**Foodbox**

**Github:** [**https://github.com/poorviacharya44/Phase1PracticeProjects/tree/master/Capstone%20Project**](https://github.com/poorviacharya44/Phase1PracticeProjects/tree/master/Capstone%20Project)

**Project and Developer Details**

This project aims to design and develop an E-commerce website that lets people shop food items of different cuisines at affordable prices and deliver the products to their addresses. It is developed using Angular and Spring boot.

**Features of the application:**

1. Registration
2. Login
3. Payment gateway
4. Searching
5. Filtering
6. Sorting
7. Dynamic data
8. Responsive and compatible with different devices

**Recommended technologies:**

1. Database management: MySQL and Oracle
2. Backend logic: Java programming, NodeJS
3. Frontend development: JSP, Angular, Bootstrap, HTML/CSS, and Javascript
4. Automation and testing technologies: Selenium, Jasmine, and TestNG
5. DevOps and production technologies: Git, GitHub, Jenkins, Docker, Kubernetes, and AWS

**Project development guidelines:**

* The project will be delivered within four sprints with every sprint delivering a minimal viable product.
* It is mandatory to perform proper sprint planning with user stories to develop all the components of the project.
* The learner can use any technology from the above-mentioned technologies for different layers of the project.
* The web application should be responsive and should fetch or send data dynamically without hardcoded values.
* The learner must maintain the version of the application over GitHub and every new change should be sent to the repository.
* The learner must implement a CI/CD pipeline using Jenkins.
* The learner should also deploy and host the application on an AWS EC2 instance.
* The learner should also implement automation testing before the application enters the CI/CD pipeline.
* The learner should use Git branching to do basic automation testing of the application in it separately.
* The learner should make a rich frontend of the application, which is user- friendly and easy for the user to navigate through the application.
* There will be two portals in the application, namely admin and user portal.

**Admin Portal:**  
The admin portal deals with all the backend data generation and product information. The admin user should be able to:

* Add or remove different cuisines to or from the application to build a rich product line
* Edit food item details like name, price, cuisine, description, and offers to keep it aligned to the current prices
* Enable or disable the food items

**User Portal:**  
It deals with the user activities. The end-user should be able to:

* Sign-in to the application to maintain a record of activities
* Search for food items based on the search keyword
* Apply filters and sort results based on different cuisines to get the best deals
* Add all the selected food items to a cart and customize the purchase at the end
* Perform a seamless payment process
* Get an order summary details page once the payment is complete

**Flowcharts of The Application**

