Chapter 1

Introduction

* 1. Project Introduction

Analysing the current situation of Nepal, there are very few numbers of stores that sells and buys used books inside Kathmandu valley and fewer stores outside the valley. Whether it be school/colleges textbooks, novels, magazines or children’s story book, people who love books just can’t seem to sell off their valuable books to scrap buyers at penny rates. Those books just stack up on your rack never to be used again. For this “Book Quest” is proposed.

* 1. Justification for the project
     1. Background of the project
     2. Problem statement

Physical book stores are located at certain areas, which might be difficult to find and also inconvenient for many people living at distant places. Even if found the store, there are high chances of customer dissatisfaction as the selling prices might be high and buying price might be low. “Book Quest” is an easy to use application which allows users to both buy and sell used book that are in good conditions at affordable price. People with internet access can use the application from all over Nepal and comfortably search or upload their books. It is an easy way of disposing your book collection to good hands and making money out of it.

* 1. Description of the project

As the name suggests “Book Quest” is a web application which doesn’t buy the book itself but creates a platform where buyers meet sellers. The main features that are to be found in “Book Quest” are listed below.

* + 1. Features of the project

The list of features are:

* ‘User login’ so that each user has their own account to use the application.
* ‘Search’ to make it easier to search by key words and also ‘similar searches’ which suggests the related books that user might like.
* ‘Chat’ to communicate between users to make the deal.
* ‘FAQ’ and ‘Questionnaires’ for raising questions to be clear about how the application works.
* ‘Safety tips’ to aware user about the negative consequences.
  1. Overview of the project

The application is developed to reshape the thinking of the people about old used books. It is a platform where you can sell or buy your old books at a reasonable price. It provides convenience to user as they can surf through the website staying at home and take advantage of the deals.

Chapter 2

Scope of the Project

* 1. Scope

This application eliminates the need of visiting stores saving a lot of time of the user. The users can sell or buy book following few steps using their devices like phones, Pc connected to the internet which is really handy.

* 1. Limitations

Along with the advantageous features there are limitations of the project too. They are listed below:

* The users are supposed to determine the price, so buyers can waste a lot of time bargaining or searching least priced books.
* Although safety tips are available, there are still chances of fraud.
* The delivery charges might be expensive and also the application is limited within Nepal.
* Despite of the description of book condition and uploaded photos, the book might not be at the described condition which leads to dissatisfaction.
  1. Aims

The main aim of this application is to provide an online marketplace for people to make selling and buying of books easier. Also, the project aims at convenience of people by saving time and energy of the users from visiting stores and deal with its ruckus.

* 1. Objectives

For any aim to be accomplished a set of objectives must be fulfilled. The objectives of the project ‘Book Quest’ are:

* To provide user with best deals.
* To save time and energy of user by providing online marketplace.
* To change the concept of people about buying and selling of old books.
* To make useful reuse of old books instead of giving it away to scrap buyers.
* To provide effective communication between users for better and safe deals.
  1. Overview of the scope

Looking at the overall scope, the project ‘Book Quest’ brings a new concept of handing over old books to the people needing them in Nepal. As this project make selling/buying of books easier by simply following few steps which is a better way of decomposing your old books making money from it or getting a new one at cheaper rates. These facilities will surely encourage most of the population to use the application.

Chapter 3

Development Methodology

For this project I will be using Waterfall methodology.

* 1. Description of the Methodology

Waterfall model is the first model process to be introduced known as linear sequential life cycle model. It is an easy to use and understand methodology where each stage must be completed before starting another stage which helps to keep record of the performances and if the project is completed within a deadline.

The progress of waterfall model is seen flowing steadily downwards through following phases:

* Analysis

In this phase all the possible requirements of the application must be analysed and documented in a proper manner as in waterfall model there is no rolling back to previous phase.

* Design

The specified requirements from the previous phase are studied and the design of the application is prepared. In this phase architecture diagram such as class diagram, data flow diagram and other design documents are created. It defines overall architecture of the application by determining the hardware and software specifications.

* Implementation

With the help of previous phase, an application is first developed in small programs called unit. Then, each unit gets tested for its performance. If successful then it is integrated to a system.

* Testing

After development of each unit in implementation phase, unit testing is performed, if successful it is further integrated to a system. Further, it is tested for faults.

* Deployment

After testing is done, any faults or failures are resolved by the developers. Then the application is released into the market.

* Maintenance

Only developing a system is not sufficient. We must make sure that the system works fine and must be updated frequently, for that patches must be released. Also, new features and versions must be made available.

* 1. Design pattern
  2. Architecture

Chapter 4

Project Planning

* 1. About WBS

1. WBS is the process of defining smaller elements of the project to make each small element is more manageable. WBS is not used for scope management it also forms the framework for the majority of cost and time management of the project. The project may be broken down in several pieces depending upon the nature of work. It shows the hierarchy of system where the scope of working is divided into manageable work packages for the productivity and efficiency in the project.
   1. Milestone
   2. Gantt Chart

Chapter 5

Risk Management

Understanding the risks, and effectively managing these type of threats helps to achieve the success in any project. Risk management can be an important tool to eliminate the uncertainties of project. Risk are uncertain events which have both positive and negative aspects in it. In risk management potential risk are identified evaluated and attempted to minimize the impact of negative risk by keeping control on it.

The process of risk management system are

Identification of risk

Assessment of risk

Prioritization of risk

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Risk | Likelihood | Consequences | Impact | Action Type | Action |
| No advance technology available |  |  |  |  |  |
| Running out of funds |  |  |  |  |  |
| Wrong time estimation |  |  |  |  |  |
| Insufficient resources |  |  |  |  |  |
| Political instability |  |  |  |  |  |
| Natural calamites |  |  |  |  |  |
| Hardware failure |  |  |  |  |  |
| Virus and system error |  |  |  |  |  |

Chapter 6

Configuration Management

Chapter 7

Conclusion

Chapter 8

Reference and Bibliography