Project Proposal

Walk-in

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PROJECT PROPOSAL FOR Walk-in

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| Version: | 1.0 (initial version) |
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| Approved by: | DR. Zeina Rizkallah |
| Date of Revision: |  |
| Signature: |  |

# Company Background

Company Walk-in is here to provide users an easy and fast way to buy shoes online without having to spend a lot of time going to shoes stores and choosing from a lot of different options and having to search for their needs.

# Project Overview

**Mission:** Our mission at Walk-in is to offer an extensive collection of high-quality shoes that combine fashion, comfort, and affordability, catering to diverse tastes and preferences.

**Quality Assurance:** We are committed to ensuring the highest standards of quality in our products. Each pair of shoes undergoes rigorous quality control checks to guarantee durability, comfort, and style.

**Customer Satisfaction:** Our customers are at the heart of everything we do. We strive to provide exceptional customer service, offering a seamless online shopping experience, fast shipping, easy returns, and responsive customer support.

# Scope of Work

* User-friendly interface with intuitive navigation for easy browsing and shopping.
* Responsive design to ensure compatibility across tablet, and mobile devices.
* Secure payment gateway integration to facilitate online transactions.
* Product catalog with detailed descriptions, images, and pricing.
* Shopping cart system for adding, editing, and removing items before checkout.
* User Authentication: User account registration and login for personalized shopping experience.
* Contact form and customer support options for inquiries and assistance.

Target Deliverable Schedule

End of the semester.

Final Project Due: [PROJECT DUE DATE]

The project is expected to be done on the last session of the Software Development Course.

Existing Roadblocks or Technical Issues

**Integration Challenges:**

Integrating multiple third-party services, such as payment gateways and shipping providers, may pose challenges due to compatibility issues or API limitations.

**User Experience (UX) Design:**

Ensuring a seamless and intuitive user experience across different devices and screen sizes, including mobile responsiveness and accessibility considerations.

**Content Management:**

Implementing a user-friendly content management system (CMS) for managing product listings, images, descriptions, and other apps content efficiently.

**Technical Expertise:**

Availability of skilled developers with expertise in ecommerce app, backend programming, frontend technologies, and integration with third-party APIs.

PRICING

It costs around 2000$ to build the product.

Additional prices and time will be added based on different circumstances:

* Customizations
* Sector business

Team Profiles

|  |  |  |
| --- | --- | --- |
| Profile | names | Efforts % |
| Project Manager | JOEY  &  RAMI | 20%  20% |
| Business Analyst | RAMI | 20% |
| Senior Software Developer | RAMI | 40% |
| Software Developer | JOEY | 40% |
| Senior QA Specialist | JOEY | 20% |
| QA Specialist | RAMI | 20% |
| UI/UX Designer | JOEY | 20% |

**Technology Used**

**Programming Languages:**

* React Native.

**Backend Development:**

Firebase: A mobile application development platform by Google, offering various services such as authentication, real-time database, cloud storage, and hosting.

Database:

Firebase Realtime Database: NoSQL databases provided by Google's Firebase platform, suitable for real-time data syncing and scalability.

**UI/UX Design:**

Figma: A collaborative interface design tool that allows real-time collaboration between designers and developers.

**Version Control**:

Git: A distributed version control system used for tracking changes in source code during development.

**Deployment and Distribution:**

Apple App Store: For distributing iOS applications to users.

Google Play Store: For distributing Android applications to users.

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