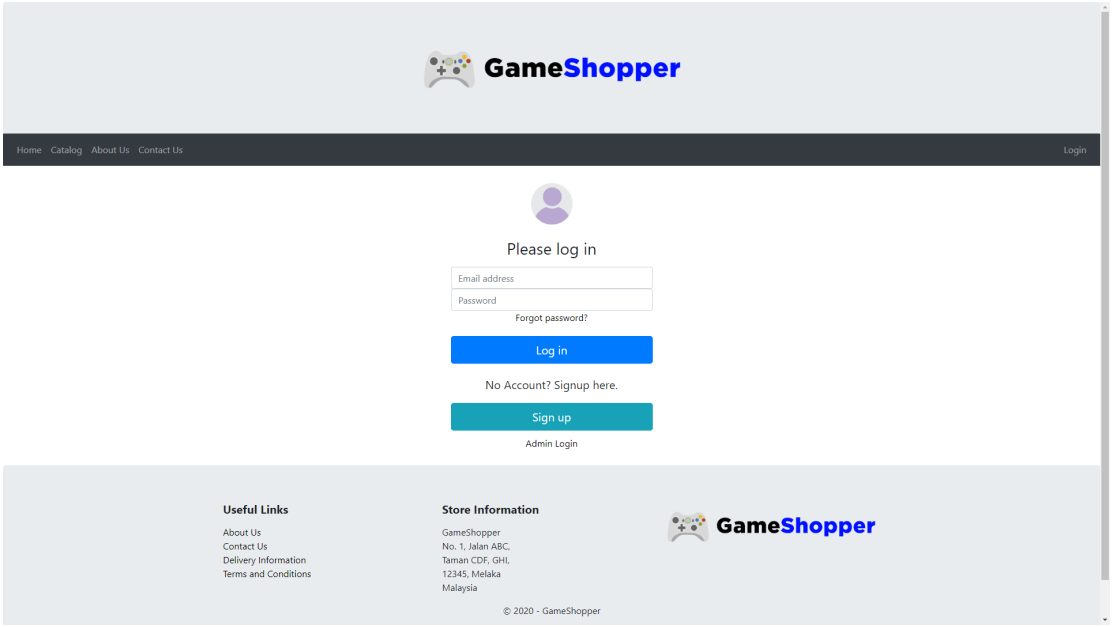


Figure 12 Customer Login Page

This is the customer login page. Customer are required to login into their account before they can make any purchases. Customer will be redirect to the index page once they login successfully.

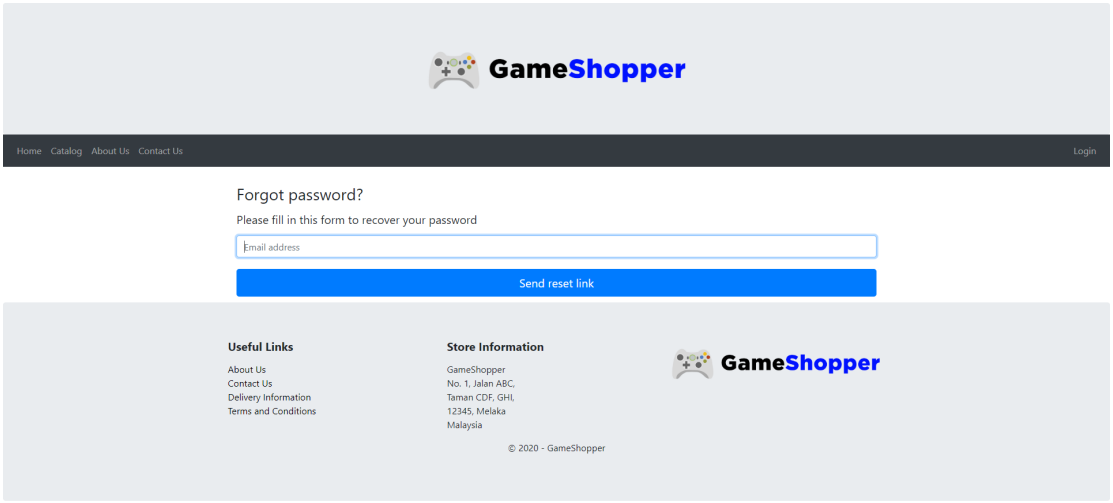


Figure 13 : Customer Forgot Password

This page is the password recovery page where customer can use to retrieve their forgotten password. They will need to insert their registered email and an email with their password will be send to their email address.

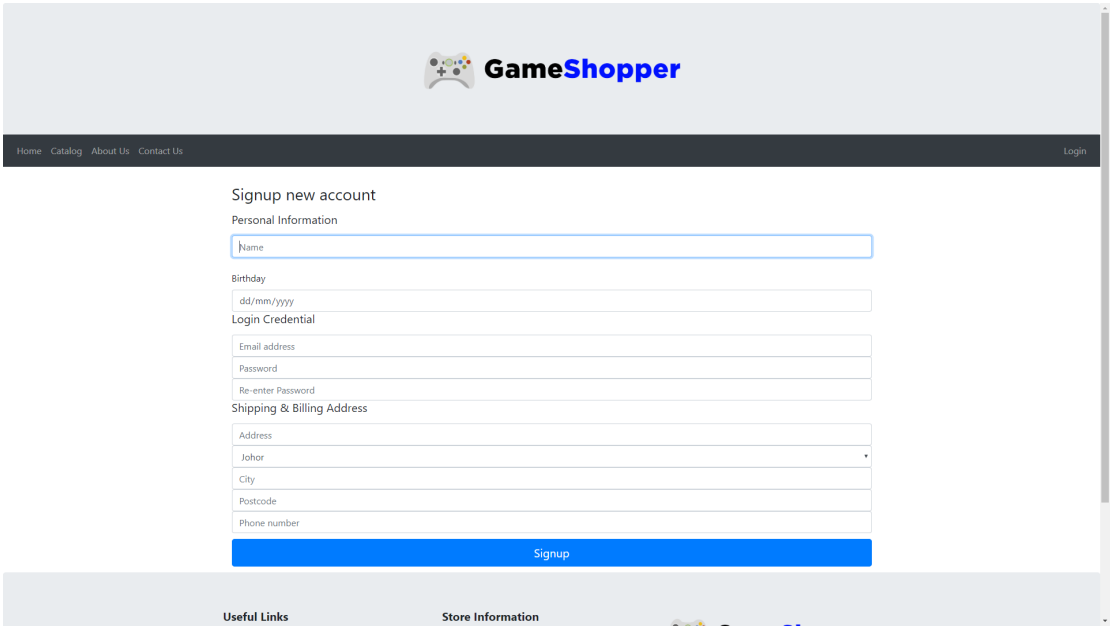


Figure 14 : Customer Registration Page

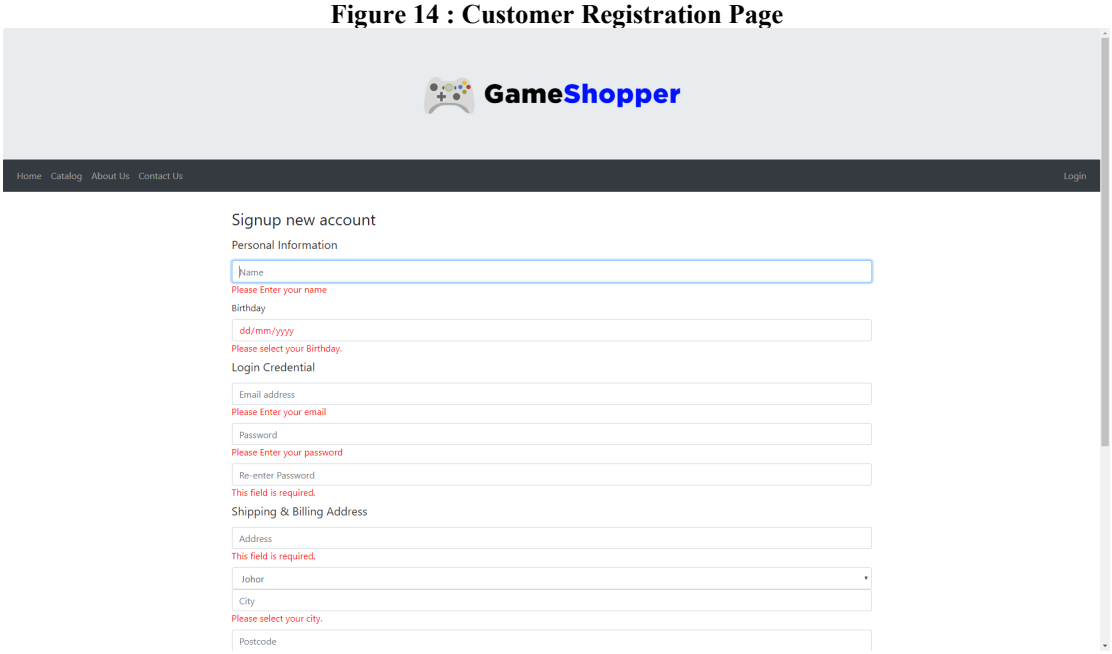


Figure 15: Customer Registration Page Error Input

Customer will fill in this form to register as a member. There will be checking if the customer inserts the wrong input.

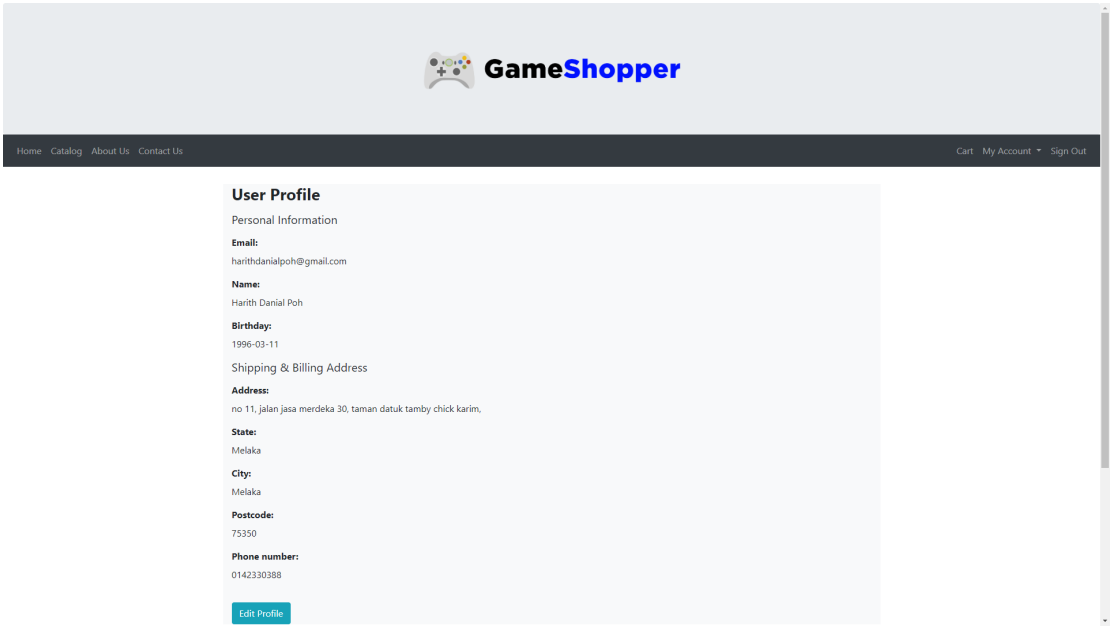


Figure 16 : Customer Profile Page

This page allows the customer to check their profile details. The customer is also able to edit their profile but clicking the “Edit Profile” button.

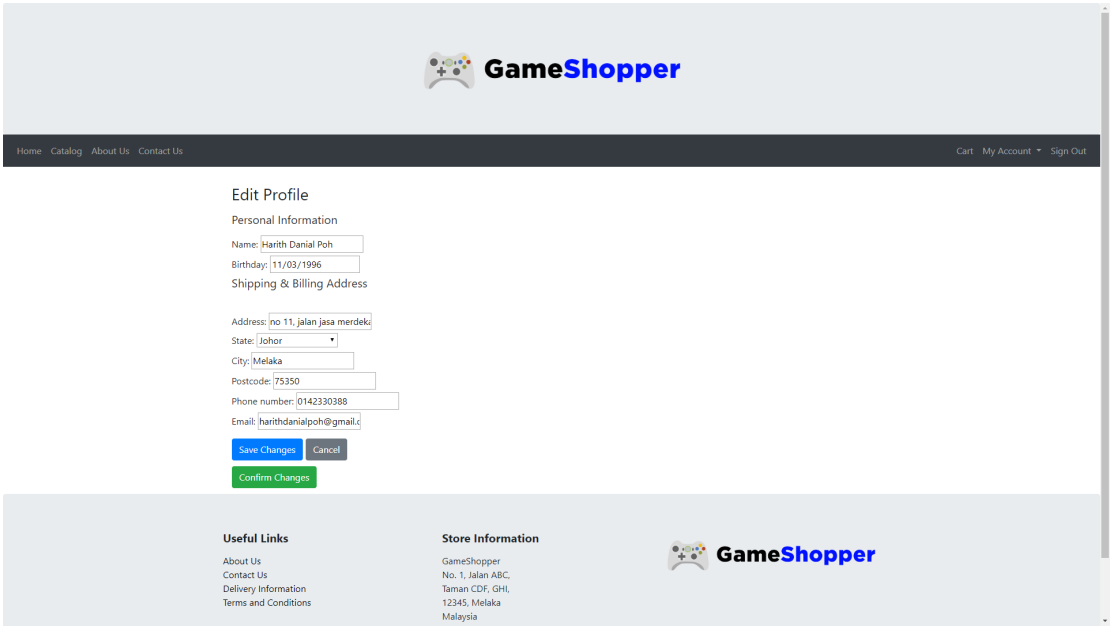


Figure 17 : Customer Edit Profile

Customer will be able to edit their profile in this page. The updated details will then be store in the database.

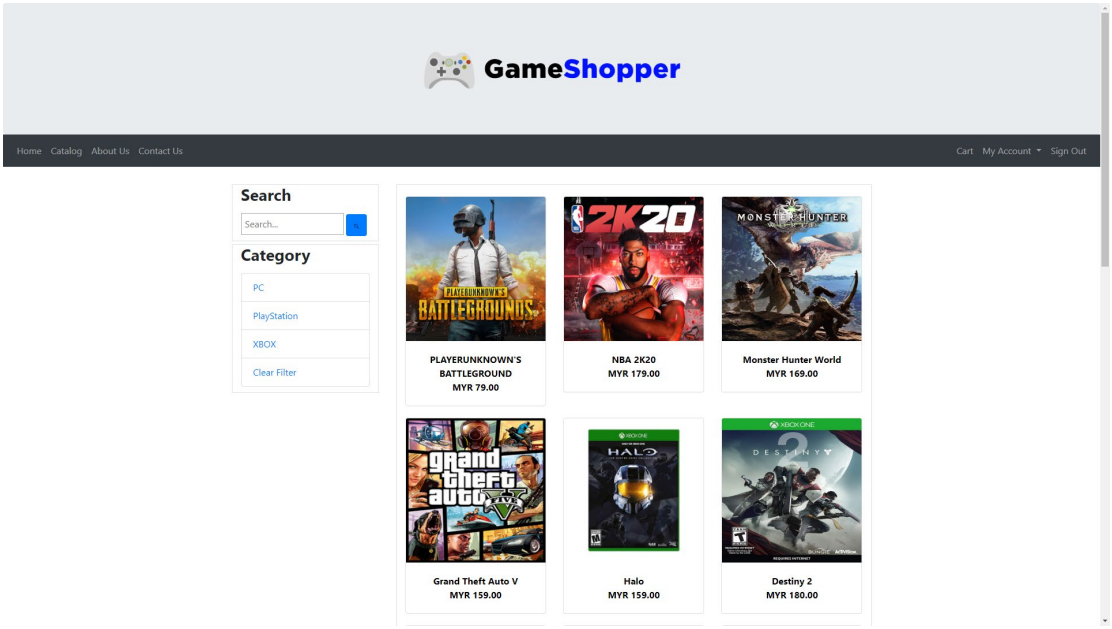


Figure 18 : Product Catalog

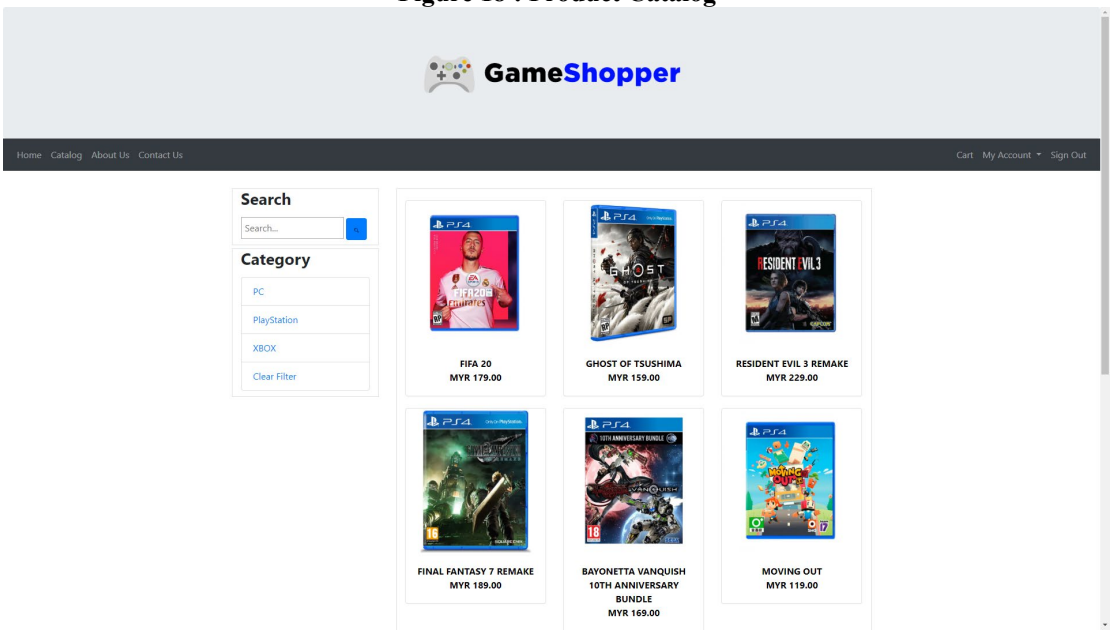


Figure 19 : Product Catalog PlayStation

This page is the product catalog page. The products are sorted by the latest product added to the database. Customer will be to filter the product base on their preferred category on the left side.

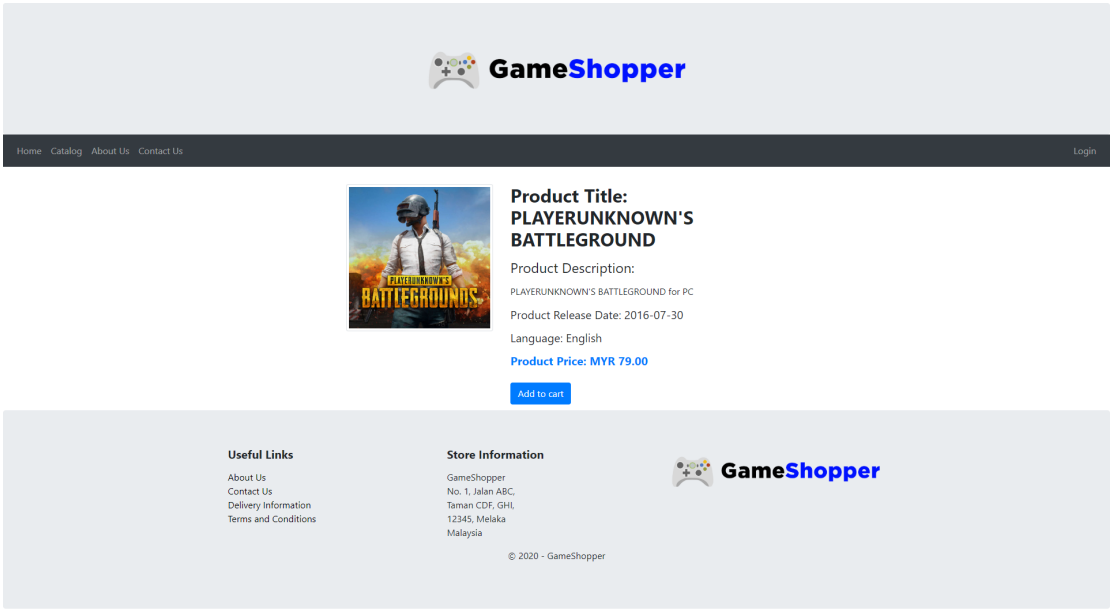


Figure 20 : Product Page

The Customer will be able to view the product detail when they press on it at the Catalog page. Customer can add the product to cart by pressing the “Add to cart” button.

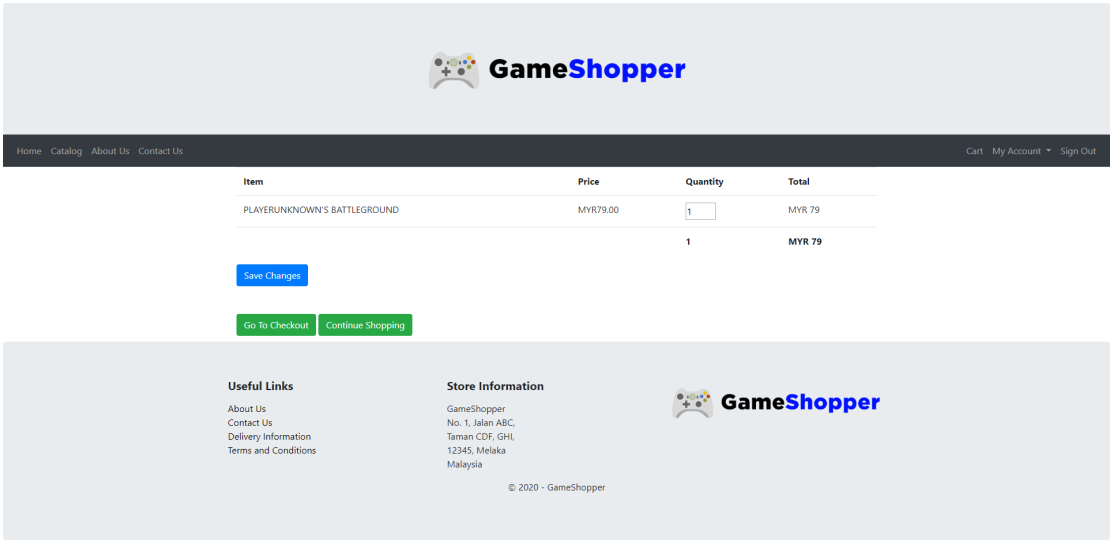


Figure 21 : Cart

This is the cart page where customer will be able to finalize their order before checking out. Customer can change their quantity by changing the quantity in the textbox and press “Save Changes” button.

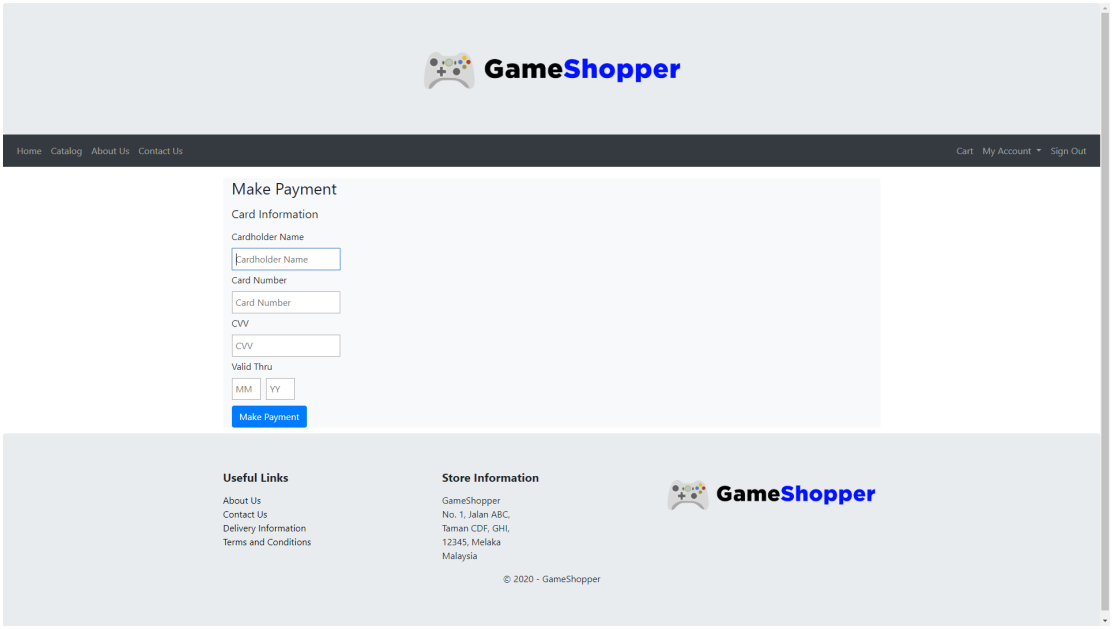


Figure 22 : Checkout

The Customer are needed to enter their credit/debit card detail into the form and press "Make Payment" button. Customer then will be redirect to the order history page.

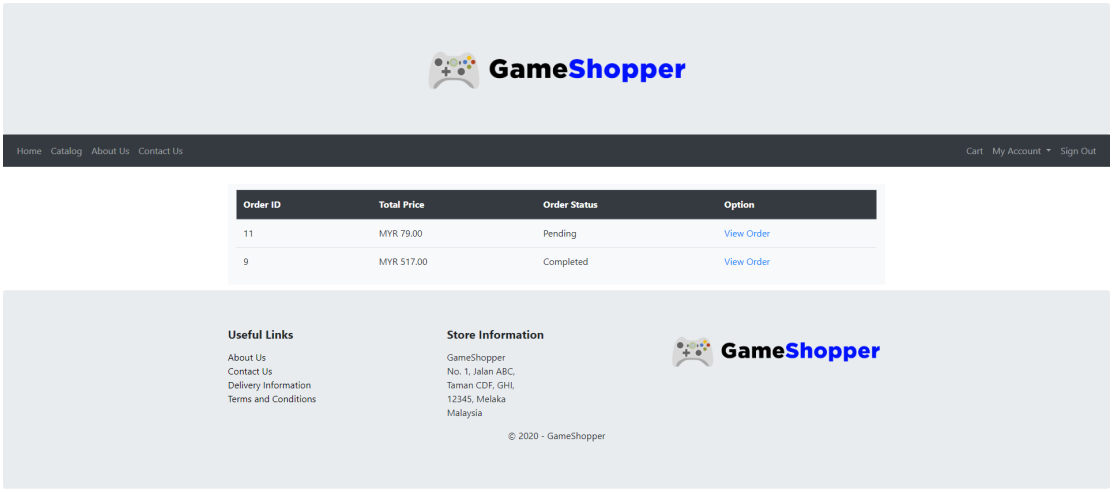


Figure 23: Customer Order History

This page will show all the order history by the customer. Customer will be able to view more in-depth details by press the “View Order”.

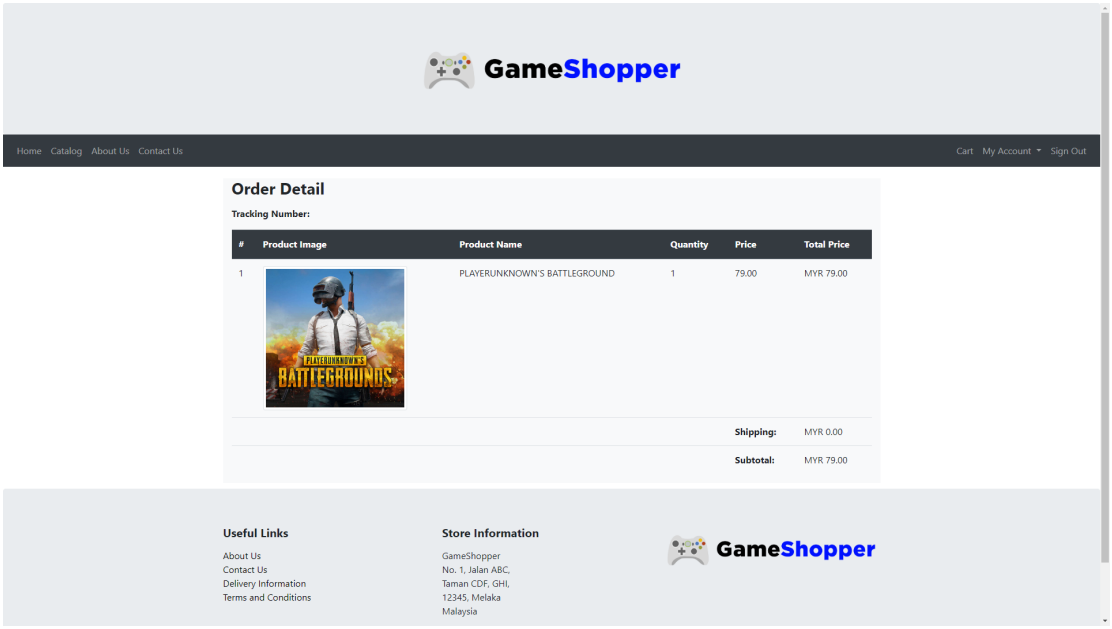


Figure 24 : Customer Order Detail

This page will show the order detail on what product was purchased and tracking number will appear when the admin updates it.

4.2 Admin/Staff/Front Desk Module

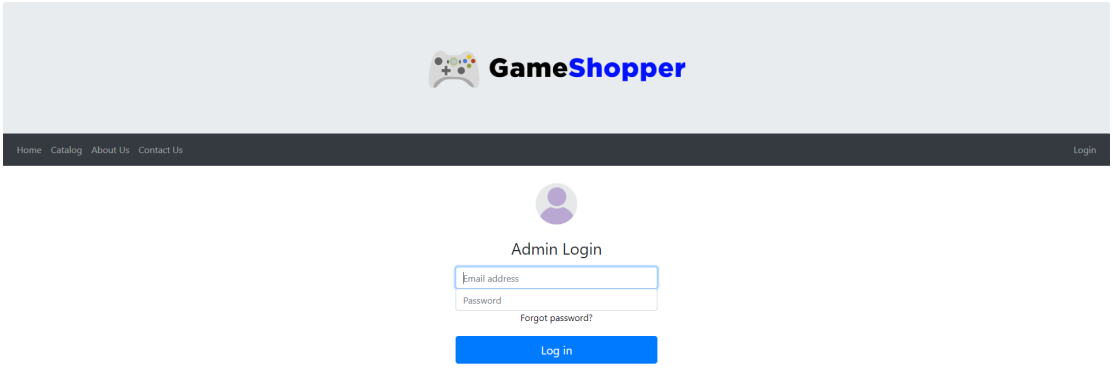


Figure 25 : Admin Login

This is the admin login page. Once login, admin will be redirect to the admin panel page.

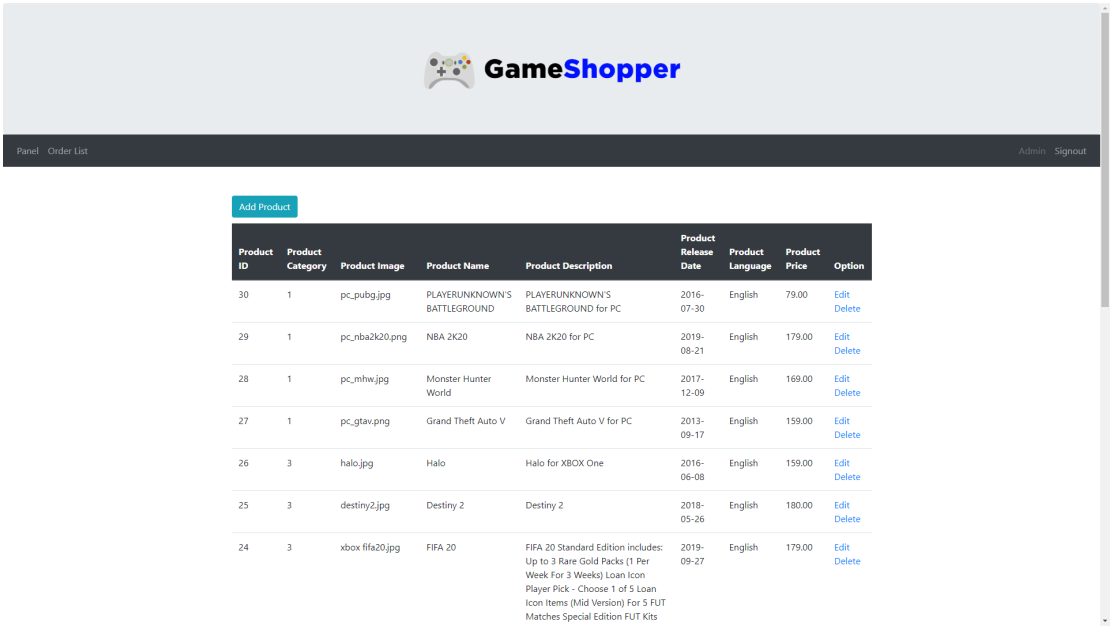


Figure 26 : Admin Panel

This page will display all the product in the database. Admin will be able to add new product, edit existing product and delete existing product.

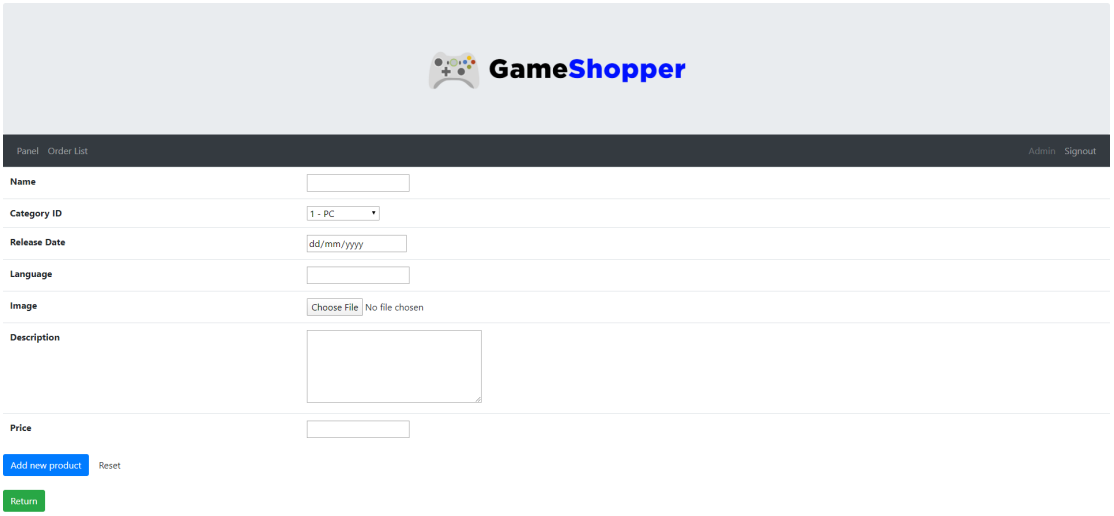


Figure 27 : Add Product

This page allows the admin to add new product. Admin can reset the form by pressing the “Reset” link at the bottom of the page. Once successfully added product, admin will be redirect to the admin panel.

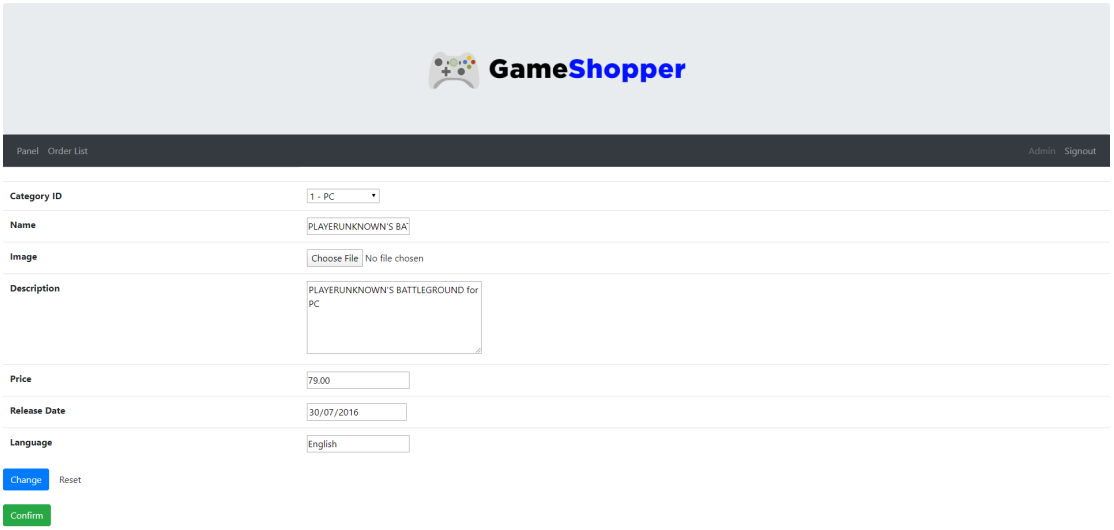


Figure 28 : Edit Product

This is the edit product page for Admin. Admin will be able to edit/update the details of the product. Admin can reset the changes by pressing “Reset” link at the bottom of the page. Once the admin done changing the details, admin will be required to press “Change” button. To return to the admin panel page, admin will need to press “Confirm” button.

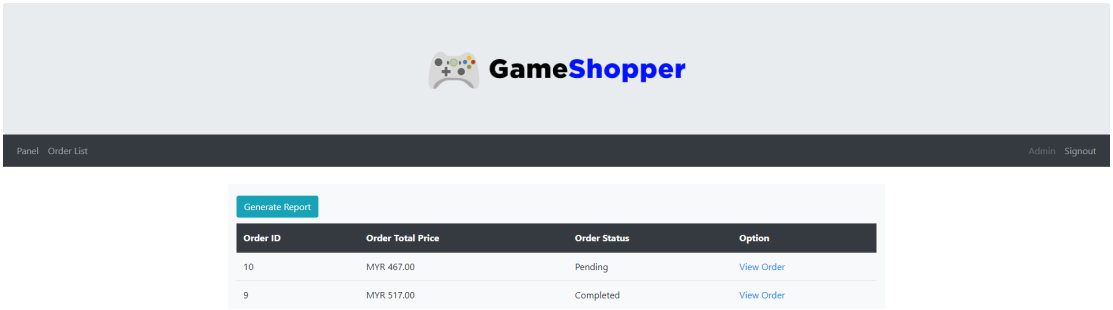


Figure 29 : Admin Order List

This page allows the admin to view all the order history by all the customers. Admin will be able to view the order by clicking the “View Order” or admin can generate sales report by pressing “Generate Report” button.

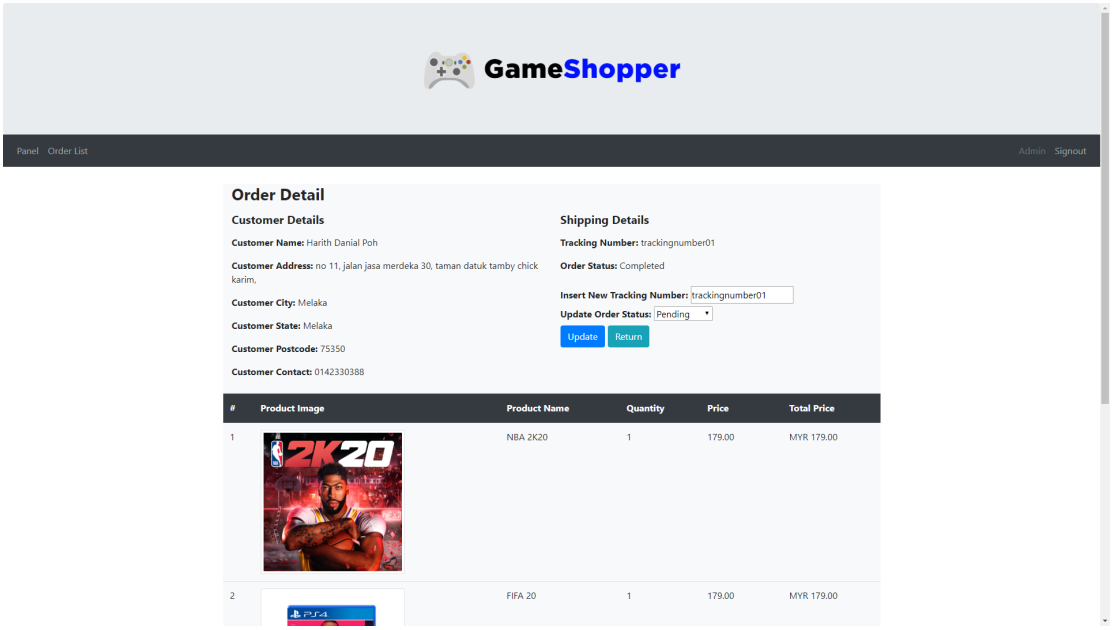


Figure 30 : Admin Update Order

This page is the Admin Order Details page. Admin will be able to update the order status from pending to completed or vice versa. Admin also can update the tracking number after they have shipped out the order.

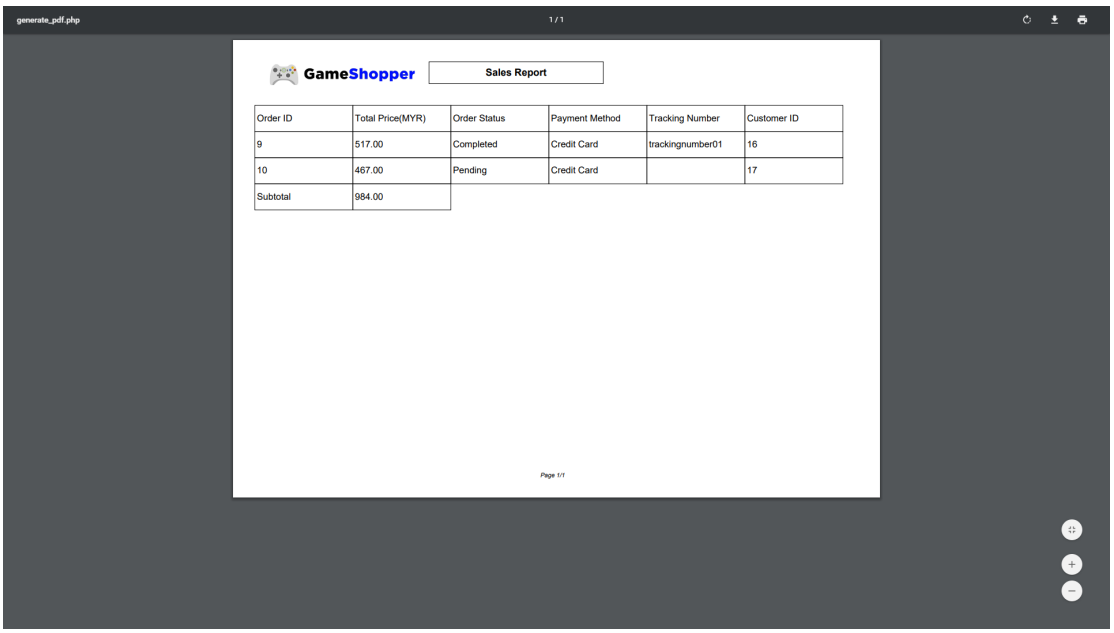


Figure 31 : Admin Generate Report

When the admin generates sales report, this page will be display. Admin have the choice to print or download the report as a PDF file.

Part V:

System Testing

5.1 System Testing

Test ID	Test Case	Expected Result	Actual Result	Status
1	Login: Enter valid username and valid password. Click “Login” button.	• User should be able to login to the system. • The system should display home page with the name of the user.	• User is able to login. • Home page with name of user is displayed.	Pass
2	Login: Enter invalid username and password. Click “Login” button.	• User should not be able to login to the system.	• User is unable to login.	Pass
3	Login: Enter valid username and invalid password. Click “Login” button.	• User should not be able to login to the system.	• User is unable to login.	Pass
4	Forgot Password: Enter invalid email. Click on “Recover Password” button	• User should not be able get back password	• User unable to get back password.	Pass

5	Forgot Password: Enter valid email. Click on "Recover Password" button	• User should be able get back password	• User able to get back password.	Pass
7	Register: Didn't enter any value. Click "Create Account" button.	• User should not be able to register to the system. • System should be display "Please fill out this field".	• User unable to register to the system. • System display "Please fill out this filed".	Pass
8	Register: Enter new email, password, confirm password, name, address, city, state, postcode, phone number, birthday. Click "Signup" button.	• User should be able to register to the system. • All validation should be able to access.	• User is able to register to the system. • All validation accessed.	Pass
9	Register: Enter wrong format of email. Click "Signup" button.	• User should not be able to register to the system. • System should be display "Please include @ in the email address".	• User unable to register to the system. • System display "Please include @ in the email address".	Pass

11	Register: Enter wrong password with confirm password. Click “Signup” button.	• System should be display “Please match the requested format”.	• System display “Please match the requested format”.	Pass
12	Register: No enter name. Click “Signup” button.	• User should not be able to register to the system.	• User unable to register to the system.	Pass
13	Register: No enter email. Click “Signup” button.	• User should not be able to register to the system.	• User unable to register to the system.	Pass
14	Register: No enter password. Click “Signup” button.	• User should not be able to register to the system.	• User unable to register to the system.	Pass
16	Register: Enter Same Email. Click “Signup” button.	• User should not be able to register to the system.	• User unable to register to the system.	Pass
17	Search: Enter keyword. Click “Search” button.	• System should display the product page with the search result.	• Product page with search result displayed.	Pass

18	Product: Click “Add to cart” button.	• System should display “Product added to cart”. • 1 unit of selected product should add to cart.	• System display the product page with the search result. • 1 unit of selected product add to cart.	Pass
19	Shopping Cart: Click “cart” button.	• System should display shopping cart page.	• System display shopping cart page.	Pass
20	Shopping Cart: Change “quantity” input.	• System should display shopping cart with updated quanity.	• System display shopping cart page with correct quantity.	Pass
21	Shopping Cart: Click “Check out” button.	• System should display Payment page.	• System display Payment Page	Pass
23	Check Out: Click “Submit” button.	• System should display payment page.	• System display payment page.	Pass

24	Payment: Enter invalid credit card details. Click “Submit” button.	• System should fail to make payment	• System should fail to make payment	Pass
28	My Account: Click “My Profile” button	• System should display view account information page.	• System display view account information page.	Pass
29	My Account: Enter new valid value. Click “Edit account” button.	• System should display edit account information page. • User should be able to edit information.	• System display edit account information page. • User able to edit self-information.	Pass
33	My Account: Click “order detail” button.	• System should display view order detail page.	• System display view order detail page.	Pass
34	My Account: Click “order history” button.	• System should display view order history page.	• System display view order history page.	Pass
35	Contact Us: Click “Contact Us” button.	• System should display Contact Us page.	• System display Contact Us page.	Pass

37	About Us: Click “About Us” button.	• System should display about us page.	• System display about us page.	Pass
38	Shop: Click “PC” category.	• System should display PC product.	• System display PC product.	Pass
39	Shop: Click “PlayStation” category	• System should display PlayStation.	• System display PlayStation.	Pass
40	Shop: Click “XBOX” category.	• System should display XBOX.	• System display XBOX.	Pass
41	Shop: Click “Clear Filter” category.	• System should default catalog page.	• System display default catalog page.	Pass
44	Admin Panel (admin):	• System should display panel page for admin.	• System display panel page for admin.	Pass
46	Edit Product (admin): In product list page click “Edit” button.	• System should display edit product page. • Admin should able to edit products.	• System display edit product page. • Admin able to edit products.	Pass
47	Delete Product (admin): In product list page click “Delete” button	• Admin should able to delete product.	• Admin able to delete products.	Pass

48	Product (admin): Click “Add Product” button.	• System should display add product page. • Admin should able to add on new products.	• System display add product page. • Admin able to add on new products.	Pass
51	Order List (admin): Click “Order List” button.	• System should display order list of users.	• System display order list of users.	Pass
52	Order Status Edit (admin) In order list page click “Update” button	• System should display update page • Admin should able to edit order status of user	• System display update page • Admin able to edit order status of user	Pass
54	Generate Report (admin): Click “Generate Report” button.	• System should display generated sales report • Admin should able to view the generated sales report.	• System display generated sales report • Admin able to view the generated sales report.	Pass

Part VI:

Conclusion

6.1 Conclusion

In conclusion, I have created a working online game store. In this system, we have the home page, product catalog, customer profile, customer registration and admin page. In the home page, we have showcase of 4 latest products. In the product catalog page, there are filter for the ease the customer to view the product they wanted. There Is also search bar located at the product page. In the registration page, customers are required to fill all the form accordingly to become a member. To be able to start purchasing customer need to register as a member.

For admin side, once admin is login. Admin will be able to add, edit and delete product. Admin also able to view the order history and update the order status and tracking number. Finally, admin can generate a pdf sales report and have the choice to print or save it.

6.2 Future Enhancements

In future, we would like to share the experience to as much audience as possible, whether users are viewing the websites on phone, laptop, desktop. It will be able to access from wide range of browsing situations.

- SMS Notification
  - Whenever our shop having any promotion, we can notify our customers via SMS as customers would not need to have internet access to receive this message.

- Product Promotion
  - We would implement product discount from time to time. We also aim to do special discount/gift during the customer birthday month.

- Payment Gateway.
  - We will implement a better and secure payment gateway in the future.

- Password Recovery
  - We will implement a password reset link instead of directly sending the password to the customer

Part VII:

References

Web Page:

- The World's Largest Web Developer Site
    - http://www.w3schools.com

- A community of 4.7 million programmers, just like you, helping each other.
    - http://www.stackoverflow.com

- HTML-5-Tutorial.com is geared to those who want to edit and write HTML code by hand.
    - http://www.html-5-tutorial.com

Part VIII:

Appendix

Appendix A:
Meeting minutes

Meeting 1	**Online Game Store**

Date : 27 November 2019
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	**Absent**
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
1.0	**Minutes of previous meeting.** 1.1. No discussion items for the meantime.	All
2.0	**Report on progress** 2.1. All the members discuss and prepare the Project Proposal including abstract, list of tables, list of figures, and table of contents.	All
3.0	**Discussion items** 3.1. No discussion items for the meantime.	All
4.0	**Goals for the coming week** 4.1. Start working on the project proposal and come up with several.	All
5.0	**Meeting adjournment and next meeting** 5.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on December 4 at 10:00 a.m.	All

Prepared by: Checked by (Supervisor):

....
(Harith Danial Poh) (Mr. Noor Hisham Bin Kamis)

Meeting
2

Online Game Store

Date : 4 December 2019
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
6.0	**Minutes of previous meeting.** 6.1. The minutes of previous meeting was confirmed without any changes made.	All
7.0	**Report on progress** 7.1. Completion of overview, objectives, target user, project scope, Gantt chart and division or works.	All
8.0	**Discussion items** 8.1. No discussion items for the meantime.	All
9.0	**Goals for the coming week** 9.1. Focus on Case Study and Literature Review	All
10.0	**Meeting adjournment and next meeting** 10.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on December 11 at 10:00 a.m.	All

Prepared by: Checked by (Supervisor):

....
(Harith Danial Poh) (Mr. Noor Hisham Bin Kamis)

Meeting
3

Online Game Store

Date : 11 December 2019
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
11.0	**Minutes of previous meeting.** 11.1. 11.1. The minutes of previous meeting was confirmed by changing all those errors and doing back the correction.	All
12.0	**Report on progress** 12.1. Completion of Case Study and Literature Review	All
13.0	**Discussion items** 13.1. No discussion items for the meantime.	All
14.0	**Goals for the coming week** 14.1. Focus on ERD, DFD, Context Diagram and Data Dictionary.	All
15.0	**Meeting adjournment and next meeting** 15.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on December 18 at 10:00 a.m.	All

Prepared by: Checked by (Supervisor):

....
(Harith Danial Poh) (Mr. Noor Hisham Bin Kamis)

Meeting
4

Online Game Store

Date : 18 December 2019
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
16.0	**Minutes of previous meeting.** 16.1. The minutes of previous meeting was confirmed by changing all those errors and doing back the correction.	All
17.0	**Report on progress** 17.1. Completion of ERD, DFD, Context Diagram and Data Dictionary.	All
18.0	**Discussion items** 18.1. No discussion items for the meantime.	All
19.0	**Goals for the coming week** 19.1. Start coding for program.	All
20.0	**Meeting adjournment and next meeting** 20.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on December 23 at 10:00 a.m.	All

Prepared by: Checked by (Supervisor):

....
(Harith Danial Poh) (Mr. Noor Hisham Bin Kamis)

Meeting
5

Online Game Store

Date : 23 December 2019
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
21.0	**Minutes of previous meeting.** 21.1. No discussion items for the meantime.	All
22.0	**Report on progress** 22.1. Complete coding of Index, Login and Signup page.	All
23.0	**Discussion items** 23.1. No discussion items for the meantime.	All
24.0	**Goals for the coming week** 24.1. Focus on Admin Panel, add, edit and delete product for admin.	All
25.0	**Meeting adjournment and next meeting** 25.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on January 5 at 10:00 a.m.	All

Prepared by: Checked by (Supervisor):

....
(Harith Danial Poh) (Mr. Noor Hisham Bin Kamis)

Meeting
6

Online Game Store

Date : 5 January 2020
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
26.0	**Minutes of previous meeting.** 26.1. No discussion items for the meantime.	All
27.0	**Report on progress** 27.1. Completion of Admin Panel, add, edit and delete product for admin.	All
28.0	**Discussion items** 28.1. No discussion items for the meantime.	All
29.0	**Goals for the coming week** 29.1. Focus on coding product catalog, user profile, edit profile.	All
30.0	**Meeting adjournment and next meeting** 30.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on January 15 at 10:00 a.m.	All

Prepared by: Checked by (Supervisor):

....
(Harith Danial Poh) (Mr. Noor Hisham Bin Kamis)

Meeting
7

Online Game Store

Date : 15 January 2020
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
31.0	**Minutes of previous meeting.** 31.1. No discussion items for the meantime.	All
32.0	**Report on progress** 32.1. Completion of product catalog, user profile, edit profile.	All
33.0	**Discussion items** 33.1. No discussion items for the meantime.	All
34.0	**Goals for the coming week** 34.1. Focus on cart, checkout, order history and order details.	All
35.0	**Meeting adjournment and next meeting** 35.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on January 22 at 10:00 a.m.	All

Prepared by: Checked by (Supervisor):

....
(Harith Danial Poh) (Mr. Noor Hisham Bin Kamis)

Meeting
8

Online Game Store

Date : 22 January 2020
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
36.0	**Minutes of previous meeting.** 36.1. No discussion items for the meantime.	All
37.0	**Report on progress** 37.1. Completion of cart, checkout, order history and order details.	All
38.0	**Discussion items** 38.1. No discussion items for the meantime.	All
39.0	**Goals for the coming week** 39.1. Focus on Admin view and edit/update customer order.	All
40.0	**Meeting adjournment and next meeting** 40.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on January 29 at 10:00 a.m.	All

Prepared by: Checked by (Supervisor):

....
(Harith Danial Poh) (Mr. Noor Hisham Bin Kamis)

Meeting
9

Online Game Store

Date : 29 January 2020
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
41.0	**Minutes of previous meeting.** 41.1. No discussion items for the meantime.	All
42.0	**Report on progress** 42.1. Completion of Admin view and edit/update customer order.	All
43.0	**Discussion items** 43.1. No discussion items for the meantime.	All
44.0	**Goals for the coming week** 44.1. Finalizing and polishing the program.	All
45.0	**Meeting adjournment and next meeting** 45.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on February 5 at 10:00 a.m.	All

Prepared by: Checked by (Supervisor):

....
(Harith Danial Poh) (Mr. Noor Hisham Bin Kamis)

Meeting
10

Online Game Store

Date : 5 February 2020
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
46.0	**Minutes of previous meeting.** 46.1. No discussion items for the meantime.	All
47.0	**Report on progress** 47.1. Finalized the process and interface of program.	All
48.0	**Discussion items** 48.1. No discussion items for the meantime.	All
49.0	**Goals for the coming week** 49.1. Work on final report.	All
50.0	**Meeting adjournment and next meeting** 50.1. The meeting was adjourned at 11:00 a.m. The next meeting will be held on February 12 at 10:00 a.m.	All

Prepared by: Checked by (Supervisor):

....
(Harith Danial Poh) (Mr. Noor Hisham Bin Kamis)

Meeting
11

Online Game Store

Date : 12 February 2020
Time : 10.00 a.m. to 11.00 a.m.
Venues : Mr. Noor Hisham Kamis's Office
Members :

Present:	Absent
Harith Danial Poh Bin Jeffry Poh	

Minute	Item	Action By
51.0	**Minutes of previous meeting.** 51.1. No discussion items for the meantime.	All
52.0	**Report on progress** 52.1. Completion of final report.	All
53.0	**Discussion items** 53.1. No discussion items for the meantime.	All
54.0	**Goals for the coming week** 54.1. Preparation for final presentation.	All
55.0	**Meeting adjournment and next meeting** 55.1. The meeting was adjourned at 2:30 p.m. There is no more further meeting needed.	All

Prepared by: Checked by (Supervisor):

....
(Harith Danial Poh) (Mr. Noor Hisham Bin Kamis)

Appendix B: CD (Softcopy of Report and System)