**HypermarketWebApplication – Scope Document**

**Team Desciption:**

|  |  |  |
| --- | --- | --- |
| **S. No** | **Employee Name** | **Email id** |
| 1 | Karan Sanal | KSanal@StateStreet.com |
| 2 | Atharva Chidambar Joshi | ajoshi13@statestreet.com |
| 3 | Sushma Sujaya | MSujaya@StateStreet.com |
| 4 | SuprajaSuryadevara | SSuryadevara1@StateStreet.com |
| 5 | AbhyaSood | asood4@statestreet.com |

**Project Description:-**

Website: <https://www.hypermarket.com>

hypermarket is a hyperlocal online platform that enables customers and local merchants to discover and engage with each other through the use of discounts and coupons.

**Personas :-**

1. **Visitor:-** These are the default unregistered users who visit the website
2. **Customers:-**The customer persona are the users that can purchase their required services
3. **Business:-** The business persona are the users that will list their services on the website for customers to purchase.
4. **Support:-** Can Monitor and track the activity and error logs of the website. Also will Update the listings on the site
5. **Admin:-** The admin is responsible for role authoring and is also capable of monitoring all activity in the website. They also have access to the app config.

**Features:-**

1. **Location selection**:
   1. When the user enters the website, they are given a choice of which location to avail their services from. The user can select their location from the dropdown list available on the Menu bar of the Web application
   2. We will considering upto 3 locations where the services are extended Login/Sign Up using email and OTP as modes of registering on the website
2. **Login:** 
   1. The user can login to the hypermarket site using their username and password.
   2. The site would be updated on the basis of user’s role
   3. The various roles are:
      1. Customer
      2. Business
      3. Admin
      4. Support
      5. Visitors
3. **SignUp:**
   1. SignUp button redirects the user to the registration form for the customer.
   2. The user can enter their name and email address
   3. An OTP would be sent to the user’s email id and once validated, the user would be registered successfully
4. **List Your Business**
   1. List your business would redirect you to the registration form for the business
   2. The user can enter the details for their business
   3. An OTP would be sent to the registered email id and once validated, the business would be registered successfully
5. **My Account**:
   1. For customers, My account section will contain links to My profile and My orders
   2. My Profile would contain the user’s details and their referral code
   3. My orders would contain the list of their purchases and the rewards
   4. Users of both kind, namely customers and merchants, will be able to view and update their profile.
   5. While referring to a friend, users will be given adequate compensation.
   6. Users will be provided with a menu bar for navigation.
6. **Categories:**
   1. The Navigation bar consists of main categories like restaurant, spa and salon.
   2. Unverified users will be redirected to a landing page with some of the services offered by us, they will be prompted to login if they need more details
   3. Verified users will be shown the same page and also the ability to book , having more details.
7. **Footer**:
   1. The page's footer includes links to social network handles to provide readers a seamless way to share our content,About Us for communication with end users and build a relationship with customers, Blog for establishing authority and fresh content, and Help information like FAQs to make easy usage for customers.
8. Referrals for friends and family with scratch card related rewards.
9. Support functionality using usage and error logs, role and moderation.
10. Admin functionality with role authoring and app configuration.
    1. Admin can log in into application using his/her credentials.
    2. Web administrators design, develop, maintain and troubleshoot websites. Most importantly, they ensure a safe and efficient user experience.
11. **Payment:**
    1. Payment can be implemented by using a dummy timer instead of integrating an actual payment gateway.
    2. Payment can be implemented by using credit card credentials(dummy) like credit card number,name on card,expiry date,cvv and then when we click on pay now button it navigates to next page and displays message “Successfully Paid”.
12. **Development Plan:-**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| S.No | Task | Start Date | End date | Assigned To | Comments |
| 1 | Project setup | 24-02-2022 | 24-02-2022 | Karan,Sushma,Supraja,Abhya |  |
| 2 | Task Bar UI and functionality | 25-02-2022 | 25-02-2022 | Karan, Atharva |  |
| 3 | Linking the Database | 25-02-2022 | 25-02-2022 | Sushma, Supraja,Abhya |  |
| 4 | Creating forms | 26-02-2022 | 26-02-2022 | Karan, Sushma |  |
| 5 | Accepting User information | 26-02-2022 | 26-02-2022 | Atharva,Supraja,Abhya |  |
| 6 | User Registration and Login | 01-03-2022 | 01-03-2022 | Karan,Abhya, Sushma |  |
| 7 | Business functionality | 01-03-2022 | 01-03-2022 | Atharva,Supraja |  |
| 8 | Support Functionality | 02-03-2022 | 02-03-2022 | Atharva,Karan,Abhya |  |
| 9 | Admin Functionality | 02-03-2022 | 02-03-2022 | Sushma,Supraja |  |
| 10 | Customer Functionality | 03-03-2022 | 03-03-2022 | Karan,Supraja,Abhya |  |
| 11 | Categories | 03-03-2022 | 03-03-2022 | Atharva,Karan |  |
| 12 | Product Pages | 04-03-2022 | 04-03-2022 | Atharva,Sushma,Abhya |  |
| 13 | Exception Handling and Logging | 04-03-2022 | 04-03-2022 | Karan,Sushma |  |
| 14 | Payment gateway | 05-03-2022 | 05-03-2022 | Atharva,Supraja |  |
| 15 | Footer Pages | 05-03-2022 | 05-03-2022 | Karan,Abhya,Supraja |  |

1. **Revenue Model:-**

The website works on the basis of a commission based aggregator for various services. Any service or deal that is listed on the website is presented to the customer. Upon purchase the customer gets a code that needs to be displayed physically at the location where the service is offered. HyperMarket charges 15% + GST as commission for every service that is bought from the website. The user pays HyperMarketand the HyperMarketwebsite transfers it to the business’s payment account once a week.

