

Abstract – A 1 page brief description about the system, its features and modules and the Objectives and outcomes of the system we are developing.

1. Introduction

1.1 Introduction: This is sort of like a more expanded version of the abstract, we have to cover many point in the abstract in a small form, here in the introduction we will be covering each topic in a bit more details, although the whole proper detailing of the same comes in later in the proposed system section.

1.2 Aims and Objectives: Aim of the system is a short 1 para of text that very clearly states WHY we are developing this system and what target problem are we looking to solve. It can be 1 para of about 5-7 lines. Objectives are basically WHAT we are going to do in order to achieve the aim, these can be pointers that give a broad idea of WHAT we are looking to achieve.

Example: Aim of Objectives of the system I am developing right now (GOOGi)

1. Aim:

The main aim of our system will be to make a search portal where business users can showcase their services and end users can search for services in the location that they want to, All this in a very EASY manner. We aim at bringing the smallest of the service provider, be it a carpenter for instance, on the internet, because, there is both demand as well as supply in the market, but there is no easy to use mechanism that can make the 2 ends meet.

2. Objectives:

- To get more business to companies/service providers, especially the small scale businesses/service providers(like carpenter, plumber, etc).
- Encourage non-techie crowd to search for products/services online.
- Get services in ANY LOCATION on user's finger tips.
- Bridge the gap between the Demand and Supply in the market.

2. Problem Definition

2.1 Detailed Statement of Problem: With every step that we get deeper into the document, we are going to expand the explanation of the system a little more in detail. Here, we will be only talking about each problem that we need to solve in detail, you can say one paragraph per problem that we are targeting.

2.2 Scope of Project: Here, we have to talk about the market scope of the project in hand, as to who will be our target audience, what use does this system bring to them, how does our system easy their lives, so basically what region of the market will be interested in buying our product that we are developing.

3. Description of the Project

3.1 Proposed System: Here is where the actual project starts. Here we are supposed to dive deep into each Login/Module/Dashboard/Feature/Types of users that our system is going to have, each modules must be explored in full detail in all limits and understood properly and then a clear explanation of the same must follow, you can use all what you want, you may wanna add some sub titles to it, you may wanna use diagrams, some pictures, flowcharts, whatever it takes, I want you guys to go within each module and explore it as much as you can so we dont miss out any detail in it.

- In each of the modules you have to cover the following topics:
 - Introduction
 - Logical flow
 - User flow: You can use flowcharts / you can write stepwise alogorithms (Step 1, Step 2..., so on) This, as the name suggests will just be the flow of the user inside that particular module, no technicalities just the flow of a particular user.

- System Flow: Here, we will introduce the technicalities with the user flow, so say we will write: 1) User fills the form and clicks submit button, 2) PHP page is called to check if all fields are filled, if not, send error message, if yes, get data and insert it into mysql database.
- Hurdles and Solutions (Optional): Its optional as it is not always necessary for all the modules that we are writing about, so wherever necessary only there you must include the same. So what this is, it is basically any sort of research hurdle you see in a module, we list it out, explain the hurdle in short and we right away do the research and try to find the solution for the same. Any research links or reference can also be a part of this section.

5. Design Details

5.1 Design Prototype: Here is where you will be designing and attaching your mockups, after the textual document is ready you will be very clear about the system that is being made and will also have a very clear idea as to what we need to add on each screen, so here we will make the mockups of each and every module and each and every page inside the module. We have already done this earlier, but at that time it was not done very cleanly, this time I want it to be very clean and crystal clear because we will be sending it to the client to have a look. Any necessary description after each screen can also go in here, its optional, but you can add it if needed.