[FINAL EVALUATION]

PHP + MYSQL DB

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Project Description:
- *Read all instructions carefully.*
- *It is an individual activity.*
- *Total marks: 100 (50% Visual + 50% Logic)*
- You must post on Moodle only one zip file with your application. If the Code is greater than 5 MB you must provide on Moodle a link to an external provider like google driver for example, to be download further, respecting the due date of the project. It is important to test if the link is working, because if it is not, the project will not be considered.
- The evaluation will be made personally

The final project of the course consists of a B2C (Business to Consumer) website that allow customers to buy products, provide his direction (where the products should be delivered), make payments related to his order, and be assisted by the application with some features that increase the customer experience.

Main Modules of the Application:

1. Access : Users registration

- The application must provide the possibility to engage customers to be part of Store loyalty program, it means an area in the application where the user must provide his personal data (Name, Phone, Gender, Date of Birth and Complete Address) and create a login to be always identified if he needs. Login is composed of email and password.

- All customers that are registered receive discounts based on amount of orders already been made. The business logic is : The discount to be applied in a new order will be calculated as: 1% of the SUM (Amount of customer past orders), limited to 15% of the amount of the new Order.

2. Application Access : Unregistered Users (Guest)

- The application must provide the possibility to the customers to enter in the app and make the order, without store any kind of data during his tour in the app.

- In this case any kind of discount will not be applied.

Note (Modules 1 and 2): When the user (guest or registered) is requested to fill his email, phone and address he must be supported by a web-service (auto-fill) where when he types part of the address and the complement is suggested by the application.

3. Sores Location

- The application is used by 5 stores in GTA, it means that those stores must be recorded in the application to be selected further by the users, based on the deliver address. The app must have a complete address of all 5 stores.

4. Products Catalog

- A set of products must be available to buy with its picture and price, and the customer can select one or more products to be part of his order.

5. Best Store Route

- After the user access the application, select the products to buy, he must be guided to define the store where the deliver is coming from. The user can see a map with the 5 stores highlighted and his personal location too (we are assuming that personal location will be the deliver address), after that he can select which store is better based on his assumption.

6. Check out Process

- After the user access the application, select the products to buy, pickup the customer address, and define the best store, he must be guided to confirm if his personal data is corrected, if his basket is consistent and if the final price is correct. Remember that there are discounts possibilities based on type of user. If everything is correct, a payment data must be informed (debit / credit card) by the user and Guest and a submit button must be available to finalize the purchase and a simulation of bank payment approved must be made in the app, like a message on the screen confirming the payment. Note: Payment data is not stored, no matter if it is a User or a Guest, in every order this type of information will be requested.

- After receive the bank confirmation a receipt must be sent by email to the final user, with a detail information about the purchase.

- An email message must be sent too to inform user that the order will be arrive in no more than 40 min.

7. Customer Service

- The app must provide a functionality to call the store (select by the user) if the order did not arrive in an appropriate time.

8. DataBase Records

- All transactions must be registered in database, the difference between a registered users and guest, is that for registered user the app has a complete identification of the user in database assign to the purchase itself to support future discounts, and for unregistered only the email is assigned to the purchase itself, so the application does not know much more about the user, only about the purchase.