Project Proposal

Webshop

The tile for our project will be Webshop.

The application’s intent is to enable the ordering of goods online without the need to go search store by store for what you need. It brings comfort to the end user in the sense that it saves time and effort.

The application’s direct clients will be medium businesses who wish to do e-commerce using webshops, but we have indirect clients, who are the clients of those companies. We will call them the end user.

Core features of the program are:

* Database, where the items for sale are stored on the company’s server.
* Back-end logic to control the database.
* Interface for the back-end logic, so that new items can be easily added to the database.
* Front end logic for our indirect clients, to control the ordering of items.
* Front end interface to be used by the end-users.
* At least one payment method - PayPal.

We need knowledge on a programming language, and established design patterns in software engineering. We would also need to research how to implement online payment methods like PayPal.

The application would require:

* + - Database server, to store the lists of items for sale and their properties.
    - Server to control the connection between the users and the database and to manage the different payment methods.
    - An internet device with a browser. That can be either a PC or a smart phone, to be used for browsing and ordering items from the Webshop.

Webshops do exist but there is always a demand for better and more powerful ones, that are can be easily extended and maintained by the company who uses it to provide e-commerce to its customers.

We decided not to use an existing system but to design and create one from scratch.

Hours required: 480.