



## School of Computing

SRM IST, Kattankulathur – 603 203

Course Code: 18CSC206J

Course Name: Software Engineering and Project Management

Experiment No	1
Title of Experiment	To identify the Software Project, Create Business Case, Arrive at a Problem Statement
Name of the candidate	Pulipaka Prabhav
Team Members	M.Sai Praneeth Yadav, Bharadwaj Karthik
Register Number	RA2111032010034
Date of Experiment	26-01-2023

## Mark Split Up

S. No	Description	Maximum Mark	Mark Obtained
1	Exercise	5	5
2	Viva	5	4
Total		10	10

  
Staff Signature with date 3/2/2023

## **Aim**

To Frame a project team, analyze and identify a Software project. To create a business case and Arrive at a Problem Statement for Fashion E-commerce.

## **Team Members:**

<b>S. No</b>	<b>Register No</b>	<b>Name</b>	<b>Role</b>
<b>1</b>	<b>RA2111032010034</b>	<b>Pulipaka Prabhav</b>	<b>Lead/Rep</b>
<b>2</b>	<b>RA2111032010037</b>	<b>M.Sai Praneeth Yadav</b>	<b>Member</b>
<b>3</b>	<b>RA2111032010047</b>	<b>CH. Bharadwaj Karthik</b>	<b>Member</b>

## **Project Title: Fashion E-Commerce**

## **Project Description**

- Main motive of our project is to provide a platform for the normal people to sell their own clothing products...which enables them to grow through self-employment. We want to add more value to their precious work by our platform.
- Main hurdles and challenges that we face to accomplish this project is we have to make it user-friendly and one could easily and efficiently understand this platform and use it for the purpose. For this we decided to create a application/website. We have to get in touch with local weavers and spread awareness among them and approach handloom weavers' organization/community to publicize our platform.
- The objective of this project is to develop a general-purpose e-commerce store where any product can be bought from the comfort of home through the Internet. However, for implementation purposes, this paper will deal with an online store.

DATE	Jan 26, 2023
SUBMITTED BY	Pulipaka Prabhav, M. Sai Praneeth Yadav, Bharadwaj Karthik
TITLE / ROLE	Fashion E-Commerce

## THE PROJECT

- To Increase Self Employment
- To Sell the product at the affordable prices
- To decide their own price for their product
- To create a platform without interference of the distributors between sellers and consumers.

## THE HISTORY

- There is no proper platform for the local weavers.
- Self-Employment is minimal.
- Mediators quoting very less price for the weavers.

## LIMITATIONS

- Need proper Internet (Especially for the local weavers).
- Need for skilled manpower.
- Requires large databases.

## APPROACH

- For Establishing this project, we need resources and skillset from several computer languages.
- For developing the website, we highly require the usage of HTML, CSS, JS.
- For maintaining the website, we require the usage of Python, MySQL.
- We require high usage of cloud so that we can manage the data i.e., Amazon Web Services (AWS).

## **BENEFITS**

- The system automates the manual procedure of managing activities.
- Local weavers can view their records of their sales through the application created.
- It generates proper bills and proof of purchase to the local weavers and the loyal customers.
- The system is convenient and flexible to be used
- It saves their time, efforts, money and resources.

## **Result:**

Thus, the project team formed, the project was described, the business case was prepared and the problem statement was arrived.