**e-Farming**

**Business Requirement Specification**

Table of Contents

1. Introduction 3

2. Business Requirements Overview 4

3. Functional Requirements Overview 4

4. Non-functional Requirements 5

# 1. Introduction

# Document Purpose

This document communicates the business requirements and scope for developing E-Farming System. The scope of this document is to define the functional and non functional requirements, business rules and other constraints requirements.

# Project Background

There is no computerized system for the farmer to sell their product. Currently, the farmer goes to nearest market handover his product to a particular agent, agent ask the farmer to visit the market after a specific time to collect the cash earned out of the sold product. Agent sells the product to another agent or a dealer at the cost of that market. Every Agent tries to cuts his commission out

of that. There is no way for farmer to know about the deal and the exact amount at which their product was sold. There is no transparency. No facility is present for the farmers to know the product rates at different markets where they can sell their products for achieving high profits.

# Goals of the project

The main objective of this project is building a website which will help farmers from Indian villages too sell their products to different cities.

Here if suppose some village farmers want to use this facility and want to learn how is it possible and how they can use e-farming to sell their products, they must have knowledge of computer then they can directly register in the site and sell their product online.

On the other side, wholesaler from town can also register and buy products as per their needs.

# Customers and Stakeholders

Customers:

* + Farmers want to sell their Products
  + Customers want to buy the Product
  + Customers who wants to improve their Farming technique

Stakeholders

* + Farming Community.
  + Youth in farming
  + Farm workers Organization
  + Agri-Business Industry
  + Government

# 2. Business Requirements Overview

* E-Farming System is the public web application.
* E-Farming System will be opened to the global, but in the phase 1, the main target is in the India.
* There are mainly two types of user. One is the wholesaler and other is Farmer.
* Farmers can search for the market values of related agro products
* Wholesaler can search for the products available in the market and even the information about the farmer
* E-Farming System provides the functions which connect the farmers and the wholesaler efficiently.
* E-Farming System could be maintained by Administrator.

# 3. Functional Requirements Overview

E-Farming System consists of four modules described as below.

1. Farmer Module
2. Wholesaler Module
3. Admin Module
4. Message Acknowledgement Module

# 3.1 Farmer Module

* Farmer can register and create his own account.
* E-Farming System provides the function which allows Farmer to publish his products.
* He is able to browse existing Market price.
* The Farmer could learn the technique how to use e-farming.
* The Farmer could find what are pricing of others Farmers crop.
* Providing “Pay-Back System” in case of dissatisfactions.

# 3.2 Wholesaler Module

* Wholesaler can register and create his own account.
* E-Farming System provides the function which allows Wholesaler user to find out the crops information.
* And could find the price all over the country state wise.
* Providing “Pay-Back System” in case of dissatisfactions.

# 3.3 Admin Module

* E-Farming System should provide all function to admin how to handle the System.
* What are the farmers and wholesaler are using this system and are they authorized.
* Could able to know all the Transaction.

# 3.4 Message Acknowledgement Module

* Message Acknowledge Module should provide the entire users feedback message about their completion of transaction.

# 4. Non-functional Requirements

* The website should use professional design, look and feel and color scheme.
* Users will have no limitations for accessing the application through Internet. The portal being an internet application, it is difficult specify exact number of visitor or users. Hence we will target the system to support between 5 and 10 million users on launch of phase 1.
* Being a public website, the site must follow general usability guidelines for menus, navigation, colors, links and other actions provided on the screens.
* The system should be designed in such a manner that user will be able to complete tasks in minimum number of steps.