KTPM1 - Group 06

E-commerce Web Application Vision Document

Version <2.0>

E-commerce Web Application	Version: <1.0>
ion (Small Project) Date: 05/11/2020	
<document identifier=""></document>	

Revision History

Date	Version	Description	Author
05/11/2020	1.0		Nguyễn Phúc Thịnh. Huỳnh Nhật Nam
23/11/2020	2.0	Edit product feature (about presentation). Add specifications to Non-functional requirements	Nguyễn Phúc Thịnh

E-commerce Web Application	Version: <1.0>
Vision (Small Project)	Date: 05/11/2020
<document identifier=""></document>	

Table of Contents

1.	. Introduction		4
	1.1	References	4
2.	Posit	tioning	4
	2.1	Problem Statement	4
	2.2	Product Position Statement	4
3.	Stake	eholder and User Descriptions	5
	3.1	Stakeholder Summary	5
	3.2	User Summary	5
	3.3	User Environment	5
	3.4	Summary of Key Stakeholder or User Needs	6
	3.5	Alternatives and Competition	6
4.	Prod	duct Overview	6
	4.1	Product Perspective	6
	4.2	Assumptions and Dependencies	6
5.	Prod	luct Features	6
6	Othe	er Product Requirements	7

E-commerce Web Application	Version: <1.0>
Vision (Small Project)	Date: 05/11/2020
<document identifier=""></document>	

Vision (Small Project)

1. Introduction

The goal of this project is to provide an environment for communication between users and small businesses in terms of buying and selling products. Besides, providing SMEs with the environment for product and business management.

This document describes and explains the vision of the project so that the members can better understand and more accurately understand the requirements. Goals help the project complete more accurately and perfectly

1.1 References

2. Positioning

2.1 Problem Statement

The problem of	Customers have to go to a shop to see and buy its products.	
affects	Small shops, customers, SMEs	
the impact of which is	It's inconvenient for customers whose location is far away from the shop. Because of the distance, most likely a shop is only known by the people in local area.	
a successful solution would be	- Customers can buy products online without going to the shop	
	- Shop's profit increased.	
	- Small shops can gain more reputation and introduce their products to more people.	
	- Promote economic development	

2.2 Product Position Statement

For	Small shops	
	SMEs	
eWho	Want to maximize their profit and gain more reputation.	
	Who want their company professionally developed	
The E-commerce web application	is a software product	
That	- sells and advertise shop's products through the internet.	
	- people can connect to their favourite shop just by a few mouse clicks.	
	- transaction can be done online, much more convenient and effective	
Unlike	- Costly e-commerce web application out there	
Our product	- More convenient (easy to use because simple)	
	- Cheap (donate if we want because it is an assignment	

E-commerce Web Application	Version: <1.0>
Vision (Small Project)	Date: 05/11/2020
<document identifier=""></document>	

	project)
--	----------

3. Stakeholder and User Descriptions

3.1 Stakeholder Summary

Name	Description	Responsibilities
- Shop's owner (Product's owner)	-Who buys the product (E-commerce web application)	- Giving product's requirements, changes in requirements and buying the final product
- Project's monitor	- Teachers	- Giving advises and adjust project's direction
- Team leader/Project manager		- planning, organizing and controlling the project.
- Business Analyst		- Communicating with product's owner and project's monitor to understand the requirements and share them with the team
- Designer		- Designing application's structure
- Team members/Developer		- Implementing the application (Writing source code)
S		- Giving information about their progress and what problems they have so that project manager can monitor the project better.
- Testers		- Making testing plan
		- Testing the product to find bugs.

3.2 User Summary

Name	Description	Responsibilities	Stakeholder
Customers	End-user	Buying shop's product	Self-presented
Administrator	- Shop's owner	Adding products information to the webManage remaining products	Self-presented

3.3 User Environment

- Customer can sign up and login.
- Customer will come to the website and see product's information likes name, type, price,... Then he/she can add products which he/she want to buy to a shopping cart. After chosing products, customer can choose to pay by cash then the shop will receive the order and ship it to customer's address (The shipping process is determined by shop's owner)
- Shop's owner can add more products to the web using administrator's account.
- All of the activities above will be done using web browser, users can use either mobile devices or PC.

E-commerce Web Application	Version: <1.0>	
Vision (Small Project)	Date: 05/11/2020	
<document identifier=""></document>		

3.4 Summary of Key Stakeholder or User Needs

Need	Priority	Concerns	Current Solution	Proposed Solutions
Broadcast messages (SMEs)	2	Privacy Personal information	Through facebook	Buys information from search servers Auto send messenger to potential customers
Watch the product video (customer)	1	Size of video Display speed	Sent via inbox to guests	Allows upload video description

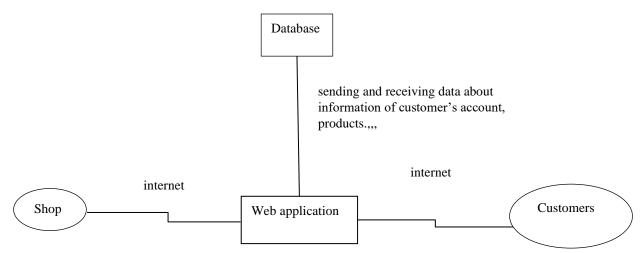
3.5 Alternatives and Competition

- Maintaining the status quo

4. Product Overview

4.1 Product Perspective

- This product is self-contained, it's an interface for the connection of a shop and its customers through internet.



4.2 Assumptions and Dependencies

- This product is assumed to be available on most of common web browser:
 - + Chrome
 - + Safari
 - + Firefox
 - + Opera
- Using heroku for web server

5. Product Features

- Create an account and login
- Change account's profile

E-commerce Web Application	Version: <1.0>		
Vision (Small Project)	Date: 05/11/2020		
<document identifier=""></document>			

- Provide an environment for customers to find and select products.
- View description, photo, price of the product.
- Add product to cart
- Remove product from cart
- Add note to product upon delivery.
- Pre-order.
- Communication between businesses and customers: via FB, email, inbox to Admin who is online.
- Choose a payment method: online, via internet banking, bank transfer, visa ...
- Manage the remaining quantity of products in stock
- See details about the amount of products sold.

6. Non-Functional Requirements

- Browes:

o Mobile

	Chrome	Firefox	Safari	Android Browser & WebView
Android	Supported	Supported	N/A	Android v5.0+ supported
iOS	Supported	Supported	Supported	N/A

o PC

	Chrome	Firefox	Internet Explorer	Microsoft Edge	Opera	Safari
Mac	Supported	Supported	N/A	N/A	Supported	Supported
Windows	Supported	Supported	Supported, IE10+	Supported	Supported	Not supported

- For the administrator: request to change and update data on devices running Windows (7, 8, 8.1, 10), with Mongo DB 4.4.1
- Configuration required for Admin PC:
 - At least 2GB Video Card.
 - At least 4GB RAM.
 - Intel i3 to i7 processor (the higher the better)
 - · At least 500 GB Hard drive.
 - · With reliable internet connection.
- Server request: have regular backups (every day), has stability. should have alternate power supply (UPS)
- Responding time: under 5 seconds
- Fault tolerance:
 - + Can continue to operate in case the data is unaffected and backed up. No error will arise in case the administrator uses the correct instructions.
 - + Downtime under 5 minutes per month.