**Project Plan**

**(For an unnamed e-commerce website)**

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# Change Log

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**Project Plan**

# Introduction

Retail commerce is on its deathbed!! The reason people visit shops is to only assess the item they want to buy. They visit the shops to get a look and feel of the items they wish the purchase and make up their mind on the product they want to purchase. They ideally then would visit one of the online websites to order the item at a far better cost and without having to go through the hassle of lugging their purchase home. I am planning to address a specific niche area of online commerce – furniture.

Furniture is among the basic essentials requirements for a newly married couple. They are fresh with ideas but usually settling down in an unknown place (due to jobs) and will not have the necessary family support system. Getting furniture made (via a carpenter) is a far more tedious and complicated job than buying things from a retail store. First up you need to know a reliable carpenter, then, common people will have very little idea of the items used in creating furniture like the type of wood, their advantages for various parts of the furniture, their lifespan, suitability for the furniture etc. Basically furniture are different from electronics and hence offer a unique set of challenges to the purchaser. This means a good business opportunity!!

# Objective

The objective of this document is to track the various development stages of an ecommerce website (one specializing in furniture in this case). This document would be a sounding board and a guidance system for the developers and other stake holders.

# Requirements

The primary requirement is an e-commerce website that will enable purchasers to view and buy products. The website should be fully functional in the sense that it covers all the aspects a typical e-commerce website.

Some of the typical requirements have been listed below:

1. Users should be tracked via an email centric username and the user’s account should be password protected with the usual “password strength” checks.
2. The products should be categorized and sub-categorized making it easy for the users to browse and select the products.
3. Product should be accompanied by images, descriptions, price and such useful and necessary information.
4. Users should be able to choose products without having to complete the purchase at that time. When they come back they should be able to view their earlier selections and complete the transactions.
5. Users should be able to store and edit their personal details like addresses, credit card numbers etc making it easy for them to complete their transaction seamlessly.
6. The site should be ready for integration with a payment gateway as and when the final selection of the vendor is made.
7. An admin users should be able to add new items and stocks
8. The admin’s login credentials should have the standard checks and validations typical for such a user.
9. The website should be interactive, responsive and device independent.

# Technical Specifications

This section outlines the technical details pertaining to this project. It begins with outlining the technical requirements/decisions followed by the implementation details. This is to serve as a guidance to the developer who will be implementing the individual modules.

## Tools and Technologies to be used

|  |  |
| --- | --- |
| Module | Tool / Technology to be used |
| Front End | * JSP – Java Servelet Pages should be used for front end * HTML5 * Bootstrap * CSS3 * JQuery * Java Script |
| Middleware | * Java Springs * Java Hibernate * XML |
| Database | * H2 |
| Build Tool | * Maven |