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Name	ID	Section
Abu Sayed	2030155	03
M Asif Bin Saif	1811196	03
Tauhidul Islam	2030441	03
Mohammad Sufyan Rahman	1920498	03

Submitted To

Sabrina Alam

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Section – 1

1.1 Abstract

The suggested system, Farm2Door, intends to create a comprehensive online platform that facilitates effective interactions between farmers and buyers in the agricultural industry of Bangladesh. Farmers can utilize the system's user-friendly features to promote their products, manage their accounts, and contact potential buyers. Buyers can browse available products, place orders, and track the delivery process simultaneously. An administrator function is also included in the system to manage user accounts and oversee product deliveries; as well as have access to all the functionalities of the farmer. Furthermore, individuals can communicate in real time using a message system. This platform is intended to simplify agricultural transactions, increase collaboration, and improve the trading experience for producers and buyers in the agricultural industry.

1.2 Introduction

In recent years, the evolution of e-commerce has revolutionized the way we buy and sell goods, significantly impacting various sectors, including agriculture. The traditional agricultural supply chain, characterized by multiple intermediaries between farmers and consumers, often leads to inefficiencies, reduced profit margins for farmers, and increased prices for consumers. Recognizing these challenges, our project introduces an innovative direct farmer-to-consumer e-commerce system, aimed at bridging the gap between rural agricultural producers and urban consumers.

Farm2Door is an innovative online platform poised to revolutionize the agricultural marketplace by seamlessly connecting farmers and buyers in a dynamic and user-friendly environment. Simultaneously, buyers benefit from a convenient interface that allows them to explore a diverse array of agricultural products, place orders, and track the delivery of their purchases. At the heart of the system is a sophisticated Skill Development Course feature. This feature offers detailed, easy-to understand tutorial videos on how to properly use this platform. Its main target is the farmers who do not properly know how to use these technological devices/ features. `This system is poised

to redefine the agricultural trading landscape of Bangladesh. Through this introduction, we invite farmers, buyers, and administrators to embark on a transformative journey, reimagining the way agricultural products are traded and creating new opportunities for growth and collaboration within the Farm2Door domain.

The significance of this project lies not only in its potential to improve economic outcomes for farmers but also in its contribution to reducing food waste and enhancing food security by diversifying food sources. By leveraging technology, we aim to create a resilient, transparent, and efficient marketplace that benefits both producers and consumers.

Our approach is multidisciplinary, combining insights from agricultural sciences, digital technology, supply chain management, and consumer behavior. We believe that this project has the potential to set a new standard for the agricultural supply chain, promoting a more equitable and sustainable model of food distribution in the digital age.

1.3 History leading to project request.

The inception of the Farm2Door platform project was primarily driven by a set of critical issues faced by the farming community in the region, which highlighted the need for a transformative approach in agricultural marketing and communication. These issues are detailed below:

1. **Limited Access to Efficient Marketing Platforms for Farmers**: Farmers in the region have historically faced challenges in accessing efficient and reliable platforms to market their agricultural produce. The absence of such platforms has often resulted in farmers relying on traditional, often inefficient, marketing channels. These channels not only limit the farmers' reach to potential markets but also affect their ability to get fair prices for their produce. The Farm2Door platform is envisioned to bridge this gap, providing farmers with direct access to a wider consumer base and more profitable marketing opportunities.
2. **Lack of Skill Development Opportunities for Farmers**: Another significant challenge is the lack of opportunities for skill development among farmers. This absence has stymied the growth and competitiveness of the agricultural sector in

the region. Farmers often find themselves at a disadvantage due to a lack of knowledge about advanced farming techniques, market trends, and digital tools. The project aims to incorporate educational and skill development resources into the platform, empowering farmers with the knowledge and tools necessary to enhance their productivity and marketability.

3. **Transparency and Communication Challenges in Traditional Agro Markets**: The traditional agro market system is often plagued by a lack of transparency and inadequate real-time communication channels. This results in information asymmetry, where farmers are uninformed about market prices, consumer demands, and other critical market dynamics. The proposed e-commerce platform intends to introduce transparency and facilitate real-time communication, allowing farmers to make informed decisions and engage more effectively with the market.
4. **The Need for a Secure and User-Friendly E-commerce Solution**: Recognizing the evolving market dynamics and the increasing role of digital technology in commerce, there is a clear need for a secure, efficient, and easily accessible e-commerce platform tailored to the agricultural sector. Such a platform is not just about selling and buying produce; it is about creating a digital ecosystem that supports the entire agricultural value chain, including payment processing, logistics, and customer support. The Farm2Door platform is designed to be intuitive and user-friendly, catering to the specific needs of both farmers and consumers, thus fostering a more inclusive and efficient market system.

1.4 Identify Problem, solutions, and opportunities.

1.4.1 Problem:

1. Lack of a centralized platform for farmers to sell their products efficiently.
2. Insufficient access to skill development opportunities.
3. Inefficient communication between buyers, sellers, and administrators.
4. Limited options for product delivery and return.

1.4.2 Solutions and Opportunities:

1. **Agro Market Web App:**

Create a user-friendly web application where farmers can list their crops for sale, and administrators can manage the platform.

2. **Skill Development Courses:**

Offer online skill development courses for farmers to improve their productivity.

3. **Communication Features:**

Enable real-time communication between all stakeholders, including farmers, buyers, sellers, and administrators.

4. **E-commerce Features:**

Facilitate the buying and selling of agricultural products through an e-commerce system.

5. **Delivery System:**

Implement a flexible product delivery system, including transportation options.

6. **Returns and Replacements:**

Allow buyers to return faulty products and facilitate returns to farmers.

1.5 Project goal and objectives

The goal of Farm2Door is to create an e-commerce platform that serves as a centralized hub for farmers to trade their agricultural products, access skill development courses, communicate with buyers and sellers, and facilitate product delivery.

Objectives:

1. To provide farmers with a user-friendly web application where they can create and update information about their crops.
2. To establish seamless communication channels between administrators and farmers to facilitate data uploads.

Section – 2

2.1 Literature Review

2.1.1 Context

This Literature Review section critically reviews existing research, scholarly articles, and industry best practices to provide a thorough overview of the Farmer to Consumer E-commerce systems. We intend to derive lessons, identify trends, and analyze the achievements and obstacles experienced by prior projects in similar fields by researching the literature. Key themes will be investigated, including system usability, data security and the influence on farmers in the e-commerce market . We seek to develop a foundation that is both informed and inventive by rooting our work in the current body of knowledge, ensuring that our system aligns with industry best practices.

Paper – 1: Agricultural Development Using Mobile App for Farmers.

K. Bawankule, C. Tekade, S. B. Bark, and P. Vishwakarma, “Agricultural Development Using Mobile App for Farmers,”.

This source is an article taken from International Research Journal on Advanced Science Hub. This paper explores how mobile applications are revolutionizing contemporary agriculture, with a particular emphasis on the wide range of uses they offer to farmers. There are several advantages to using mobile applications, including improved agricultural yields, improved crop health monitoring, and better land management. Farmers utilize specialized apps for horticulture and comprehensive crop management, while also benefiting from real-time weather forecasts, expert suggestions, and answers to specific queries. These applications also help with fertilizer control and soil condition, which supports sustainable agricultural methods. The widespread adoption of mobile technology in agriculture signifies a promising shift towards innovative solutions for improved productivity and resilience in the face of global challenges.

Paper – 2 Implementing E-Commerce model for Agricultural Produce: A Research Roadmap.

T. Banerjee, M. Mishra, N. C. Debnath, and P. Choudhury, “Implementing E-Commerce model for Agricultural Produce: A Research Roadmap,”.

This source is an article taken from International Research Journal on Advanced Science Hub. This study looks at how technology affects agriculture, with an emphasis on e-

commerce in India. Several platforms in existence strive to decrease the information asymmetry that exists between buyers and sellers to simplify agricultural marketing. Stakeholders are hesitant to accept this technology despite the potential. It is difficult for current pricing methods to maximize profits and reduce losses. An unchanging price structure reduces seller involvement. The assessment highlights the necessity of an ongoing, flexible dynamic pricing system that takes supply, demand, and product freshness into account. Stressing the significance of maintaining both seller revenue and client interest, it draws attention to the research issues associated with applying dynamic pricing in the dynamic context of agricultural e-commerce.

Paper – 3: Digital Market : E-Commerce Application for Farmers

Mrs. Manisha Bhende, Ms. Mohini S. Avatade, Mrs. Suvarna Patil, Mrs. Pooja Mishra, Ms. Pooja Prasad, Mr. Shubham Shewalkar, for “Digital Market : E-Commerce Application for Farmers”

This source is a paper published in “2018 Fourth International Conference on Computing Communication Control and Automation (ICCUBEA)”, India. This paper proposes that as India is being Associate in nursing agriculture and that country remained victimized by adopting ancient ways for recommendations of agriculture. It establishes a government-level platform through both an Android app and a website, empowering farmers to effectively sell their crop products across different layers of the marketing chain, including markets, merchants, and end users. Through this platform, farmers can easily identify nearby markets, access real-time stock information, and gauge demand for specific products, enabling them to make informed decisions quickly and effortlessly. This analysis assists farmers in determining the most profitable markets for their crops. The project also incorporates a complaint box feature, allowing farmers to register complaints, for instance, if a merchant offers a price below the government's specified minimum for a particular quality of crop. These complaints are officially recorded in the government's database, facilitating swift government action in response.

Paper – 4: Increasing the Value of Farm Products: Connecting Farmers and Consumers through an E-commerce System

Gilbert M. Tumibay, Fernand T. Layug, Daisy S. Yap, Mar Stephen M. Sembrano for “Increasing the Value of Farm Products: Connecting Farmers and Consumers through an E-commerce System”.

This paper was presented at ICEC '16: “Proceedings of the 18th Annual International Conference on Electronic Commerce: e-Commerce in Smart connected World”, New York, USA. In this paper, it first describes how E-commerce has been in the market for decades and disrupted many traditional markets. Therefore, it further says that, in the application of this strategy, the significant markup gained by the middlemen and the market sellers may now be added to the profit of the producers of products - the farmers. Thus, a more competitive and reasonable price of farm products will be available to the consumers of goods. In effect, the income that will be generated by the farmers’ cooperative becomes the income of the farmer members of the organization.

Paper – 5: Smart Agro E-Marketplace Architectural Model Based on Cloud Data Platform

Khairul Anwar Sedek, Mohd Nizam Osman, Mohd Adib Omar, Mohd Helmy Abdul Wahab and Syed Zulkarnain Syed Idrus for “Smart Agro E-Marketplace Architectural Model Based on Cloud Data Platform”.

This paper was Published under license by IOP Publishing Ltd. In this paper, it describes that the digital marketplace serves as a promising avenue for farmers to enhance agricultural product sales, fostering sustainability in the industry. While platforms like AgroBazaar Online have demonstrated success, challenges persist, including low e-marketplace adoption among farmers and diverse product issues. To address these challenges, a Smart Agro-Marketplace is proposed, emphasizing user-friendly interfaces and intelligent marketing through robust data strategies. The literature underscores the potential of digital platforms to revolutionize agriculture, addressing market access challenges and diversifying product sales. A key focus is the development of a cloud data platform, offering business analytics, intelligent information, and services to facilitate farmer-consumer interactions. The proposed research methodology, encompassing problem identification, objective definition, design and development, demonstration, evaluation, and communication, positions itself as a valuable contribution to advancing the landscape of digital agriculture, aligning with national policies and sustainability goals. The distinction between Cloud Data Warehouse (CDW) and Cloud Data Platform (CDP) highlights the latter's superiority, leveraging a layered architecture and Apache Spark for enhanced flexibility and performance.

2.1.2 Major Findings & Key points

Here are the major findings and key points from the studies and research papers mentioned above:

- E-commerce systems for direct farmer to consumer purposes can reduce the level of impact the middlemen have in the supply chain.
- It can be used to assists farmers in determining the most profitable markets for their crops.
- A more competitive and reasonable price of farm products will be available to the consumers of goods.
- This initiative can be made to decrease the information asymmetry that exists between buyers and sellers to simplify agricultural marketing.
- The adoption of Agricultural E-commerce systems is still in its early stages, but there is a lot of potential for these systems to improve the way we manage waste.

2.1.3 References

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[4] Gilbert M. Tumibay, Fernand T. Layug, Daisy S. Yap, and Mar Stephen M. Sembrano. 2016. Increasing the value of farm products: connecting farmers and consumers through an E-commerce system. In Proceedings of the 18th Annual International Conference on Electronic Commerce: e-Commerce in Smart connected World (ICEC '16). Association for Computing Machinery, New York, NY, USA, Article 5, 1 5. https://doi.org/10.1145/2971603.2971608

[5] Khairul Anwar Sedek et al 2021 J. Phys.: Conf. Ser. 1874 012022, doi: 10.1088/1742-6596/1874/1/012022

Section – 3

3.1 Product Description

3.1.1 Product Summary

The Farm2Door platform is an e-commerce web application designed to connect farmers with buyers and sellers. It includes features for crop listing, skill development courses, communication between buyers and farmers, and a robust product delivery system.

3.1.2 Product Stakeholders:

- Farmers
- Buyers
- Administrators
- Skill development course providers
- Delivery service providers

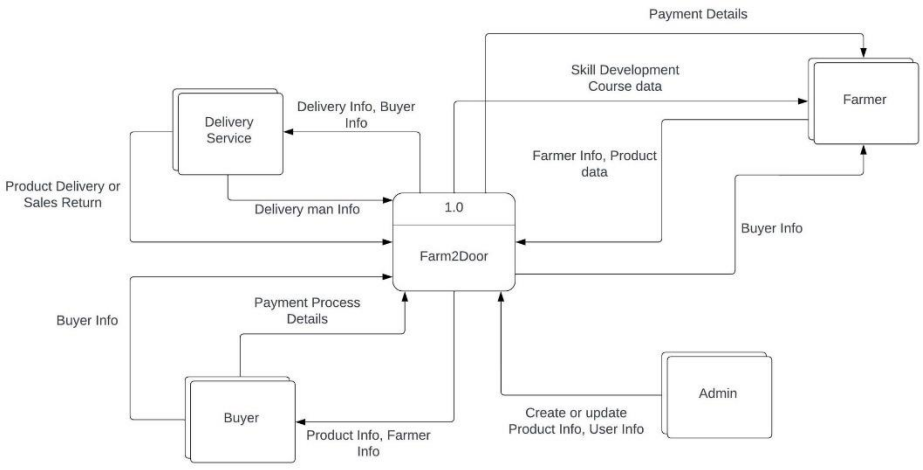


Figure 1 Context Level Data Flow Diagram

3.2 System Context Diagram

3.3 Hardware Detail

3.3.1 Hardware Components:

- Web servers for hosting the application
- Database servers for storing user data and product information
- Mobile and computer devices for users to access the platform
- Transportation vehicles for product delivery

3.3.2 Software Components:

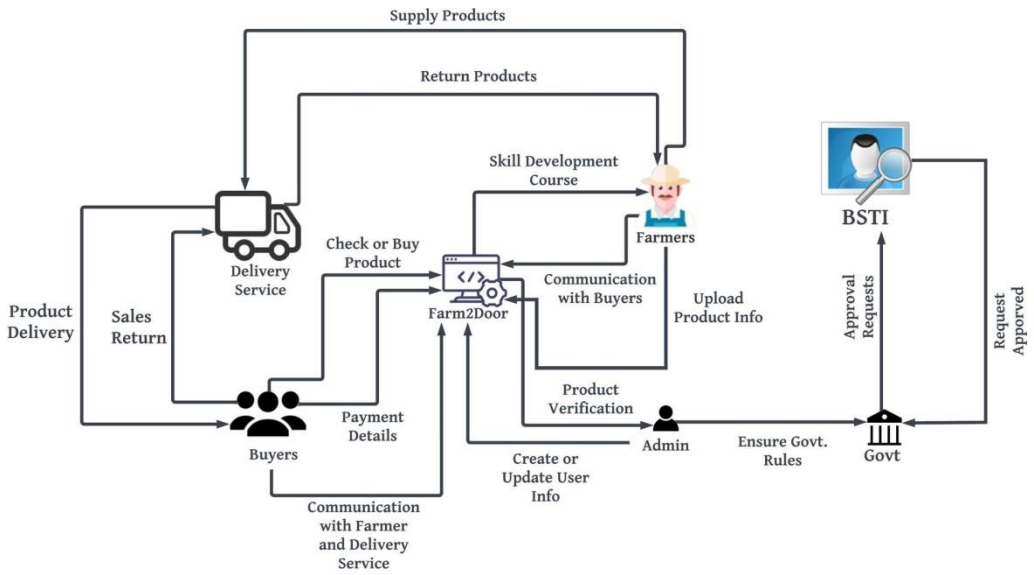
- Front-end web application (HTML, CSS, JavaScript)
- Back-end application (Node.js, Python, or similar)
- Database management system (MySQL or MongoDB)
- Communication features (chat or messaging system)
- Payment processing system
- Skill development course modules
- Geolocation services (for product tracking)
- User authentication and authorization

3.3.3 Hardware Architecture:

- Web servers hosting the application
- Database servers for data storage
- User devices (mobile and computer) for accessing the platform
- Transportation vehicles for product delivery

3.3.4 Software Architecture:

- Client-Server architecture for web application
- Relational or NoSQL database system
- RESTful APIs for communication
- Secure socket layer (SSL) for data encryption
- Message queues for real-time communication



3.3.5 Rich Picture

3.4 Key Technical Features of Software

- User registration and authentication
- Crop listing and management for farmers
- Online skill development courses
- Real-time chat/messaging system
- E-commerce features for buying and selling products
- Payment processing
- Geolocation and tracking for deliveries
- Return and replacement system
- Administration dashboard for managing the platform
- Secure and scalable architecture for future growth
- User-friendly interface for all stakeholders

Section – 4

4.1 Information Gathering methods (At least three methods)

For the "Farm2Door" project, here are three information gathering methods along with the activities performed for each:

4.1.1. Surveys and Questionnaires:

For Farmers:

1. General Information:

- What crops do you cultivate?
- How many years of farming experience do you have?

2. Challenges:

- What are the main challenges in selling your crops?
- Rate the difficulty in finding buyers (1-5).

3. E-commerce Preferences:

- Have you used online platforms for selling? (Yes/No)
- If yes, share your experience. If no, what features would encourage you to try?
- Rate importance of User-friendly interface, Payment security, Real-time communication (1-5).

4. Skill Development:

- Interested in skill development courses? (Yes/No)
- If yes, specific skills you want to enhance?
- Rate importance of Crop management, Sustainable farming, Marketing strategies (1-5)

For Buyers:

1. General Information:

- What agricultural products are you interested in?

- How often do you buy such products?

- How do you currently market and sell?

2. Challenges:

- Main challenges when sourcing agricultural products?

- Rate satisfaction with current discovery methods (1-5).

3. E-commerce Preferences:

- Used online platforms? (Yes/No)

- If yes, share experience. If no, what features would make you consider?

- Rate importance of Product variety, Transparent pricing, Customer reviews (1-5).

4. Delivery and Satisfaction:

- Importance of a reliable delivery system? (1-5)

- Rate overall satisfaction with recent online purchase (1-5).

4.1.2 One-on-One or Group Interviews with Stakeholders:

For Farmers:

1. Introduction:

- Share your agriculture experience and rate its impact on your current practices (1-5).

2. Needs and Challenges:

- Rate the severity of challenges faced in selling crops (1-5).

- Share experiences highlighting difficulties in connecting with buyers.

3. Platform Expectations:

- Rate the importance of features in an online platform (1-5).

- Envision how an ideal platform could address your challenges.

4. Skill Development:

- Rate the importance of specific skills for improving farming practices (1-5).

- Share how skill development courses could contribute to your success.

For Buyers:

1. Introduction:

- Share your preferences in agricultural products.

2. Challenges in Sourcing:

- Rate satisfaction with current sourcing methods (1-5).
- Provide examples of difficulties in finding the right products or suppliers.

3. Platform Expectations:

- Rate the importance of features in an online platform (1-5).
- Envision how an ideal platform could address your challenges as a buyer.

4. Delivery and Satisfaction:

- Rate the importance of a reliable delivery system (1-5).
- Share experiences related to agricultural product deliveries.

For Admin:

1. Introduction:

- Provide an overview of your role in platform management.

2. Platform Goals:

- Rate the importance of platform goals (1-5).
- How do you see the platform contributing to the agricultural ecosystem?

3. User Interaction and Support:

- Rate the importance of effective user interaction and support mechanisms (1-5).
- How do you foresee administrators interacting with users?

4. Platform Growth and Sustainability:

- Rate the importance of steps for sustainable platform growth (1-5).
- Anticipate challenges and opportunities in managing and sustaining the platform.

4.1.3 Competitor Analysis: Agricultural E-commerce Platforms:

HarvestHub:

- User-friendly interface, robust product categorization.
- Positive feedback for product variety and reliable delivery.

FarmTrade:

- In-depth product descriptions, buyer-seller rating system.
- Users appreciate transparency and rating system.

AgroConnect:

- Real-time chat support, integration with social media.
- Positive feedback on responsive customer support.

Competitor Analysis: Skill Development Initiatives:

Initiative GreenThumb:

- Diverse course offerings, interactive learning modules.
- Positive reviews for hands-on learning effectiveness.

Initiative AgriMinds:

- Personalized learning paths, collaborative forums.
- Users appreciate tailored learning experience.

SWOT Analysis:

Strengths:

-High user satisfaction.

-Successful implementation of diverse features.

-Positive feedback on customer service.

Weaknesses:

- Limited focus on specific agricultural niches.

- Some lack in-depth skill development opportunities.

Opportunities:

- Integration of successful features.

- Targeting specific niche markets.

- Collaborative ventures with successful initiatives.

Threats:

- Emerging competitors with innovative features.

- Changing market dynamics.

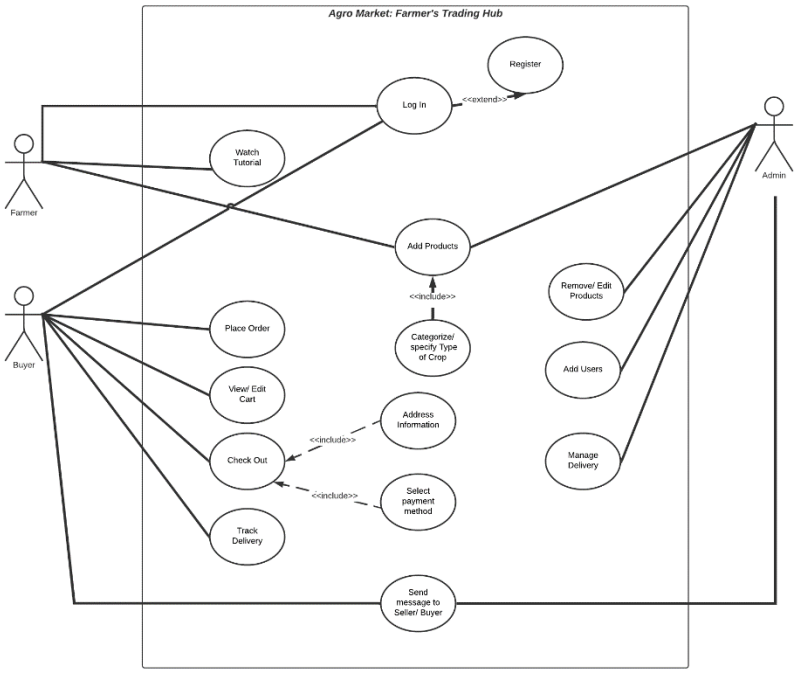
- Economic factors impacting user spending.

4.2 Major functionalities offered by the system

Farm2Door offers a range of major functionalities designed to streamline and enhance the agricultural trading experience for both farmers and buyers. The key functionalities include:

1. **Product Management:**
    - Farmers can add, edit, and remove products from the system, specifying details such as product name, quantity, and type.
    - Buyers can browse and search for products, view detailed product information, and add items to their shopping cart.

2. **Order Management:**
    - Buyers can place orders for products from various sellers on the platform.
    - Farmers receive and process orders, managing the fulfillment and delivery of products.
3. **Categorization of Crops:**
    - Farmers can categorize their crops and specify the type of each crop, providing buyers with detailed information.
4. **Delivery Tracking:**
    - Both farmers and buyers can track the delivery status of orders, ensuring transparency and timely updates.
5. **Messaging System:**
    - Users (farmers and buyers) can communicate with each other through a messaging system.
    - Enables discussions about products, orders, and other relevant topics.
6. **Payment Processing:**
    - Buyers can select their preferred payment method during the checkout process.
    - Integration with payment gateways to facilitate secure and convenient transactions.
7. **Relationships Between Use Cases:**
    - Establishes logical relationships between various use cases, such as the connection between placing an order and tracking its delivery.
8. **Skill Development Courses:**
    - Our system offers Skill Development Courses for Farmers who are new to the system. This feature has tutorial videos regarding how to use the system functionalities from the very basics. The system also provides videos related to farming. From our surveys, we have found that a large percentage of farmers still don’t have adequate knowledge about farming properly.



4.3 Use Case Diagram

4.4 Normal Scenarios

Case 1

Use case: Watch tutorial
Actor: Farmer
Stakeholders: Admin, Farmer
Description: The farmer can watch a tutorial on how to use the Agro Market web app.
Triggering event: The farmer clicks the "Watch Tutorial" button on the web app.
Steps performed: The farmer is redirected to a page where they can watch a video tutorial using the web app. The farmer watches the video tutorial. The farmer clicks on the "Finish" button when they are finished

watching the tutorial.
Pre-condition: The farmer must be registered on the Agro Market web app.
Post-condition: The farmer better understands how to use the Agro Market web app.

Case 2

Use case: Search products
Actor: Farmer, Buyer
Stakeholders: Admin, Farmer, Buyer
Description: The farmer or buyer can search for products on the Agro Market web app.
Triggering event: The farmer or buyer clicks the "Search" button on the web app.
Steps performed: The farmer or buyer enters the name or description of the product they are looking for in the search bar. The web app displays a list of products that match the search criteria. The farmer or buyer can click on a product to view more information about it.
Pre-condition: The farmer or buyer must be registered on the Agro Market web app.
Post-condition: The farmer or buyer has found a list of products that match their search criteria.

Case 3

Use case: Place order
Actor: Buyer
Stakeholders: Admin, Buyer, Farmer
Description: The buyer can place an order for a product on the Agro

Market web app.
Triggering event: The buyer clicks on the "Add to Cart" button for a product.
Steps performed: The buyer reviews the items in their cart and enters their shipping and billing information. The buyer selects a payment method and places the order. The buyer receives a confirmation email for their order.
Pre-condition: The buyer must be registered on the Agro Market web app and have a valid payment method.
Post-condition: The buyer has placed an order for a product and will receive it within the specified delivery time.

Case 4

Use case: View cart
Actor: Buyer
Stakeholders: Buyer
Description: The buyer can view the items in their cart on the Agro Market web app.
Triggering event: The buyer clicks the "Cart" button on the web app.
Steps performed: The buyer views the items in their cart and can make changes to the quantity or remove items from the cart. The buyer can proceed to checkout or continue shopping.
Pre-condition: The buyer must be registered on the Agro Market web app and have items in their cart.
Post-condition: The buyer has reviewed the items in their cart and can make changes or proceed to checkout.

Case 5

Use case: Check out

Actor: Buyer
Stakeholders: Buyer, Farmer
Description: The buyer can check out and complete their purchase on the Agro Market web app.
Triggering event: The buyer clicks on the "Checkout" button in their cart.
Steps performed: The buyer reviews their shipping and billing information and selects a payment method. The buyer reviews the order summary and clicks on the "Place Order" button. The buyer receives a confirmation email for their order.
Pre-condition: The buyer must be registered on the Agro Market web app and have items in their cart.
Post-condition: The buyer has completed their purchase and will receive their order within the specified delivery time.

Case 6

Use case: Track delivery
Actor: Buyer
Stakeholders: Buyer, Farmer
Description: The buyer can track the delivery of their order on the Agro Market web app.
Triggering event: The buyer clicks on the "Track Delivery" link in their order confirmation email.
Steps performed: The buyer enters their order number and clicks on the "Track" button. The web app displays the status of the order and the estimated delivery time.
Pre-condition: The buyer must have placed an order on the Agro Market web app.
Post-condition: The buyer knows the status of their order and the

estimated delivery time.

Case 7

Use case: Add products
Actor: Farmer
Stakeholders: Farmer, Admin
Description: The farmer adds a new product to the Agro Market web app.
Triggering event: The farmer clicks the "Add Product" button on the web app.
Steps performed: The farmer enters the name, description, price, and other relevant information for the product. The farmer uploads images of the product. The farmer clicks on the "Submit" button. The product is added to the Agro Market web app and is available for buyers to purchase.
Pre-condition: The farmer must be registered on the Agro Market web app.
Post-condition: The farmer has added a new product to the Agro Market web app.

Case 8

Use case: Edit a product
Actor: Farmer
Stakeholders: Admin, Farmer
Description: The farmer edits an existing product on the Agro Market web app.
Triggering event: The farmer clicks the "Edit" button for a product on the web app.
Steps performed:

The farmer makes the desired changes to the name, description, price, and other relevant information for the product. The farmer clicks on the "Submit" button. The changes to the product are saved.
Pre-condition: The farmer must be registered on the Agro Market web app and the product they want to edit must be their own.
Post-condition: The farmer has edited an existing product on the Agro Market web app.

Case 9

Use case: Remove a product
Actor: Farmer
Stakeholders: Admin, Farmer
Description: The farmer removes an existing product from the Agro Market web app.
Triggering event: The farmer clicks the "Remove" button for a product on the web app.
Steps performed: The farmer confirms that they want to remove the product. The product is removed from the Agro Market web app and is no longer available for buyers to purchase.
Pre-condition: The farmer must be registered on the Agro Market web app and the product they want to remove must be their own.
Post-condition: The farmer has removed an existing product from the Agro Market web app.

Case 10

Use case: Select an address for an order
Actor: Buyer
Stakeholders: Buyer, Farmer

Description: The buyer selects an address for an order they are placing on the Agro Market web app.
Triggering event: The buyer proceeds to checkout after adding items to their cart.
Steps performed: The buyer selects the address they want to ship the order. The buyer reviews the order summary and clicks on the "Place Order" button.
Pre-condition: The buyer must have added items to their cart and must have at least one address saved in the Agro Market web app.
Post-condition: The buyer has selected an address for their order and the order has been placed.

Case 11

Use case: Select a payment method for an order
Actor: Buyer
Stakeholders: Buyer, Farmer
Description: The buyer selects a payment method for an order they are placing on the Agro Market web app.
Triggering event: The buyer proceeds to checkout after adding items to their cart and selecting a shipping address.
Steps performed: The buyer reviews the payment methods available and selects the one they want to use. The buyer enters the required payment information, such as their credit card number, expiration date, and billing address. The buyer reviews the order summary and clicks on the "Place Order" button.
Pre-condition: The buyer must have added items to their cart, selected a shipping address, and have a valid payment method on file.
Post-condition: The buyer has selected a payment method for their order and the order has been placed.

Case 12

Use case: A Farmer sends a message to a buyer
Actor: Farmer
Stakeholders: Buyer, Farmer
Description: The farmer sends a message to a buyer about a product they are selling on the Agro Market web app.
Triggering event: The farmer has received an order from a buyer for a product they are selling.
Steps performed: The farmer goes to the order details page for the buyer's order. The farmer clicks on the "Send Message" button. The farmer enters the text of their message and clicks on the "Send" button. The buyer receives the message in their Agro Market inbox.
Pre-condition: The farmer must have received an order from a buyer for a product they are selling.
Post-condition: The farmer has sent a message to the buyer about their order.

Case 13

Use case: Buyer sends a message to a farmer
Actor: Buyer
Stakeholders: Buyer, Farmer
Description: The buyer sends a message to a farmer about a product they are interested in on the Agro Market web app.
Triggering event: The buyer is viewing a product on the Agro Market web app and wants to ask the farmer a question about it.
Steps performed: The buyer clicks on the "Send Message" button on the product page. The buyer enters the text of their message and clicks on the "Send"

button. The farmer receives the message in their Agro Market inbox.
Pre-condition: The buyer must be viewing a product on the Agro Market web app.
Post-condition: The buyer has sent a message to the farmer about the product they are interested in.

Case 14

Use case: Admin sends a message to a farmer or buyer
Actor: Admin
Stakeholders: Admin, Farmer, Buyer
Description: The admin sends a message to a farmer or buyer about a general question or announcement.
Triggering event: The admin wants to send a message to a farmer or buyer about a general question or announcement.
Steps performed: The admin goes to the "Messages" page in the Agro Market admin dashboard. The admin selects the farmer or buyer they want to send a message. The admin enters the text of their message and clicks on the "Send" button. The farmer or buyer receives the message in their Agro Market inbox.
Pre-condition: The admin must be logged into the Agro Market admin dashboard.
Post-condition: The admin has sent a message to the farmer or buyer.

Case 15

Use case: Manage delivery
Actor: Admin
Stakeholders: Admin, Farmer, Buyer, Delivery service
Description: The admin manages the delivery settings for the Agro

Market web app.
Triggering event: The admin wants to change the delivery settings, such as the shipping costs or the delivery methods available.
Steps performed: The admin goes to the "Delivery Settings" page in the Agro Market admin dashboard. The admin makes the desired changes to the delivery settings. The admin clicks on the "Save" button. The changes to the delivery settings are saved and take effect immediately.
Pre-condition: The admin must be logged into the Agro Market admin dashboard.
Post-condition: The admin has changed the delivery settings for the Agro Market web app.

4.5 Alternate Scenarios

Case 1

Use case: Watch tutorial
Actor: Farmer
Stakeholders: Admin, Farmer
Description: If the selected tutorial video is unavailable, the system informs the farmer, and they may choose an alternative video.
Triggering event: The farmer clicks the "Watch Tutorial" button on the web app.
Steps performed: The farmer clicks on the “Watch Tutorial” feature. The farmer is redirected to another similar video. The farmer clicks on the "Finish" button when they are finished watching the

tutorial.
Pre-condition: 1. The farmer must be registered on the Agro Market web app. 2. There must be related videos for every topic in the Tutorial page.
Post-condition: The farmer better understands how to use the Agro Market web app.

Case 2

Use case: Search products
Actor: Farmer, Buyer
Stakeholders: Admin, Farmer, Buyer
Description: If there are no products matching the search criteria, the system notifies the buyer and suggests refining the search.
Triggering event: The farmer or buyer clicks the "Search" button on the web app.
Steps performed: 1. The farmer or buyer enters the name or description of the product they are looking for in the search bar. 2. The buyer enters the name and description again that matches the criteria. 3. The buyer or farmer can see more information of a product by clicking on it.
Pre-condition: The farmer or buyer must be registered on the Agro Market web app.
Post-condition: The farmer or buyer has found a list of products that match their search criteria.

Case 3

Use case: Place order
Actor: Buyer
Stakeholders: Admin, Buyer, Farmer
Description: If a selected product is out of stock, the system notifies the buyer and suggests removing the item or choosing an alternative.
Triggering event: The buyer clicks on the "Add to Cart" button for a product.
Steps performed: The buyer adds the available items in their cart and enters their shipping and billing information. The buyer selects a payment method and places the order. The buyer receives a confirmation email for their order.
Pre-condition: The buyer must be registered on the Agro Market web app and have a valid payment method.
Post-condition: The buyer has placed an order for a product and will receive it within the specified delivery time.

Case 4

Use case: View cart
Actor: Buyer
Stakeholders: Buyer
Description: If the cart is empty, the system notifies the buyer and suggests adding products.

Triggering event: The buyer clicks the "Cart" button on the web app.
Steps performed: The buyer views the items in their cart (if there is any) and can make changes to the quantity or remove items from the cart. The buyer can proceed to checkout or continue shopping.
Pre-condition: The buyer must be registered on the Agro Market web app and have items in their cart.
Post-condition: The buyer has reviewed the items in their cart and can make changes or proceed to checkout.

Case 5

Use case: Check out
Actor: Buyer
Stakeholders: Buyer, Farmer
Description: If there is an issue with payment processing, the system provides an error message and suggests alternative payment methods. Also, if the buyer cancels the checkout process, the system returns them to the cart.
Triggering event: The buyer clicks on the "Checkout" button in their cart.
Steps performed: The buyer reviews their shipping and billing information and selects an appropriate payment method. The buyer reviews the order summary and clicks on the "Place Order" button. The buyer receives a confirmation email for their order.
Pre-condition: The buyer must be registered on the Agro Market web app and

have items in their cart.
Post-condition: The buyer has completed their purchase and will receive their order within the specified delivery time.

Case 6

Use case: Track delivery
Actor: Buyer
Stakeholders: Buyer, Farmer
Description: The buyer can track the delivery of their order on the Agro Market web app. If there is no information available for the selected order, the system notifies the buyer and suggests contacting support.
Triggering event: The buyer clicks on the "Track Delivery" link in their order confirmation email.
Steps performed: The buyer enters their order number and clicks on the "Track" button. The web app displays the status of the order and the estimated delivery time.
Pre-condition: The buyer must have placed an order on the Agro Market web app.
Post-condition: The buyer knows the status of their order and the estimated delivery time. If there is a delay in updating the delivery status, the system informs the buyer about the delay.

Case 7

Use case: Add products
Actor: Farmer
Stakeholders: Farmer, Admin
Description: The farmer adds a new product to the Agro Market web app. However, if essential details are not provided, the system prompts the farmer to complete all required fields
Triggering event: The farmer clicks the "Add Product" button on the web app.
Steps performed: The farmer enters the name, description, price, and other relevant information for the product. The farmer uploads images of the product. The farmer clicks on the "Submit" button. The product is added to the Agro Market web app and is available for buyers to purchase.
Pre-condition: The farmer must be registered on the Agro Market web app.
Post-condition: The farmer has added a new product to the Agro Market web app.

Case 8

Use case: Edit a product
Actor: Farmer
Stakeholders: Admin, Farmer
Description: The farmer edits an existing product on the Agro Market web app. If the farmer attempts to update without selecting a type or category, the

system prompts them to make a selection.
Triggering event: The farmer clicks the "Edit" button for a product on the web app.
Steps performed: The farmer makes the desired changes to the name, description, price, and other relevant information for the product. The farmer clicks on the "Submit" button after entering all the necessary fields. The changes to the product are saved.
Pre-condition: The farmer must be registered on the Agro Market web app and the product they want to edit must be their own.
Post-condition: The farmer has edited an existing product on the Agro Market web app.

Case 9

Use case: Remove a product
Actor: Farmer
Stakeholders: Admin, Farmer
Description: The farmer removes an existing product from the Agro Market web app. If there is an error in removing the product, the system provides an error message and suggests trying again.
Triggering event: The farmer clicks the "Remove" button for a product on the web app.
Steps performed:

The farmer/admin can search all the products of a specific category, select, and then delete the products they want to remove. The product is removed from the Agro Market web app and is no longer available for buyers to purchase.
Pre-condition: The farmer must be registered on the Agro Market web app and the product they want to remove must be their own.
Post-condition: The farmer has removed an existing product from the Agro Market web app.

Case 10

Use case: Select an address for an order
Actor: Buyer
Stakeholders: Buyer, Farmer
Description: The buyer selects an address for an order they are placing on the Agro Market web app from their Accounts page.
Triggering event: The buyer clicks on the “Delivery Information” button.
Steps performed: The buyer navigates to their Manage Profile section. The buyer selects a delivery address for their orders.
Pre-condition: The selected address must be inside the valid region.
Post-condition: The buyer has selected an address for their order and the order has been placed.

Case 11

Use case: Select a payment method for an order

Actor: Buyer
Stakeholders: Buyer, Farmer
Description: The buyer selects a payment method for an order they are placing on the Agro Market web app from their Accounts page.
Triggering event: The buyer proceeds to checkout after adding items to their cart and selecting a shipping address. If there is an issue with payment processing, the system provides an error message and suggests alternative payment methods.
Steps performed: The buyer reviews the payment methods available and selects the one they want to use. The buyer enters the required payment information, such as their credit card number, expiration date, and billing address. The buyer reviews the order summary and clicks on the "Place Order" button.
Pre-condition: The buyer must have added items to their cart, selected a shipping address, and have a valid payment method on file.
Post-condition: The buyer has selected a payment method for their order and the order has been placed.

Case 12

Use case: Admin sends a message to a farmer or buyer
Actor: Admin
Stakeholders: Admin, Farmer, Buyer
Description: The admin sends a message to a farmer or buyer about a general

question or announcement. If the buyer/ farmer does not respond, the system sends repeated notifications to the buyer/ farmer.
Triggering event: The admin wants to send a message to a farmer or buyer about a general question or announcement.
Steps performed: The admin goes to the "Messages" page in the Agro Market admin dashboard. The admin selects the farmer or buyer they want to send a message. The admin enters the text of their message and clicks on the "Send" button. The farmer or buyer receives the message in their Agro Market inbox.
Pre-condition: The admin must be logged into the Agro Market admin dashboard.
Post-condition: The admin has sent a message to the farmer or buyer.

Case 13

Use case: Manage delivery
Actor: Admin
Stakeholders: Admin, Farmer, Buyer
Description: The admin manages the delivery settings for the Agro Market web app. If there is an issue with the delivery service for example, a delay, the system notifies the admin and suggests alternative arrangements.
Triggering event: The admin wants to change the delivery settings, such as the shipping costs or the delivery methods available.
Steps performed: The admin goes to the "Delivery Settings" page in the Agro Market admin

dashboard. The admin makes the desired changes to the delivery settings. The admin clicks on the "Save" button. The changes to the delivery settings are saved and take effect immediately.
Pre-condition: The admin must be logged into the Agro Market admin dashboard.
Post-condition: The admin has changed the delivery settings for the Agro Market web app.

4.6 Functional Requirements

Functional requirements outline the specific features and functionalities that the Farm2Door software must have to meet its objectives. Here are some functional requirements for the project:

1. User Authentication and Authorization:

- The system must provide secure user authentication for farmers, buyers, and administrators.

- Authorized administrators should have the ability to create, update, and delete user accounts.

2. Crop Management for Farmers:

- Farmers must be able to create, update, and delete information about their crops, including type, quantity, and quality.

- The system should validate and store this crop information securely.

3. Skill Development Courses:

- The platform should offer a variety of skill development courses for farmers.

- Farmers should be able to view course details, enroll, and track their progress.

4. Communication Features:

- Farmers, buyers, and administrators should have access to a messaging system for communication.

- The system should provide real-time notifications for new messages.

5. E-commerce Features for Buyers:

- Buyers must be able to browse available products with detailed information.

- The platform should allow buyers to add products to a shopping cart and proceed to checkout.

6. Order Processing:

- The system should process orders securely, deducting the appropriate payment from buyers.

- Confirmation emails or notifications should be sent to both buyers and sellers.

7. Delivery System:

- Buyers should have the option to choose a delivery system.

- Farmers should be able to manage and confirm product deliveries.

8. Return and Replacement System:

- The platform should support returns and replacements for faulty products.

- Buyers should be able to initiate returns, and farmers should be notified to process replacements.

9. Administrator Dashboard:

- Administrators should have a dashboard for managing user accounts, crop information, courses, and resolving disputes.

- The dashboard should provide analytics on user activities and sales.

10. Security and Privacy:

- The system must ensure the security and privacy of user data, including authentication credentials and transaction information.

- Compliance with relevant data protection regulations should be maintained.

4.7 Non - Functional Requirements

Non-functional requirements describe aspects of the system that are not related to specific behaviors or functions but are crucial for the system's overall performance, usability, and reliability. Here are five non-functional requirements for the Farm2Door project:

1. Performance:

- Requirement: The system must be capable of handling a minimum of 100 simultaneous users without significant performance degradation.

- Rationale: Ensures that the platform can accommodate peak usage periods without compromising user experience.

2. Scalability:

- Requirement: The system should be scalable to support a 20% growth in user base within the next year.

- Rationale: Allows for the expansion of the user base and ensures the platform can handle increased demand over time.

3. Usability:

- Requirement: The user interface must be intuitive and user-friendly, with an average learning curve of no more than 15 minutes for new users.

- Rationale: Enhances user satisfaction and adoption by providing an easy-to-use interface.

4. Reliability:

- Requirement: The system must have a minimum uptime of 99.9%.

- Rationale: Ensures that the platform is consistently available to users, minimizing downtime and disruptions to trading activities.

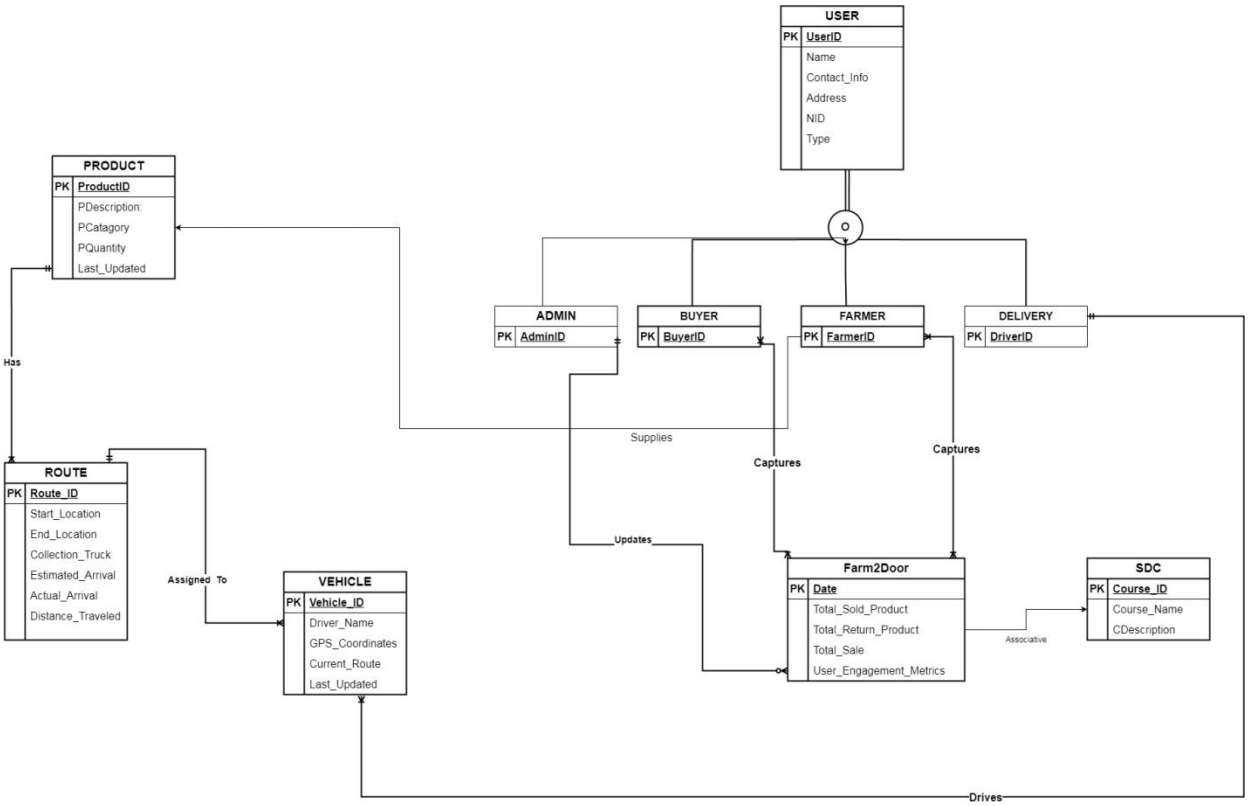
5. Security:

- Requirement: All user data, including personal information and transaction details, must be encrypted using industry-standard protocols.

- Rationale: Protects user privacy and prevents unauthorized access to sensitive information.

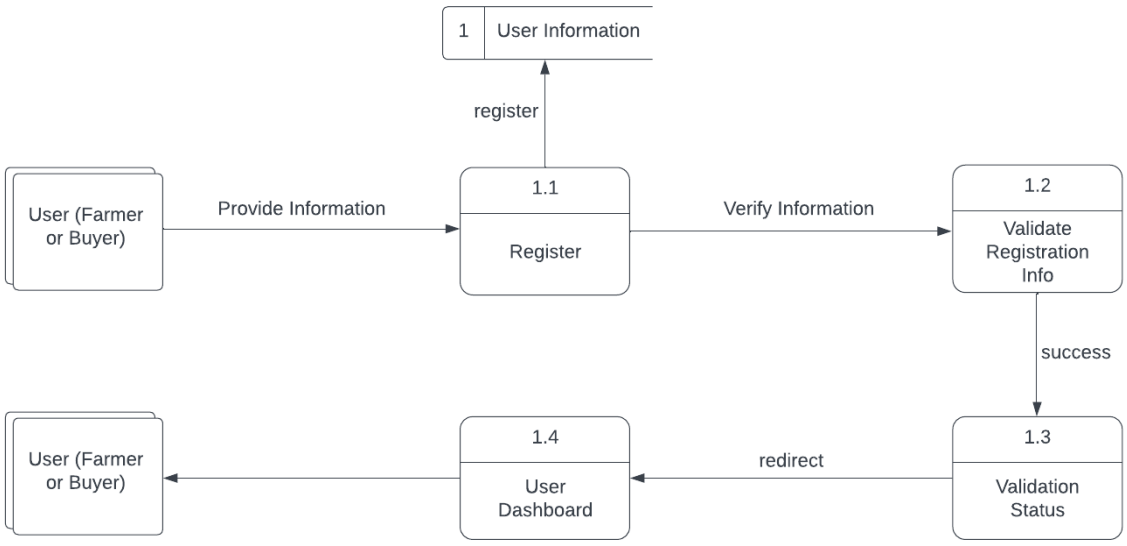
Section – 5

5.1 Entity Relationship Diagram

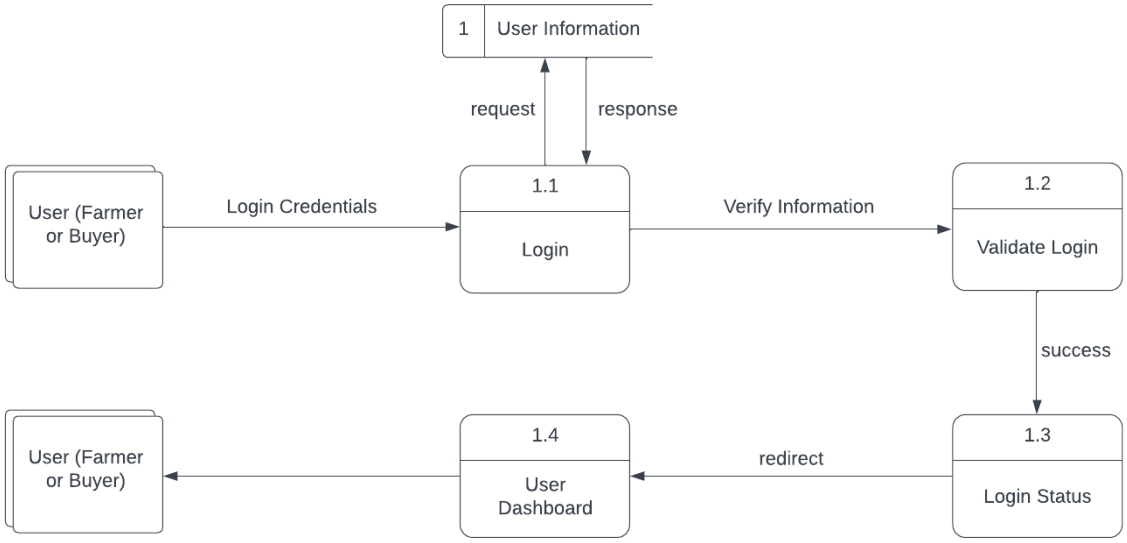


5.2 Logical Data Flow Diagram -

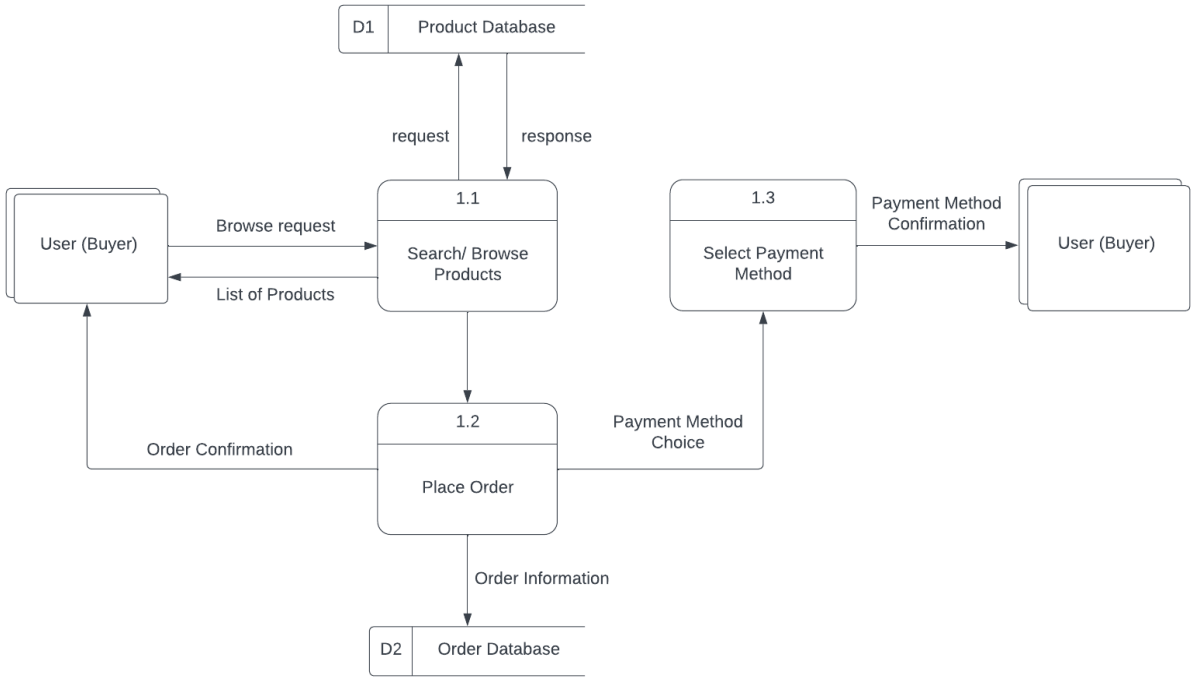
5.2.1 Logical Data Flow Diagram for Registration



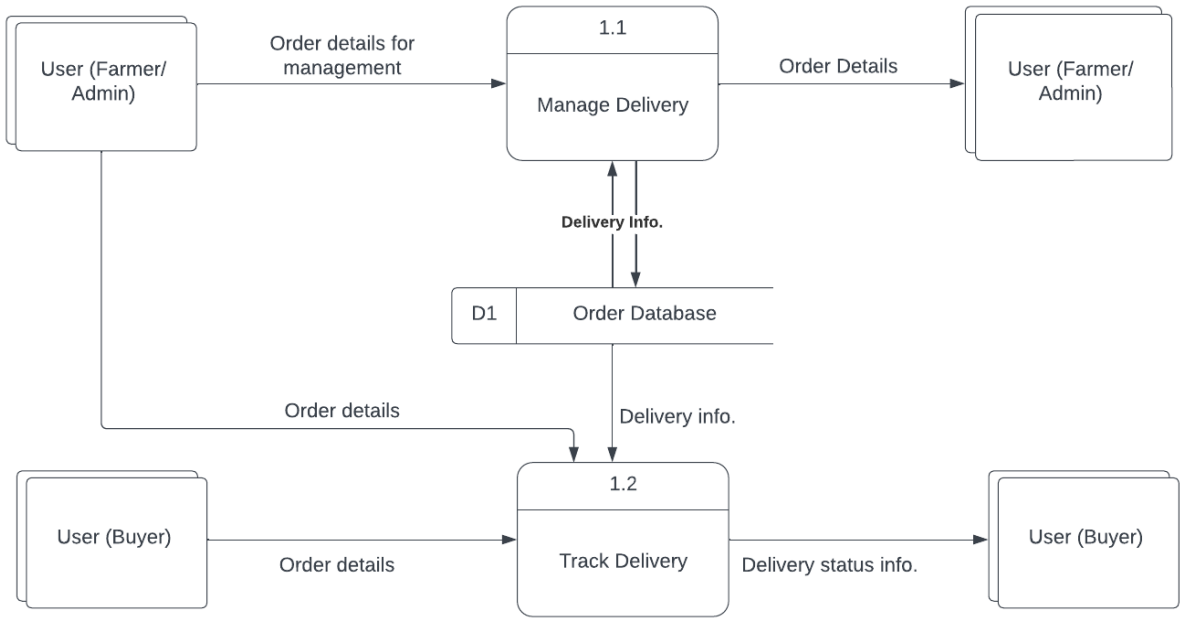
5.2.2 Logical Data Flow Diagram for Login



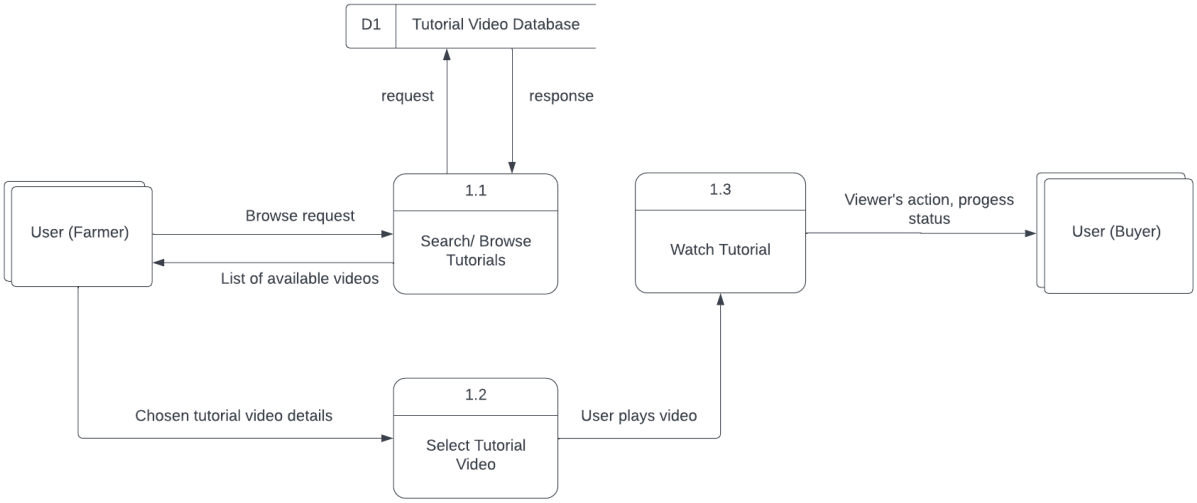
5.2.3 Logical Data Flow Diagram for Place Order and Payment Method:



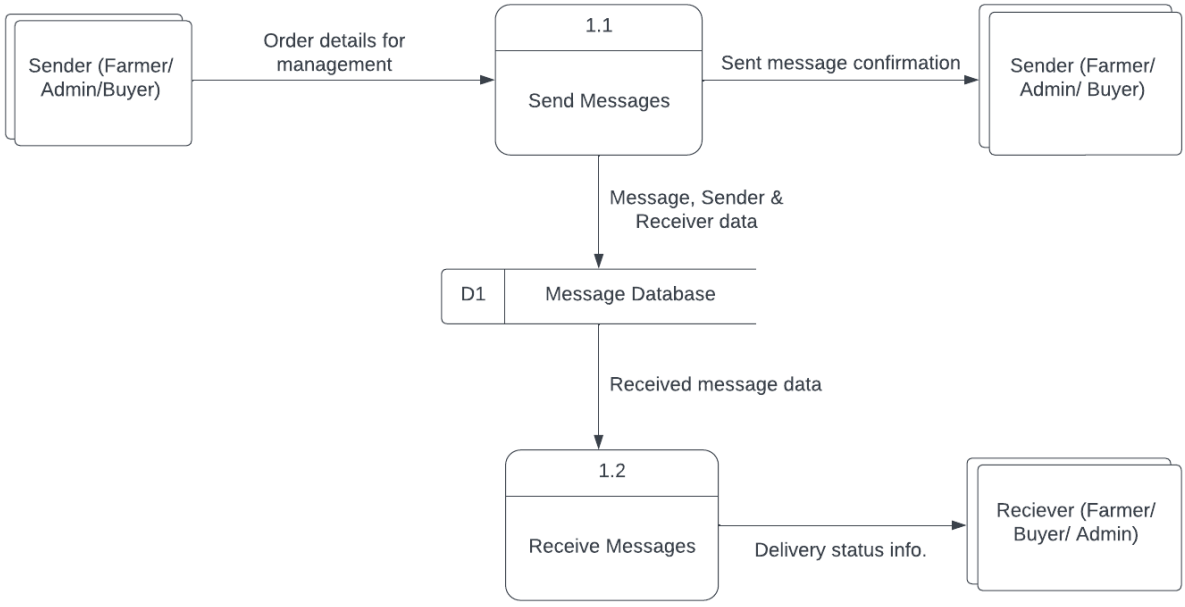
5.2.4 Logical Data Flow Diagram for Manage and Track Delivery:



5.2.5 Logical Data Flow Diagram for Watch Tutorial:

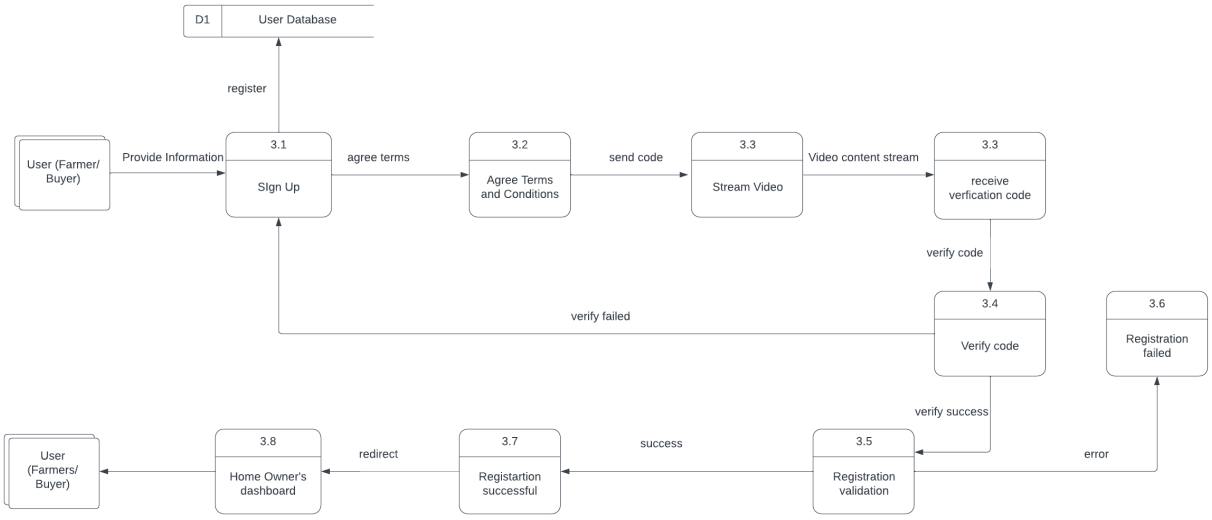


5.2.6 Logical Data Flow Diagram for Send and Receive Messages:

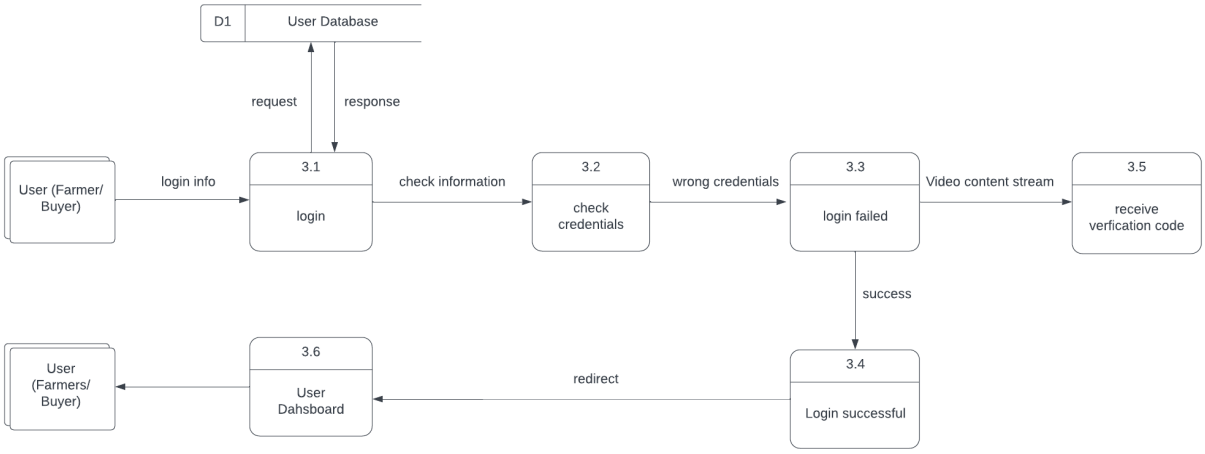


5.3 The Physical Data Flow Diagrams -

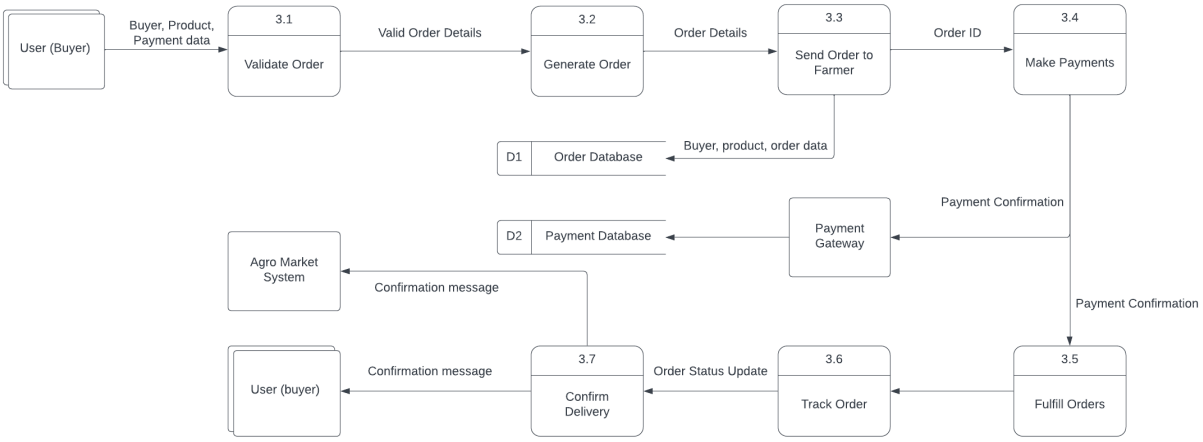
5.3.1 Physical Data Flow Diagram for Registration:



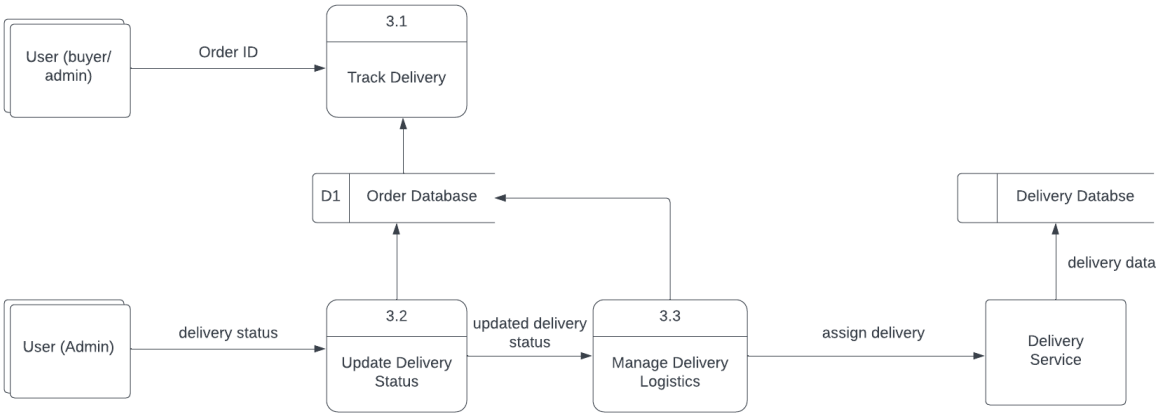
5.3.2 Physical Data Flow Diagram for Login:



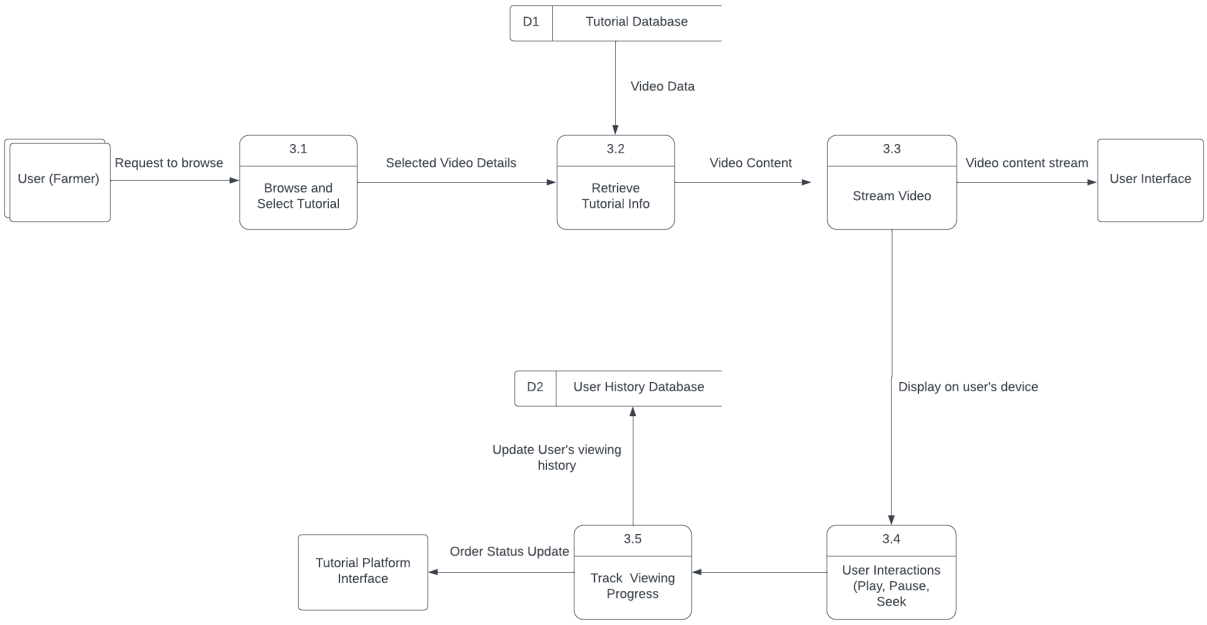
5.3.3 Physical Data Flow Diagram for Make Payment and Payment Options:



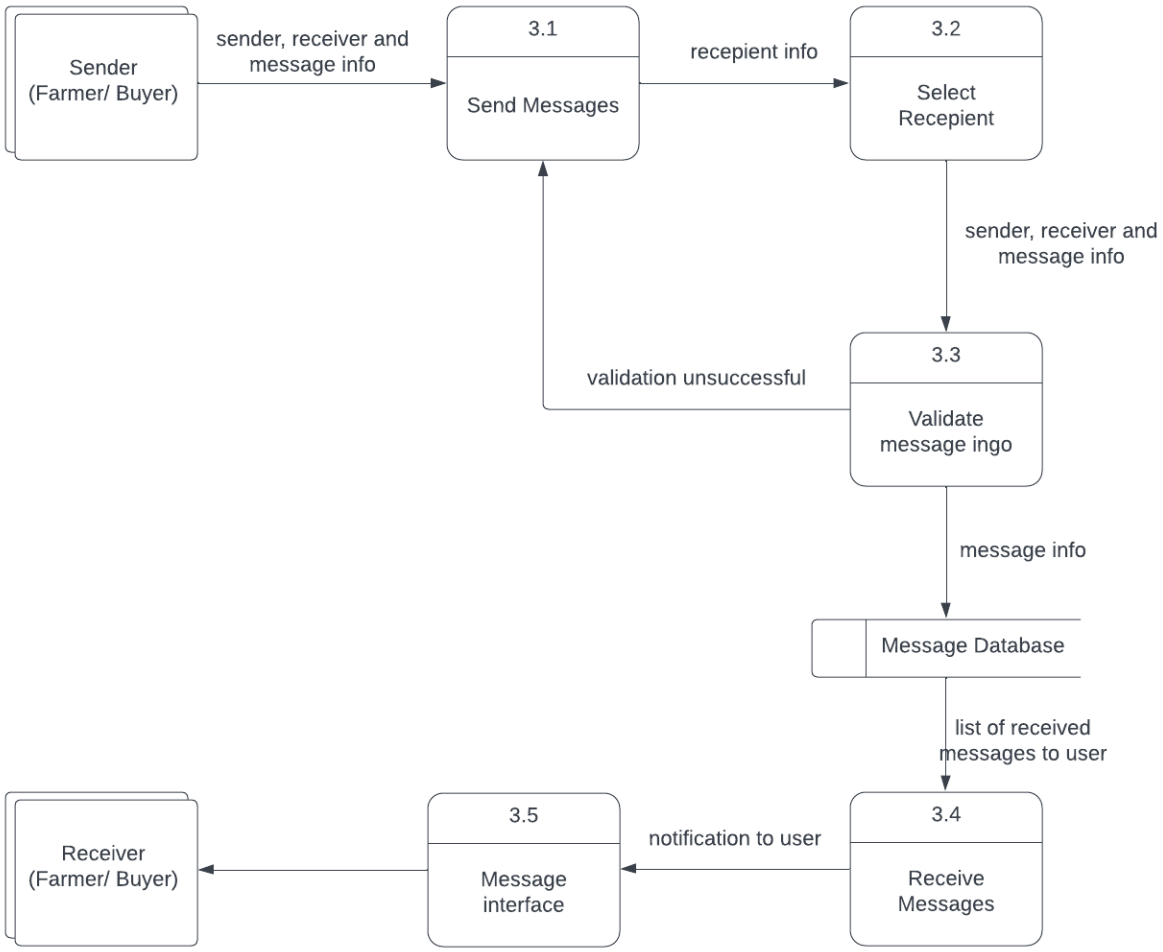
5.3.4 Physical Data Flow Diagram for Manage Delivery:



5.3.5 Physical Data Flow Diagram for Watch Tutorial:

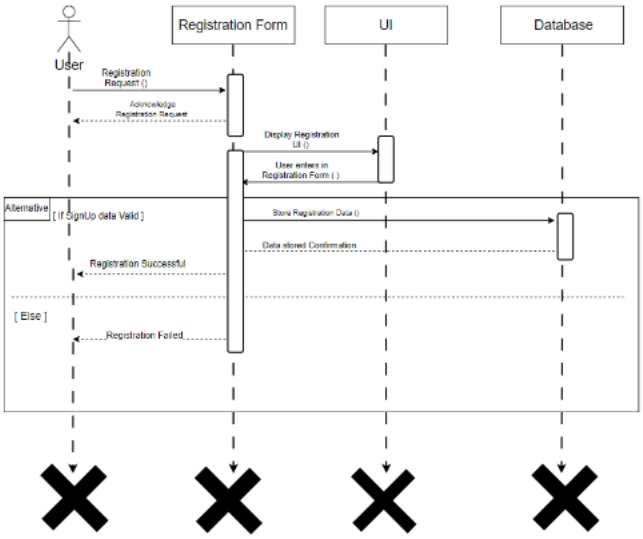


5.3.6 Physical Data Flow Diagram for Send Messages:

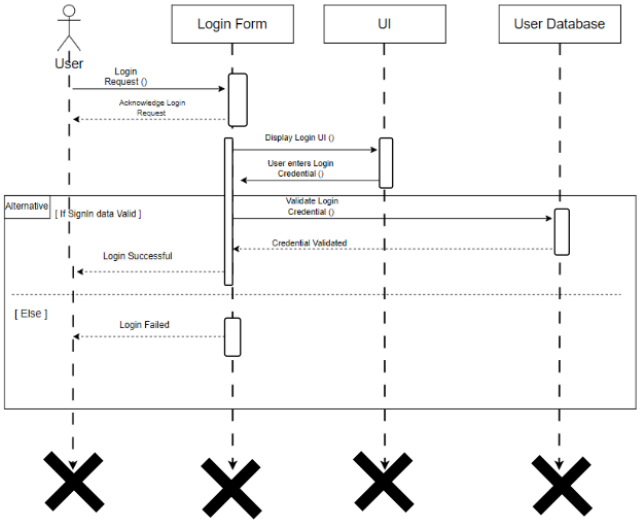


4.4 Sequence Diagram -

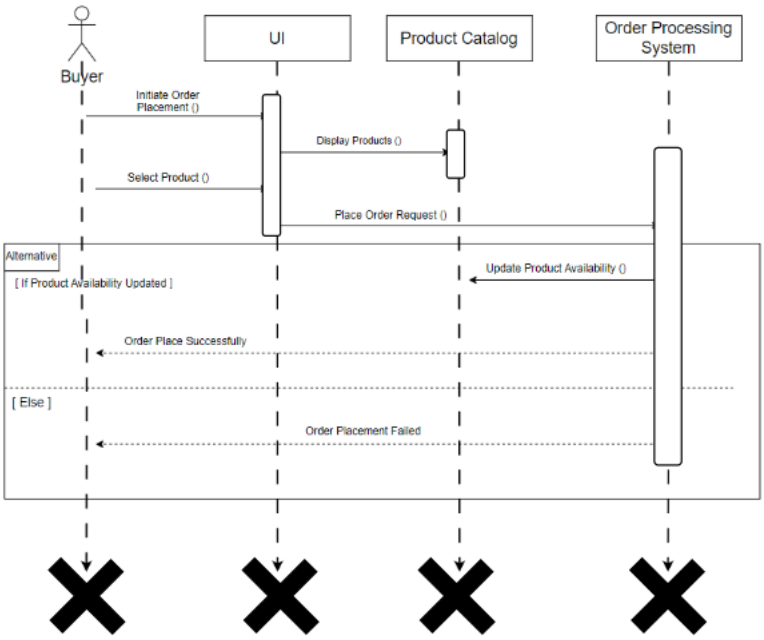
4.4.1 Sequence diagram for Registration



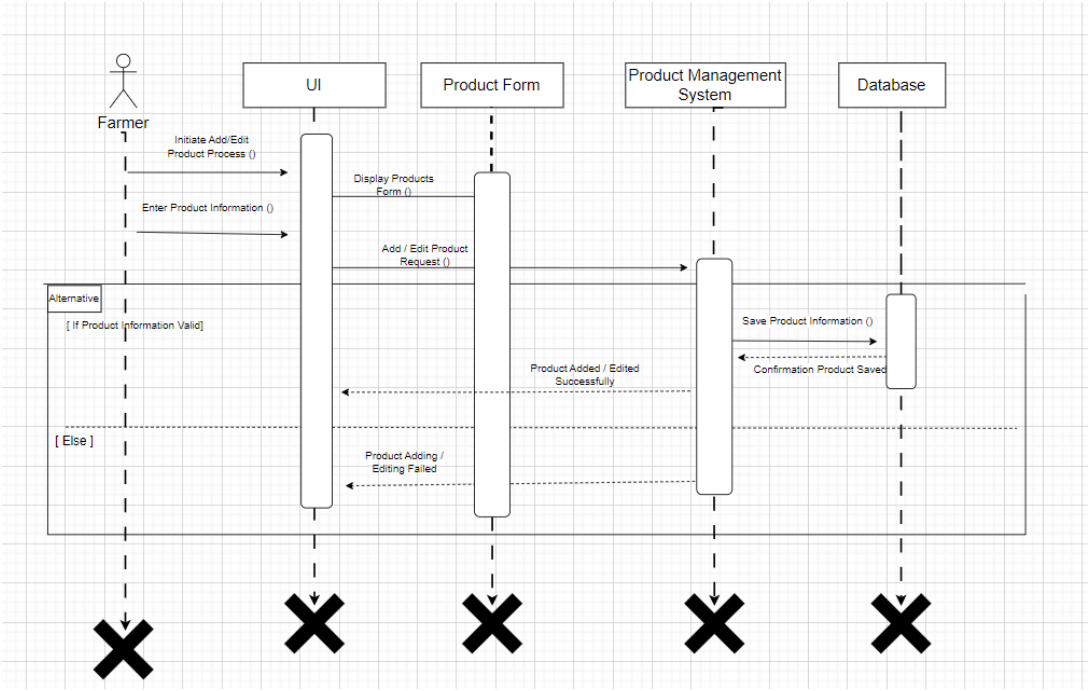
4.4.2 Sequence diagram for Login



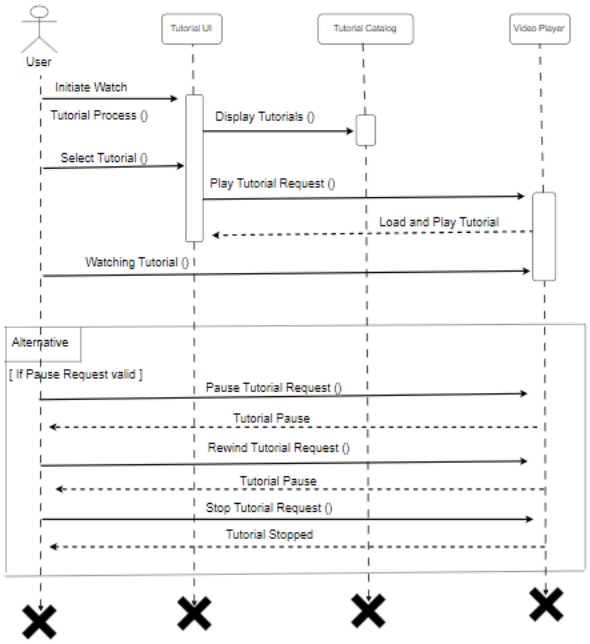
4.4.3 Sequence diagram for Placing Order



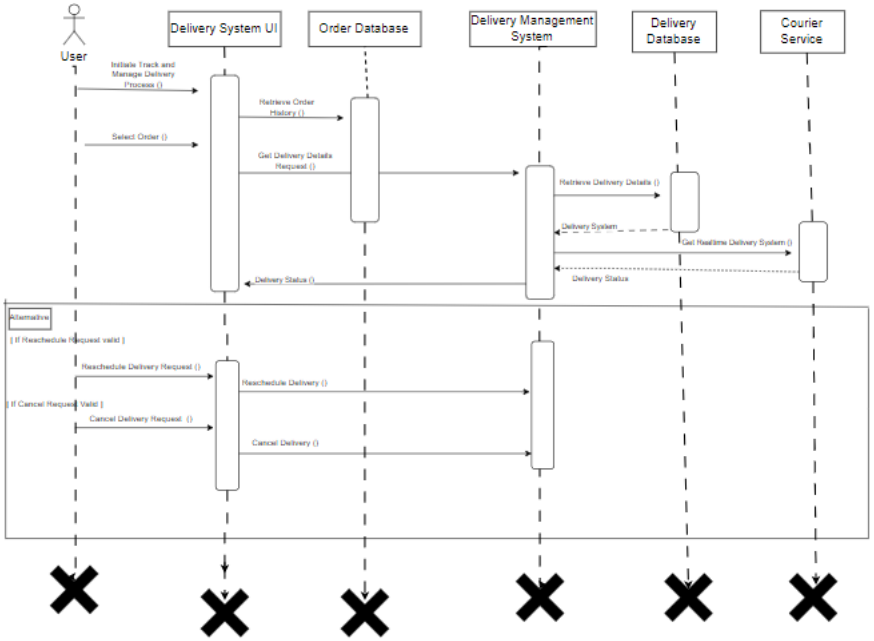
4.4.4 Sequence diagram for Add and Edit Products



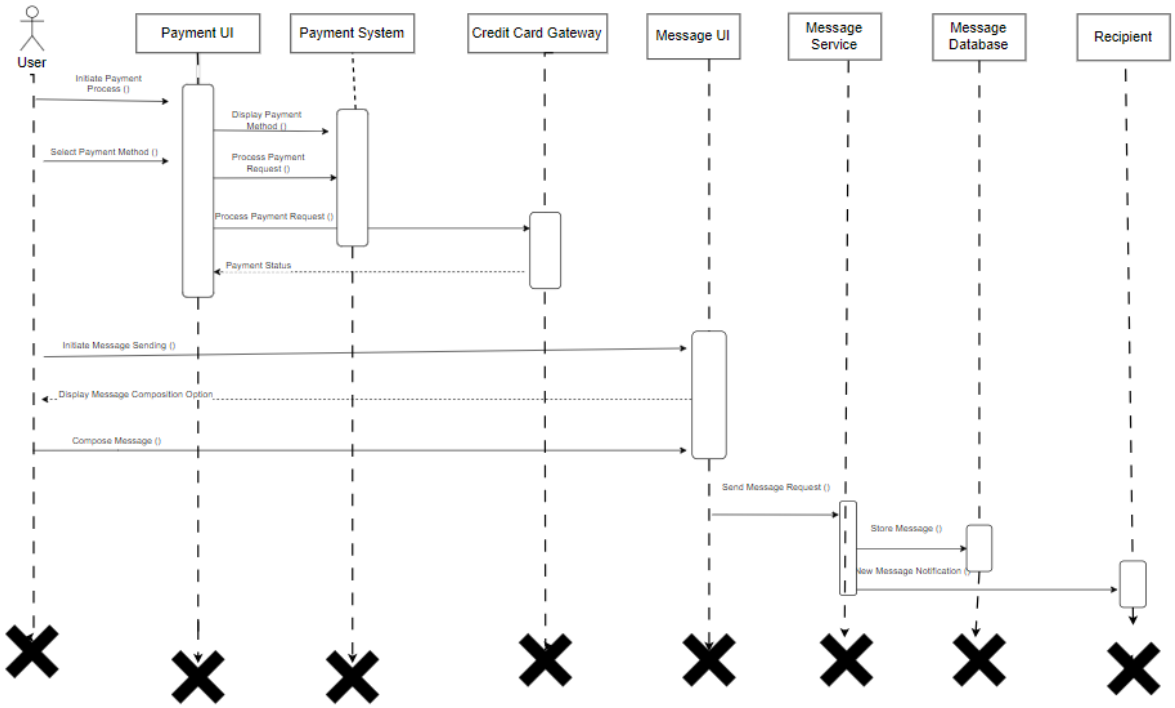
4.4.5 Sequence diagram for Watch Tutorial



4.4.6 Sequence diagram for Track and Manage Delivery

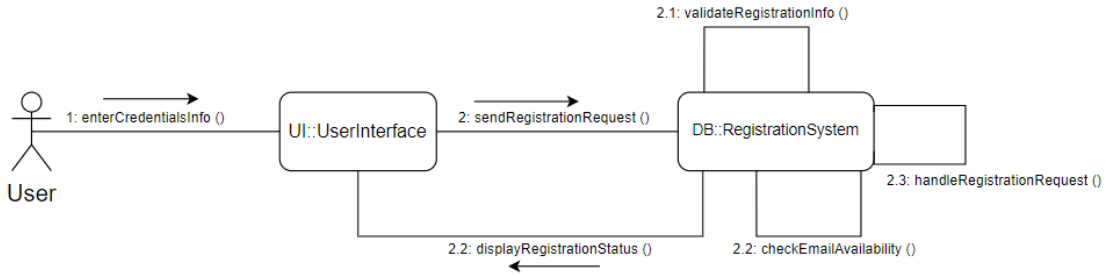


4.4.7 Sequence diagram for Payment Method and Send Messages to and from Users

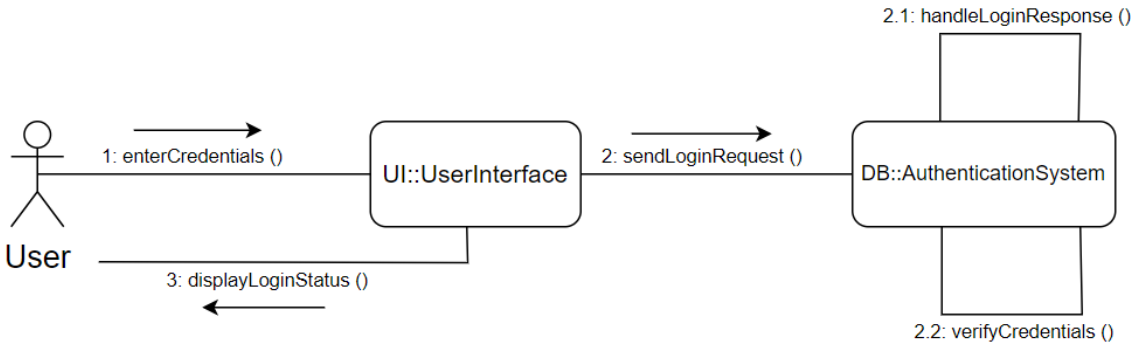


4.5 Communication Diagram:

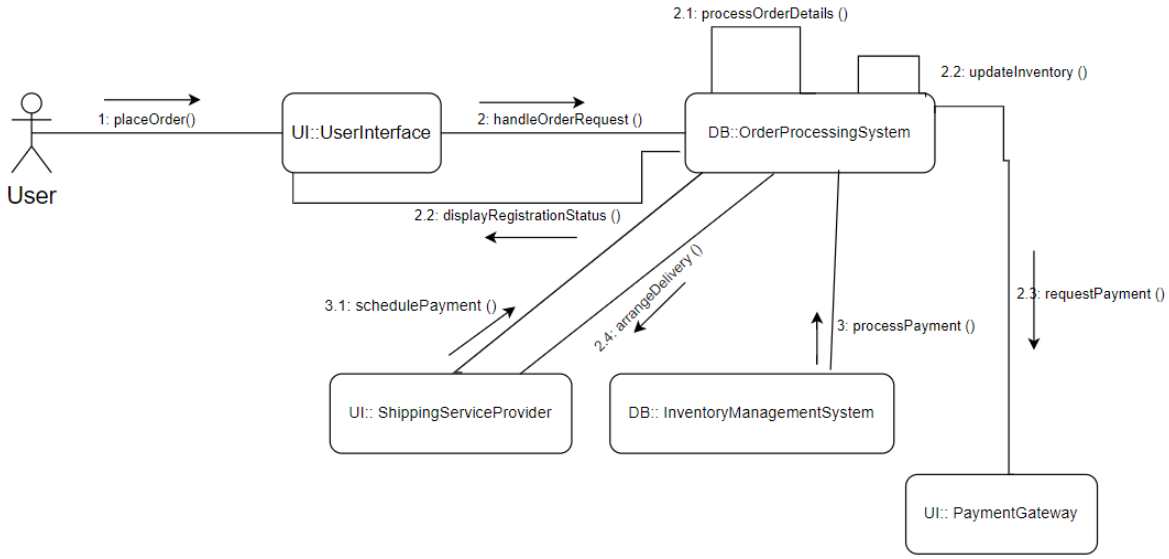
4.5.1 Communication Diagram for Registration



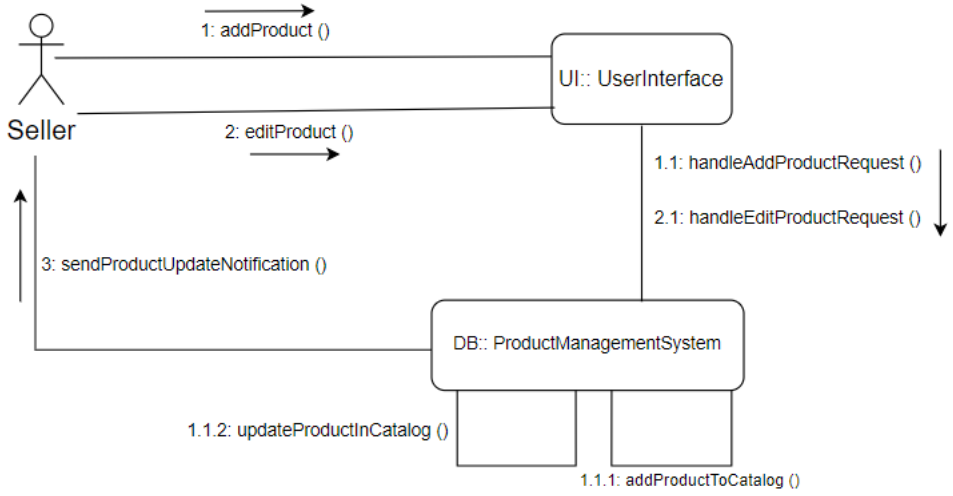
4.5.2 Communication Diagram for Login



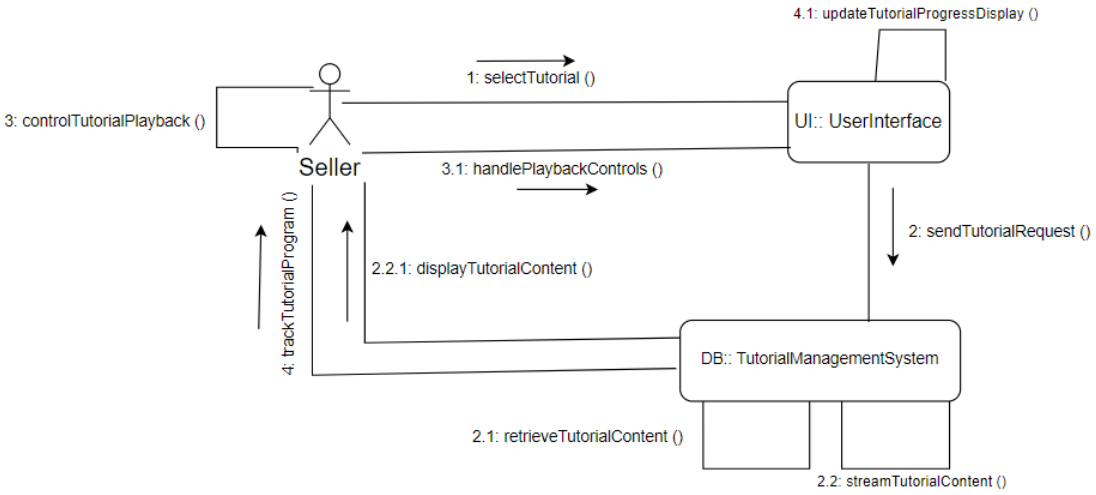
4.5.3 Communication Diagram for Placing Order



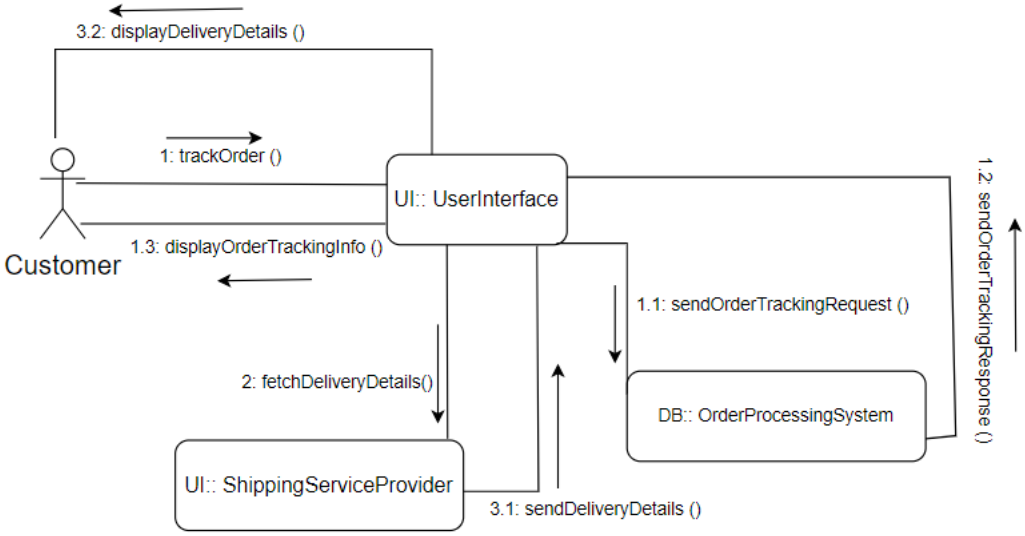
4.5.4 Communication Diagram for Add and Edit Products



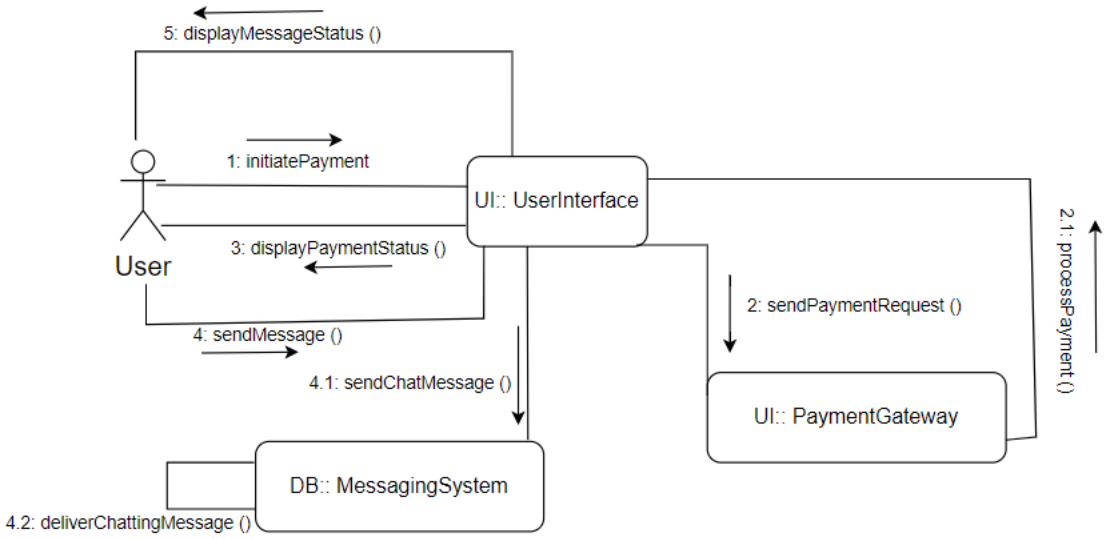
4.5.5 Communication Diagram for Watch Tutorial



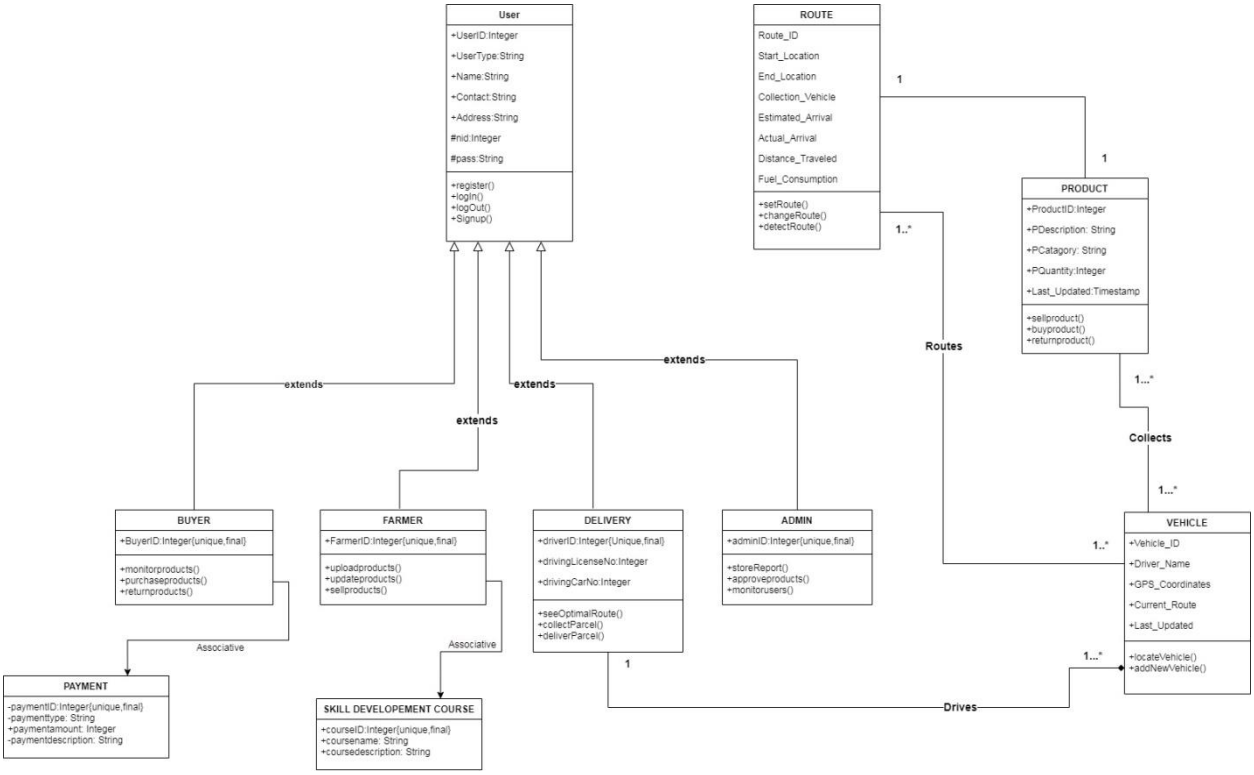
4.5.6 Communication Diagram for Track and Manage Delivery



4.5.7 Communication Diagram for Payment Method and Send Messages to and from Users

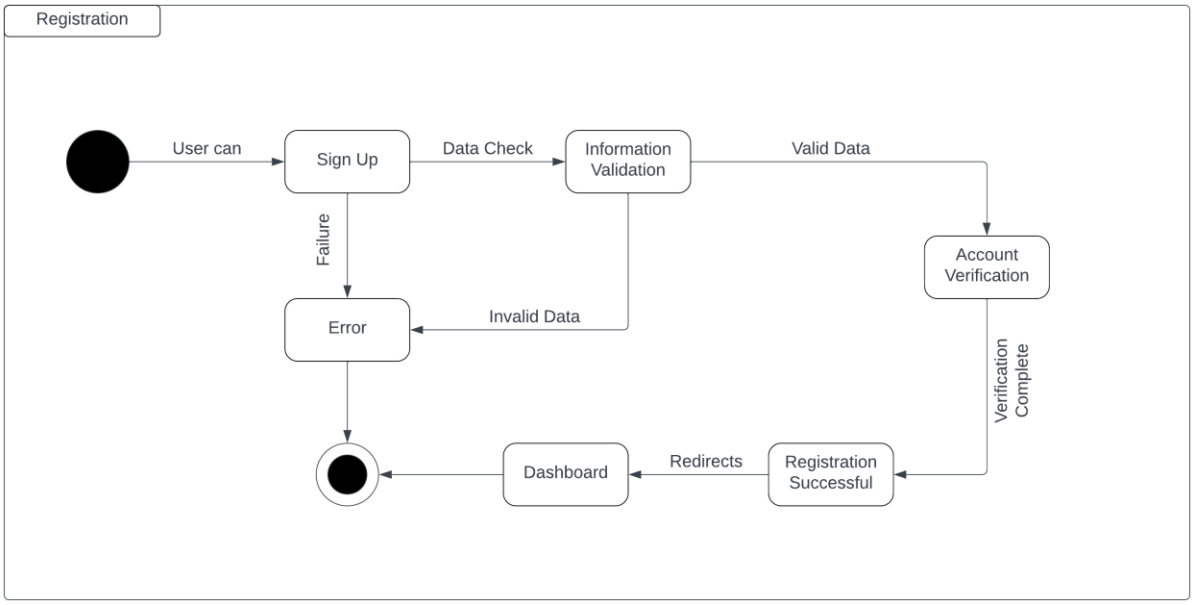


4.6 The Class Diagrams –

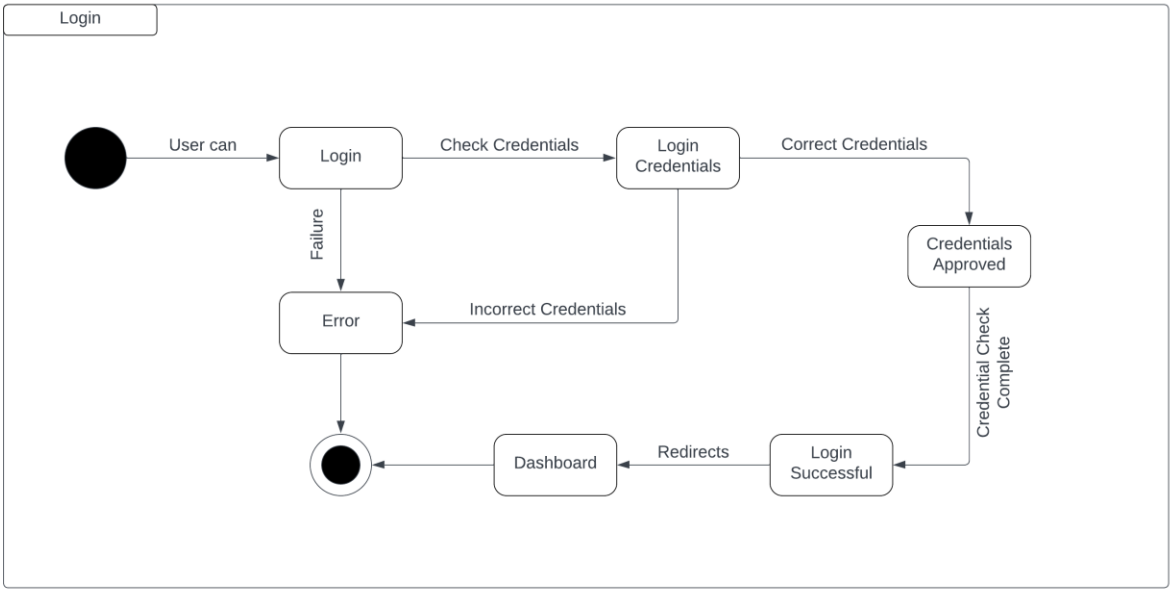


4.7 Statechart diagrams –

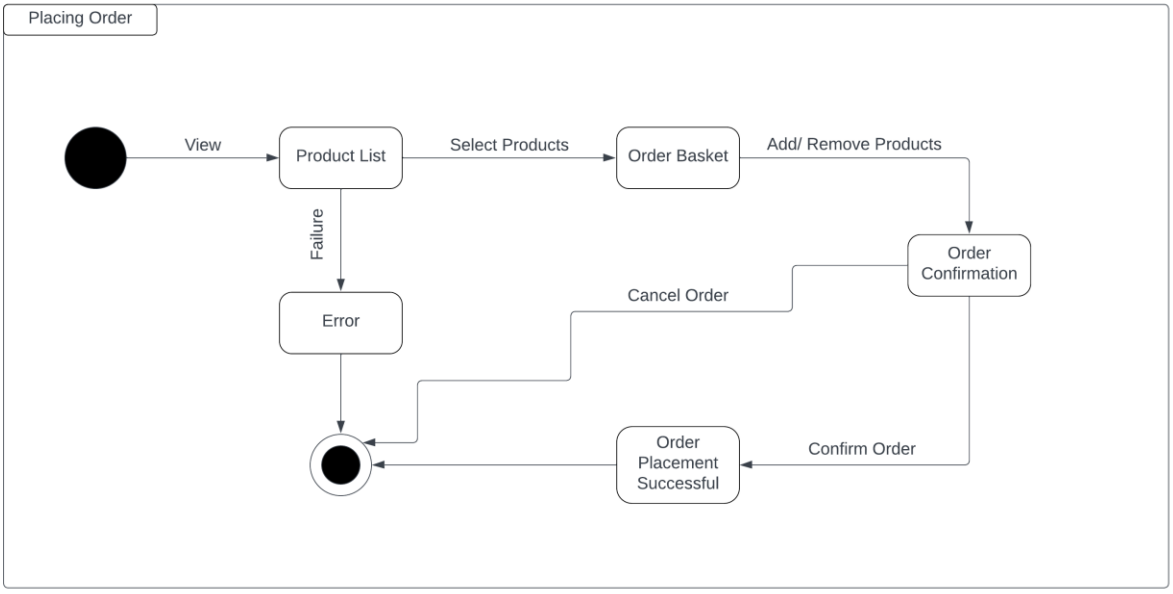
4.7.1 StateChart Diagram for Registration by User



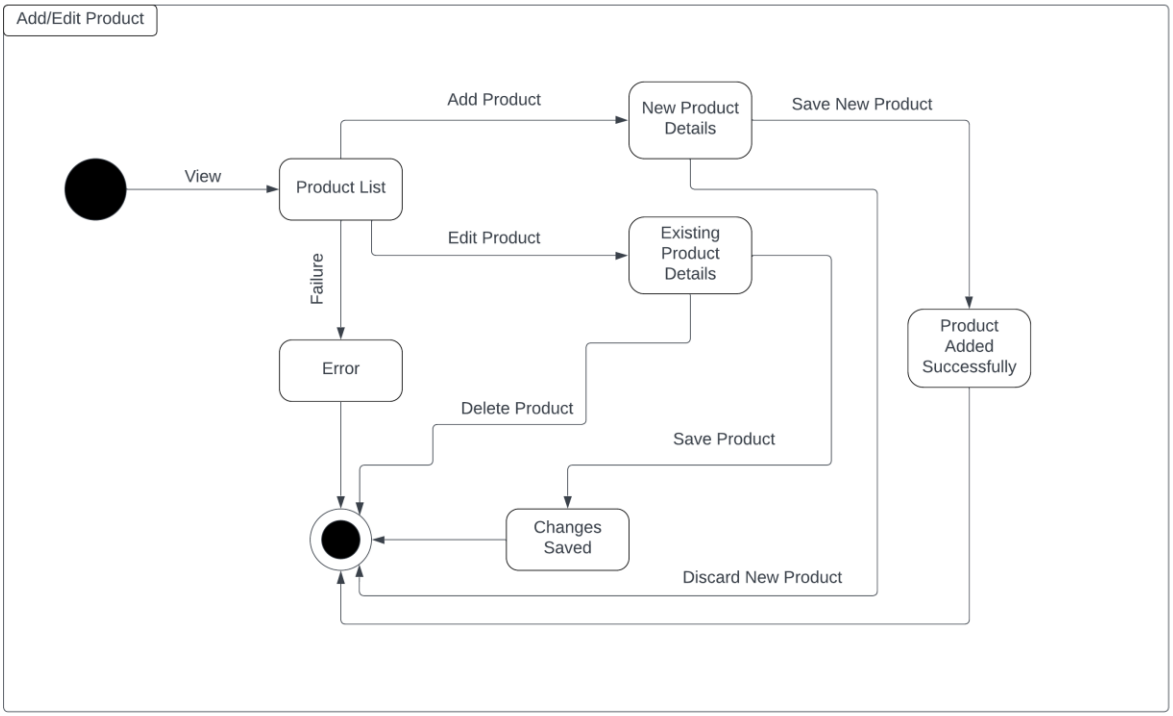
4.7.2 StateChart Diagram for Login by User



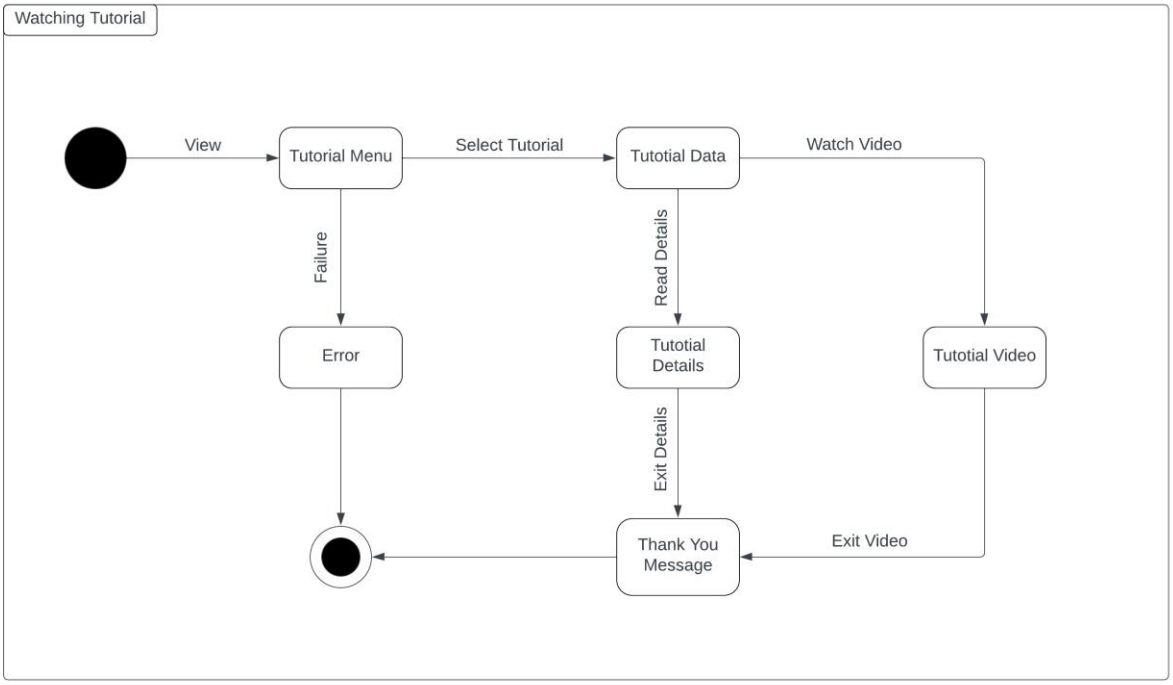
4.7.3 StateChart Diagram for Placing Order by Buyer



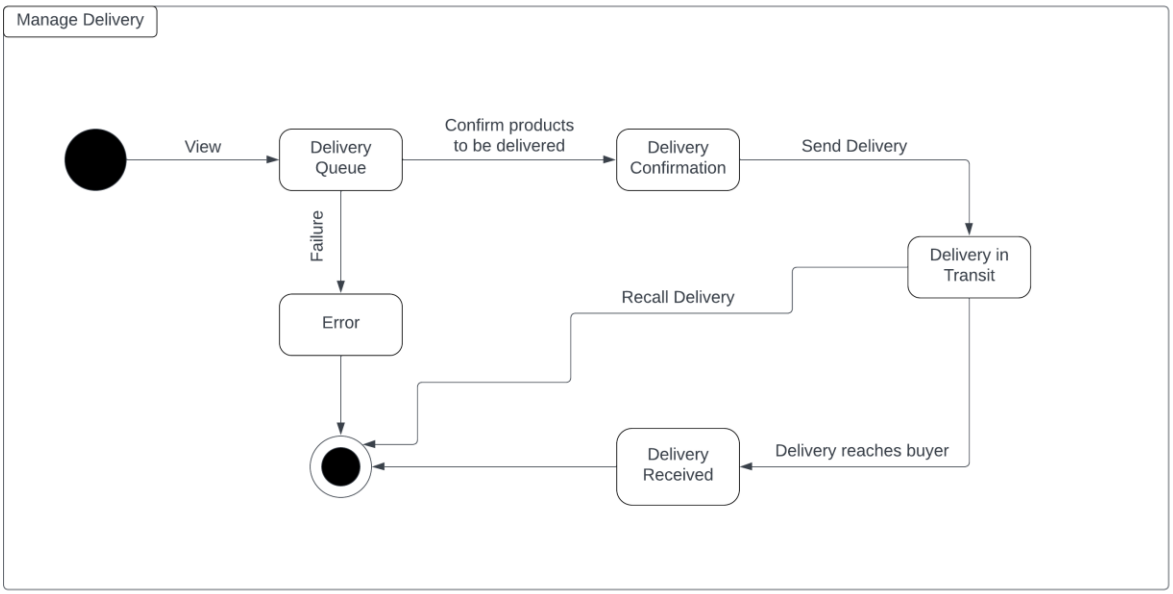
4.7.4 StateChart Diagram for Add and Edit Products by Admin



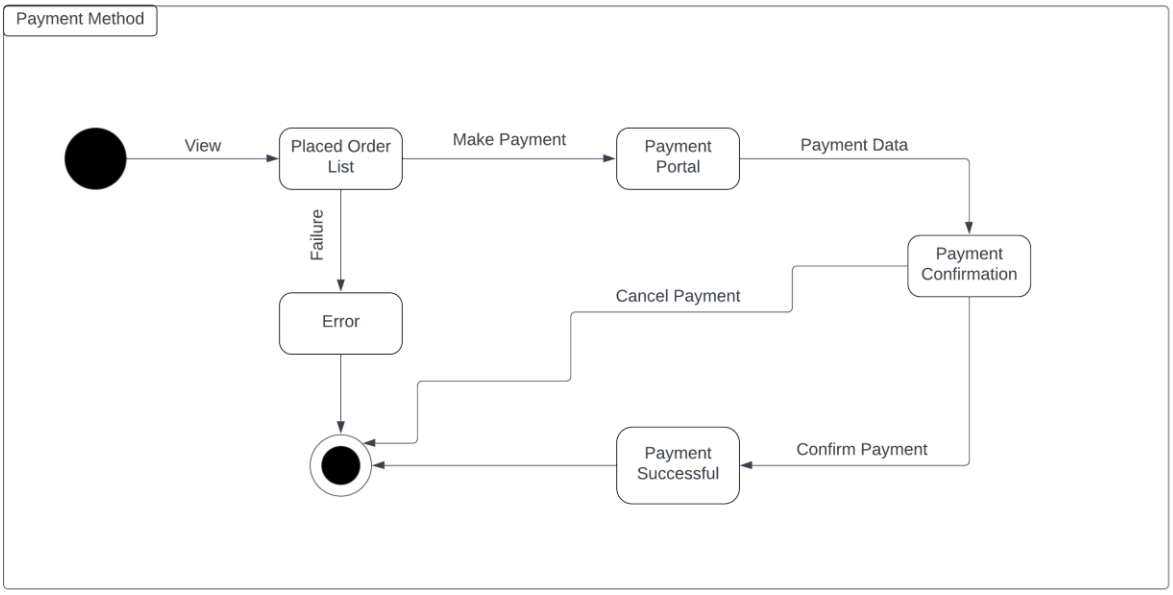
4.7.5 StateChart Diagram for Watch Tutorial by Farmer



4.7.6 StateChart Diagram for Manage Delivery by Farmer



4.7.7 StateChart Diagram for Payment Method by Buyer



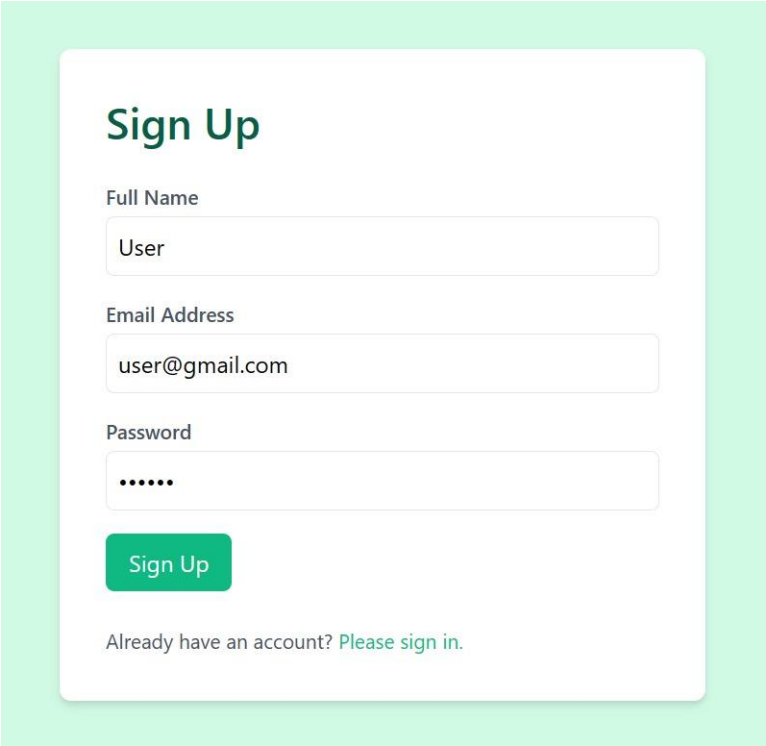
4.8 CRUD Matrix

Activity	Buyer	Farmer	Admin
Registration	C	C	CRUD
Login	CR	CR	CR
Placing Order	CRUD	R	RD
Add/Edit Product		R	CRUD
Watch Tutorial		R	CRUD
Manage Delivery		RUD	RUD
Make Payment	C		RUD

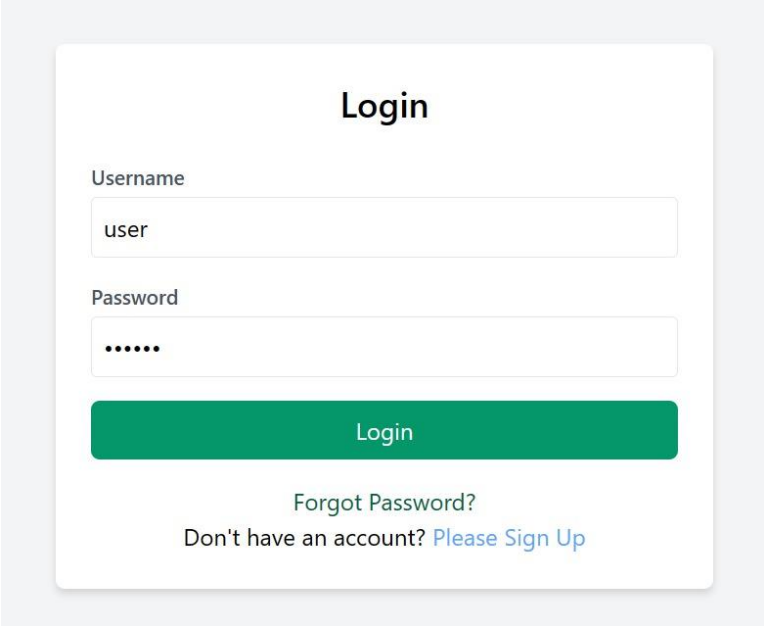
Section – 6

6.1 Prototype of the User Interface

Registration Page



Login Page



Buyer Home Page

About Us Section

ABOUT US

We Produce Organic Food For Your Family

We cultivate wholesome, organic produce, ensuring a healthy and sustainable food source for your family's well-being, fostering a connection between nature and nourishment.

100% Organic

Guaranteed 100% organic, our products prioritize your well-being and environmental sustainability.

Award Winning

Experience the excellence of Award-Winning quality, a testament to our commitment to exceptional standards and customer satisfaction.

Contact Us Page

Contact Us

Have questions or feedback? Reach out to our friendly team!
info@farm2door.com

FEATURES

Why Choose Us!!!

100% Organic

Purity in every bite: 100% Organic goodness.

Award Winning

Exceptional quality that speaks through Award-Winning recognition.

Committed to exceptional quality and sustainability, our eco-friendly practices redefine excellence. With a customer-centric focus, we prioritize your satisfaction, creating an experience driven by quality and responsibility. Choose us for a journey where decisions align with a commitment to excellence and environmental well-being.

Modern Farming

Innovative practices redefine agriculture: Welcome to modern farming.

24/7 Support

Uninterrupted assistance: 24/7 support, always by your side.

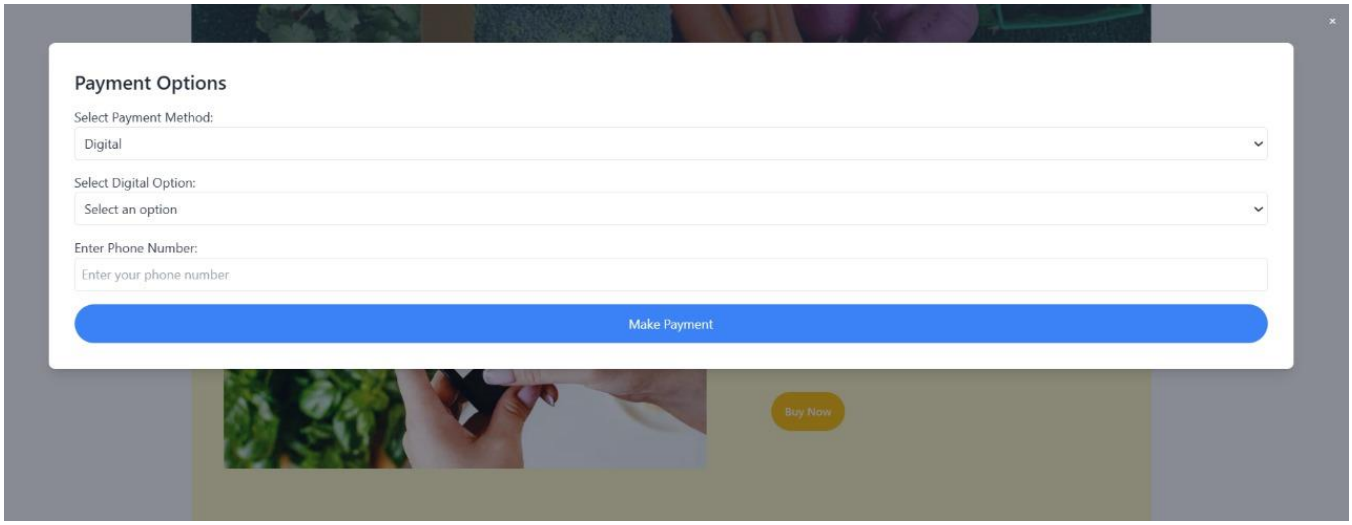
SERVICES
Branding
Design
Marketing
Advertisement

COMPANY
About us
Contact
Jobs
Press kit

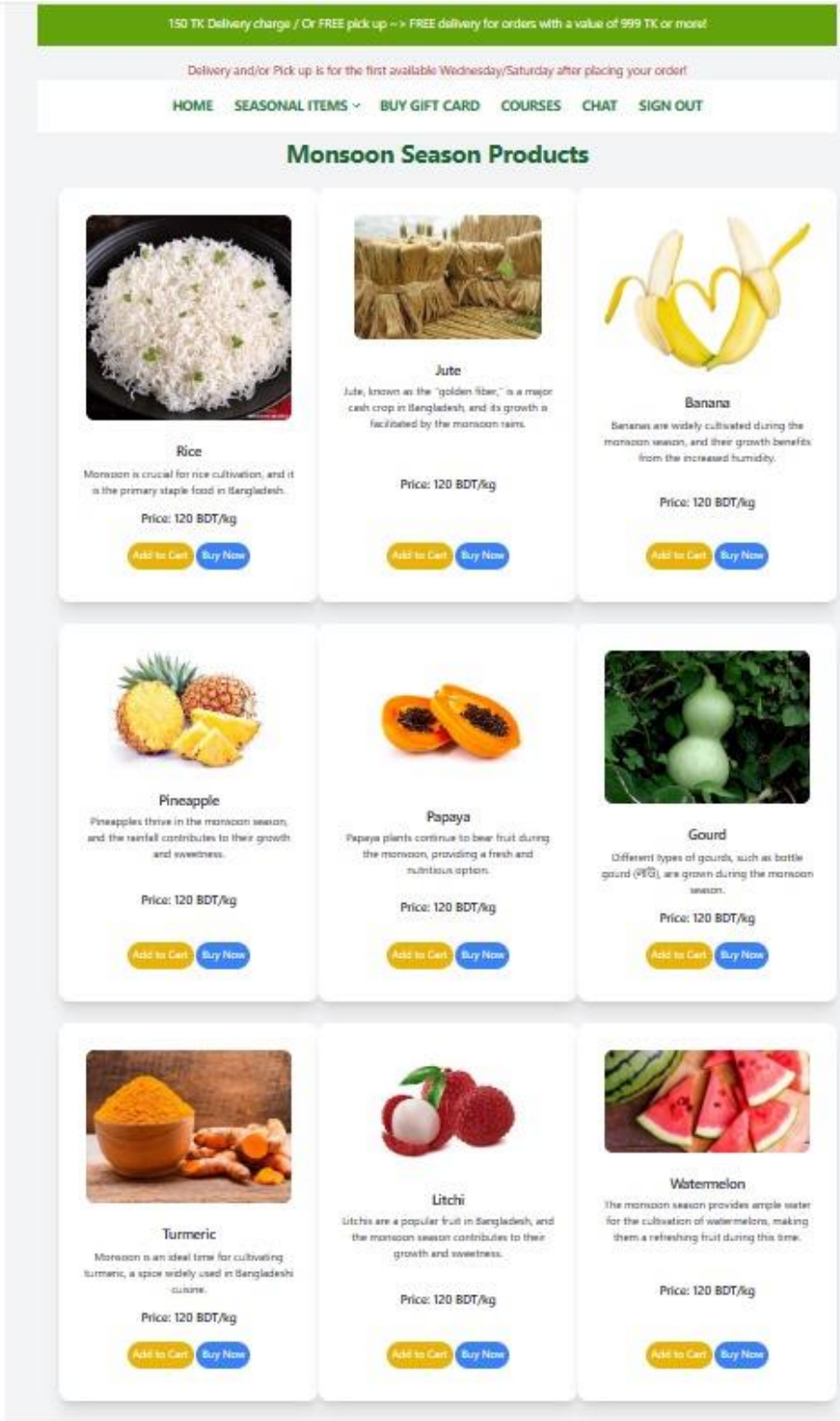
LEGAL
Terms of use
Privacy policy
Cookie policy

NEWSLETTER
Enter your email address
username@site.com
Subscribe

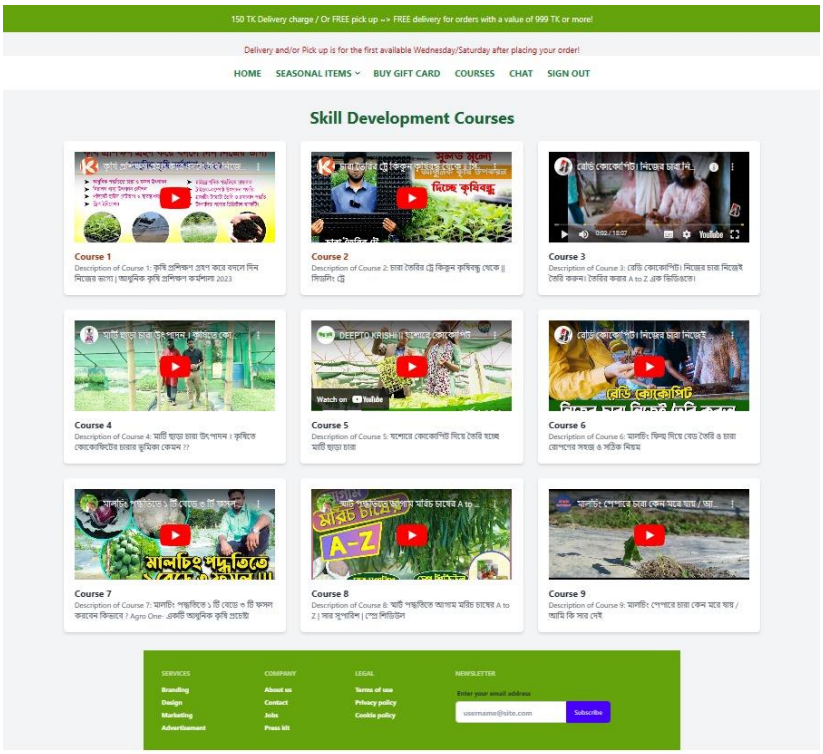
Payment Method Section



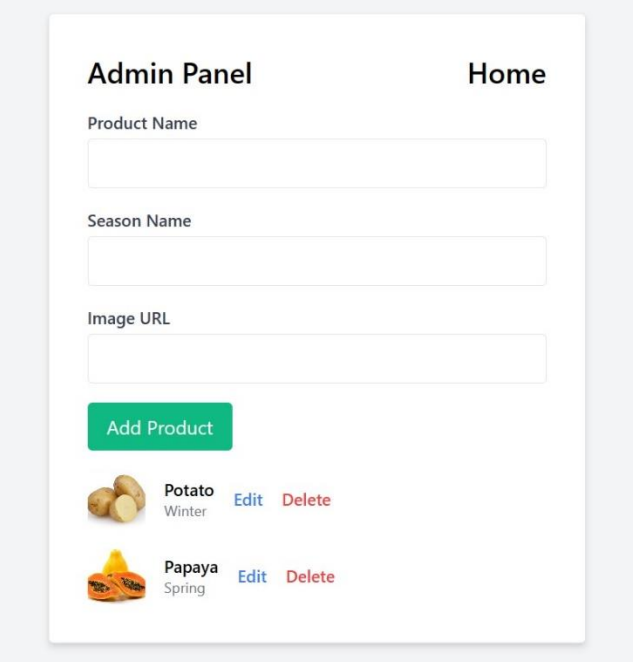
Product List Section



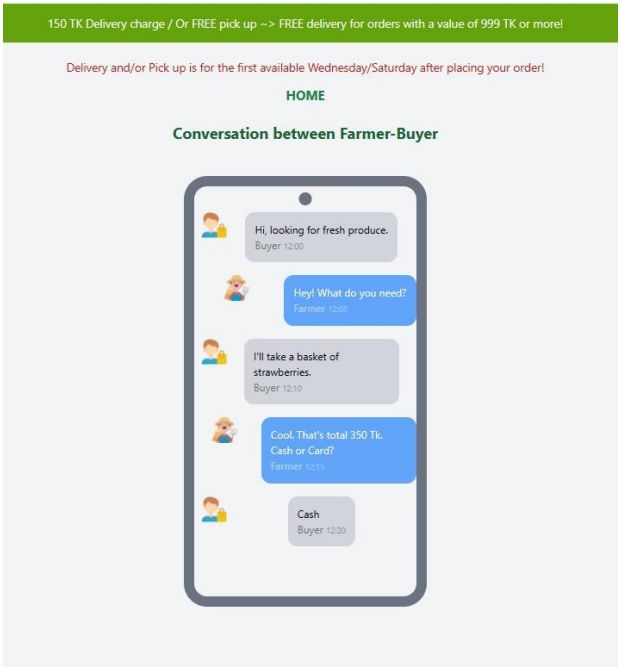
Skill Development Page



Admin Panel Page



Send Messages page



Gift Cards Page