E-Commerce Group Project (Kase3bo; Team 2)

Princess Asante

Papa Kobina Orleans-Bosomtwe

Nanna Oye Abankwa

Burtina Graham

Mr. David Sampah and Frederick Peter Plange

21st November 2021.

General Overview:

As team two, we have spent the past month working on a system that provides access to news articles written by specially designated students of the Ashesi community and managed by the Public Relations committee of the school. Through this project, we are offering the students the added value of having high-quality, trustworthy, and relevant news quickly at the disposal of the Ashesi Community. The revenue model we chose was the subscription revenue model. This revenue model generates revenue by charging a fee that is processed and charged with the customers' account details at a regular interval, usually monthly. We are billing all subscribers to the service a periodic amount which they will need as proof to access the sites' full articles. Our primary competitors for this project are social media, mainly Twitter and Whatsapp, and existing sites such as MyJoyOnline and Kuulpeeps. Though we have many competitors, we offer advantages such as allowing students to write articles and get paid. We also plan to hold weekly or bi-weekly quizzes on posted news items and give rewards to students who get the most answers correct. As part of our marketing strategy, we will partner with the Ashesi writing club to help push online publishing in the Ashesi space.

The Software Development Life Cycle:

Systems analysis/planning:

In analyzing our problem, we discussed that our system would give the Ashesi Community an online news information service where high-quality, trustworthy, and relevant news will be readily available at the disposal of the Ashesi Community. The Revenue Model for this news platform will be a subscription revenue model, thus charging a fee to our customers' accounts at regular

intervals, usually monthly. And the intended market space of Kase3bo's operation is the Ashesi community.

Systems Design:

After analyzing the new system and identifying its user requirements, the team designed the system. At this stage, the team defined the components and modules of the system to meet the specified user requirements. We used Figma to create the wireframe of the website and other designs. We also used draw.io to create our logical design.

Building the system:

Building the system involved implementing the system's architectural design from the systems design step and incorporating the use of the different programming languages listed in the three-tier architecture diagram.

Testing:

We wrote tests to ensure that all edge cases are covered, and that future code changes do not break the site. This was done using PHP unit tests.

Implementation:

This stage involved testing the finished product on our users, receiving feedback, making changes, and maintaining the site for the foreseeable future.

Below are some snapshots of our final product:

Sign Up

Email

Username

Class

Contact Number

Account Type

Select User Type

Password

SIGN UP

ELEMENTS

We'd love to hear from you!

Whether you have questions about
features, trials, pricing, need a demo or
anything else, our team is ready to hear all
your questions!

✉ kase3bo@gmail.com

📞 0541282099

🏠 Ashesi University
1 University Ave, Berekuso

thrown out on Thursday, the Manhattan district attorney and
lawyers for the two men said, rewriting the official history of one of
the most notorious murders of the civil rights era.

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Overdose Deaths Reached Record High as the Pandemic Spread

More than 100,000 Americans died from drug overdoses in the
yearlong period ending in April, government researchers said.
Americans died of drug overdoses in record numbers as the pandemic
spread across the country, federal researchers reported on
Wednesday, the result of lost access to treatment, rising mental health
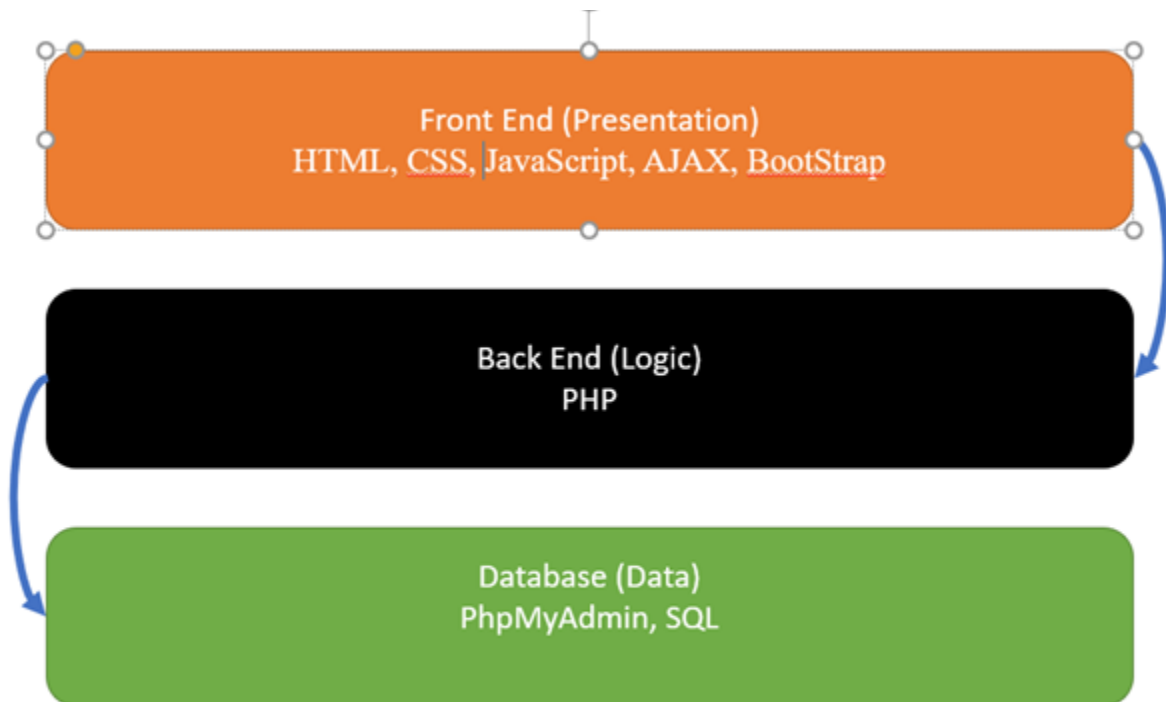problems and wider availability of dangerously potent street drugs.
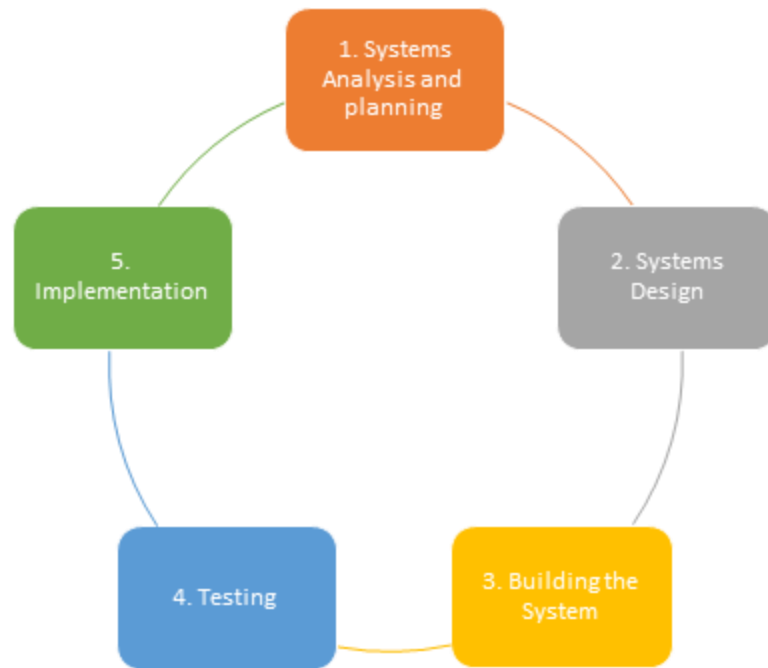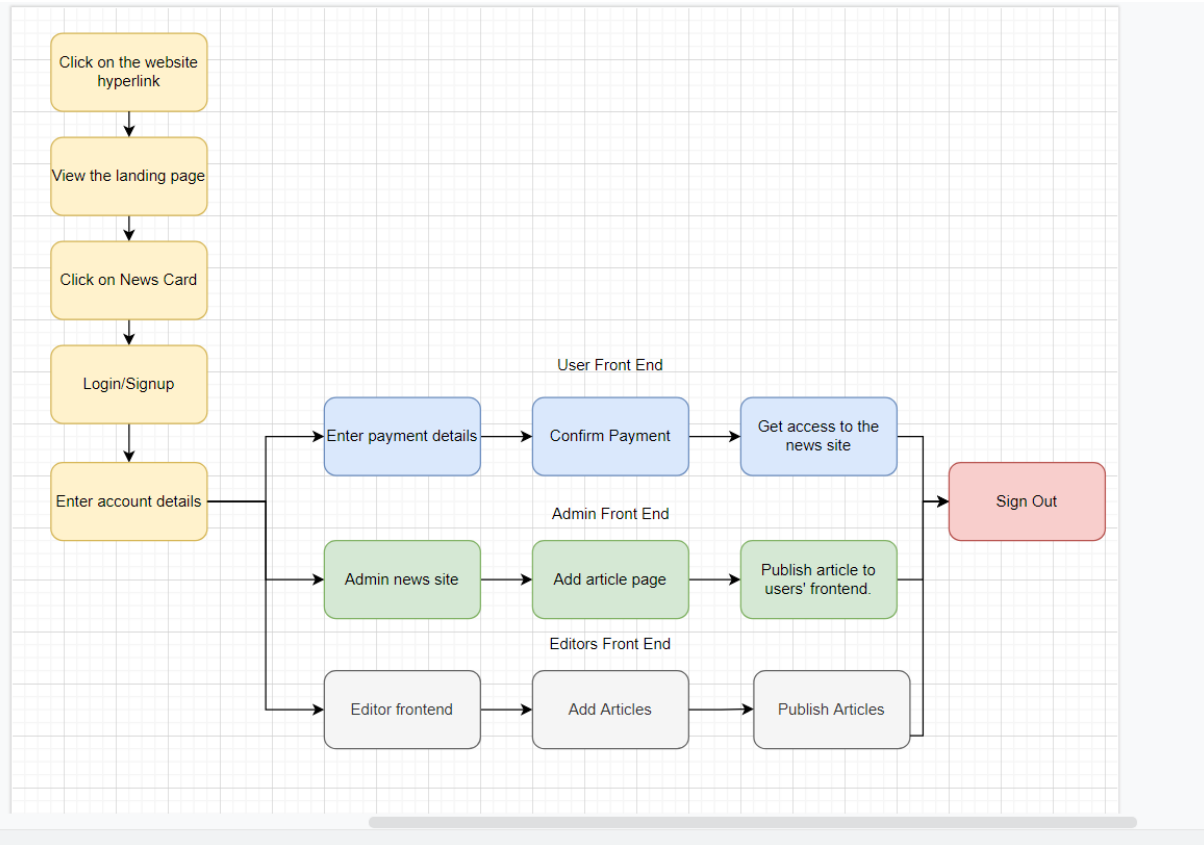
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We also made use of the following architecture and flowchart:

1. Systems Analysis and planning

2. Systems Design

3. Building the System

4. Testing

5. Implementation

The team involved in building this system and their specific roles are as follows:

- Frontend Developer (This developer was responsible for building the Graphical User Interface for the website.). – Princess Asante

- Backend Developer (This developer is responsible for making the backend, the part of the website that the average user does not see.) – Burtina Graham

- Database Developer (This developer is responsible for managing how the data on the website is stored.) – Nanna Oye Abankwa

- Team lead & Payment System Integration (This person is responsible for overseeing and managing all the team activities. He is also responsible for integrating the Payment System into the website.) – Papa Kobina Orleans-Bosomtwe