**Liverpool FC Merchandise Store Documentation**

**Group Members:**

1. NC Uzair Abdullah

2. Muhammad Moeed Rafi

3. Shahzaib Raheel

4. Wajeeh - Ul - Hassan



Overview

Liverpool FC is a very popular football club of the English Premier League, currently second in League, 6 points behind Manchester City. Liverpool has a very huge fan base. The stadium attendance is also very good. Naturally, as a fan, one would want to wear something that has some relationship to the club, like the match kits or some other merchandise such as scarves, bands, hoodies, jackets etc. So, Liverpool decided to create an online store that delivers the merchandise to the customers at their doorstep. In the wake of the current pandemic, the online store became more in demand. So, this online store is made with the same purpose in mind, so that fans can wear their favourite merch and support their team as well!

Entity Relationship Diagram

Diagram

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Technologies Used

1. MS SQL and SQL Management Studio for the Database

Logo

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2. Express framework of Node JS to create the API (connection between the database and the front-end)

Icon

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3. HTML, CSS, Bootstrap, and React JS to create the Front-End for the project

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4. Axios library to GET/POST/UPDATE/DELETE data from the API

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Functioning of The Project

The project is divided into two parts, the Admin Side, and the Customer side. The admin is the controller. He can upload the products from his side, the admin-dashboard and monitor the total sales that have occurred so far.

The customer gets a page displayed to him where he has three tabs, Kits, Footballs and Other. These are the tabs indicating that the product by this tag will be available in this specific section. From here, the customer can press the add to cart button at the product card, and at the end, a buy button that generates a bill for the customer that contains all the products that the user wants to buy and the total price that has he/she has to pay.