SOHOZOGI: A WEB-BASED SOLUTION FOR EVERYDAY LIFE

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This Report Presented in Partial Fulfillment of the Requirements for the Degree of Bachelor of Science in Computer Science and Engineering

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APPROVAL

This Project/internship titled **"**Sohozogi: a web-based solution for everyday life**"**, Submitted by Md. Najmul Kabir, ID:181-15-11321; Hasibul Hasan, ID: 181-15-11038; Fattah Siddik Fahad, ID: 181-15-10606 to the Department of Computer Science and Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 02/01/2022.

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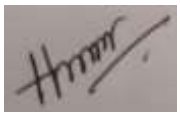

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DECLARATION

We hereby declare that, this Project has been done by us under the supervision of **Mr. Narayan Ranjan Chakraborty, Assistant Professor, Department of CSE** Daffodil International University. We also declare that neither this Project nor any part of this Project has been submitted elsewhere for award of any degree or diploma.

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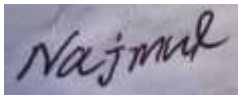

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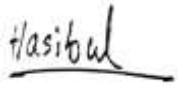

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Finally, we must acknowledge with due respect the constant support and patients of our parents.

ABSTRACT

Sohozogi is made with an ambition and goal to bring a modern highly scalable web solution by creating a multi-purpose real time application. Sohozogi dreams provide a hassle-free online experience to the users. It also helps the nation to reduce the unemployment problem, provide support to little startups and lastly smooth reliable experience for all users. In modernized Bangladesh there are many ecommerce sites but only few of them are reliable. A major problem user needs to use multiple websites multiple times for different purposes which is not convenient at all. Moreover, the sites cut a huge amount from the sole income of little businessman's and delivery heroes. By creating a web application that has the flavor of other relevant services that a user might need on daily purpose. We found that Sohozogi eliminates the problem of using multiple websites for different purposes by bringing every daily need into a single web application. Sohozogi also offers to join as a shop owner or as a delivery hero by which the unemployment problem is reduced. Not everything is perfect in the world, so Sohozogi also has some lacking. The major limitation of Sohozogi is it doesn't have any mobile application which is very much essential. Another problem of Sohozogi is that the web application is not SEO friendly and also not professionally optimized. Every people from of Bangladesh can take all the services provided by Sohozogi.

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INTRODUCTION

1.1 Introduction

Sohozogi is a modern high performance web application that makes a person's daily life easier and simpler. It offers a wide range collection that a person might need from his morning sunshine to late night bed. Sohozogi is a perfect daily companion to fulfill one's day to day every need by bringing all in just one click away. Sohojogi is a smooth robust web application running on React Js, Node Js, Express Js and MongoDB. Moreover, Sohozogi will create an impact to reduce unemployment and also create new business opportunities by creating an open platform for small entrepreneurs and businessmen. This will also add a new dimension in the economy.

1.2 Motivation

In the modern tech war, a consumer always tries to have a smooth, comfortable and convenient user experience from a web application. But for day-to-day life one need to visit multiple platforms like food ordering, reading news, get groceries, sell products or for shopping. For every purpose one uses a different site which is a big hassle. Many of them think it would be so convenient if they could find everything in one place.

Consumers also need to memorize from where they would buy the product. If the one they are currently using is reliable or not. Will they receive the ordered goods in time and in good condition they are not sure. Almost every consumer has trust issues in online platforms. They are always in panic while ordering from online.

Now let's come to the current scenario where we can see big ecommerce sites shutting down without returning money or product to the consumer [1]. On the other side there is also some money laundering issue. Many platforms offer huge discounts which ultimately make their pocket empty and don't let them sustain anymore [2].

If we ignore that we can't ignore the unemployment situation occurring because of shutting down this monster ecommerce sites.

At the moment consumers, business men and work holders all need a sustainable, reliable and trustworthy platform where they can find all their necessary products in one place, making their life more convenient and most importantly trustworthy.

1.3 Objective

The main objective of Sohozogi is to provide a convenient, user-friendly real time web platform. Sohozogi meaning in English is assistant and an assistant always makes your life and work easier. Sohozogi works on that. It becomes your daily companion. Reduces the hassle of finding your desired product from different places. The ambition of Sohozogi is to

- Simple and convenient web platform
- One platform for all needs
- Making comfortable user experience
- Sustainable, low cost and effective
- New dimension of business
- Creating new job opportunity
- Helping the economy
- Daily updates

Sohozogi will be a simple, convenient but robust and feature full web platform to make interaction with users. Sohozogi will be offering a wide range of collections for daily needs. From your morning bread to late night home dinner, buy and sell products, daily news update, ecommerce experience and a wide range of community. It will be regularly maintained and will be a sustainable one.

1.4 Expected outcome

Team Sohozogi is highly motivated and always looks forward to providing the best possible outcome. The current expectations from Sohozogi are enlisted below.

- This platform will bring grocery shops, ecommerce, pharmacies, and food ordering systems to one place.
- Sohozogi user will be able to check daily news and weather forecast from the application
- User also will be able to buy and sell their used products
- There will be a community system for fast response.
- Business owners will be able to create their own shop and sell products in Sohozogi
- Delivery heroes will be able enroll themselves and take orders independently with our providing any commission to Sohozogi
- The admin panel will be able to keep track of everything and modify when needed.

1.5 Project management and finance

Sohozogi is a very large application. Developing a large project needs good project management. Team members had specified tasks to do every week. We are committed to the deadline. To develop our application, we followed the standard software development life cycle.

For Database we will use MongoDB. We use the dedicated package for our project. This package's price is 57$ per month [3]. It provides us 10gb storage and 2 GB ram. Approximately it will be cost 57$*12=684$ per year for our project.

For hosting we will use Firebase (pay as you pack plan) for our project. This plan's cost depends on our use. So, there is estimated price for 1GB both Storage and data transfer. It charges 0.026$ for 1gb data storage and it also charges 0.15$ for 1gb data transfer rate [4].so approximately we can say it will cost 10$ per month for our project and for early it will take 10*12=120$.

We choose a domain for our project and it is Sohozogi. It will be 2$ per year. So total cost for one year would be $(684+120+2) = $806. In Bangladeshi taka it would be 69079 BDT/year. This is an assumption for one year. As we had no funding at the moment so we

are used free services from different places. For keeping the project safe we used GitHub and for team communication mostly used telegram.

1.6 Report Layout

Team Sohozogi is determined and completely focused on developing the web application within time bound. For the documentation purpose we will create project report and the report will be divided in seven chapters as mentioned below .

Second chapter, background: In this section the discussion will be analysis related. We will discuss various aspects, pros and cons of the project. Moreover, we will also look for related projects and find what uniquifies our application and goal. We also discuss feasibility analysis where we will talk about challenges of the development process.

Third chapter, requirement specification: From our previous section we know what we will provide and what challenges we might face. Now it's time for determining what features we will provide and how they will be working. For this purpose, we will use some models and diagrams to make a visual of requirements. We will show use case diagrams, business process modelling and many more.

Fourth chapter, design specification: As our requirements are ready now its high time to design the structure. In the world of web applications, look always matters. Along with that the application must ensure that the interface is user friendly and interactive. Along with that we will also discuss the frontend and backend design of the application.

Fifth chapter: implementation and scope: Here the game begins. Here we will implement our design and will give it a real life. After that some standard testing procedure will follow and reports will be shown.

Sixth and seventh chapter: In this section we will discuss the applications impact, sustainability and will bring the conclusion by analyzing the future of the project. This was all about the report layout.

CHAPTER 2
BACKGROUND

2.1 Preliminaries

The current scenario in Bangladesh shows that the ecommerce platforms are in a turmoil condition. Consumers find it very difficult to search on different websites for different needs. Moreover, the active websites are not properly trustworthy. Small business startups can't get enough attention. Lastly the delivery heroes work very hard and need to provide a good amount of commission. This thing needs a sustainable solution. A platform that can eliminate these problems is much needed.

2.2 Related works

Our project came up with a unique idea. A few years back there was a mobile application named as Tapzo which also combined so many platforms in one place [8]. But as our site also seems like an ecommerce site then some related platforms can be "Daraz", "Alesha Mart" etc. Also, our application will have a food ordering system. So, then it can be similar to "Foodpanda". Lastly, as it also has some grocery and pharmacy shops, it can be compared with "Aroggo", "ChalDal" etc. In 2016 there was a mobile application named 'Tapzo' which also had similar concepts like ours. But in 2019 the app was discontinued.

2.3 Comparative analysis

There are lot of similar platforms available like ours. They also provide multi-vendor multipurpose web applications along with a delivery system. The things that make us unique is our merging of different applications in one place. By using this platform, a user can easily find all the needs in one place. Here with the word need I am meaning foods, grocery, attire shopping, medicines and other daily needs. This will make the user experience online more convenient. Along with that, users can get daily news updates and buy and sell products from the same platform. Users also can use the help forum to get quick help from the community.

2.4 Scope of the problem

The best way to find scope of the problem is asking the end users what they want and what they don't want in a daily basis web application. By asking this our findings are

- Users don't want to use multiple platforms for the same need.
- They want all the things in one place.
- Users need a robust, sustainable and user-friendly platform where they can also start business.
- Delivery heroes don't want to give large commission

According to these problems our web application will provide the best possible solution.

2.5 Challenges

It said that 'Every day is a new challenge till your death'. So does our project also have some challenges. They are mentioned below

- Our goal is to provide you with a daily companion but Sohozogi doesn't work without the internet. So, if a user doesn't have an internet connection, he/she won't be able to enjoy our service.
- Another challenge is as Sohozogi is completely web based so users must have a browser either in desktop or mobile else they can't browse us.
- A major challenge of Sohozogi is totally dependent on shop owners' enrollment. If there is no enlisted shop owner and they don't sell items and the site will completely look like a desert.

CHAPTER 3

REQUIREMENT SPECIFATION

3.1 Business Process Modeling

Business process modeling is the analytical depiction or a visual representation of an organization's business operations [5]. Process modeling is a vital component of business process management that cannot be overlooked. You can see our project bpm model in figure 3.1.

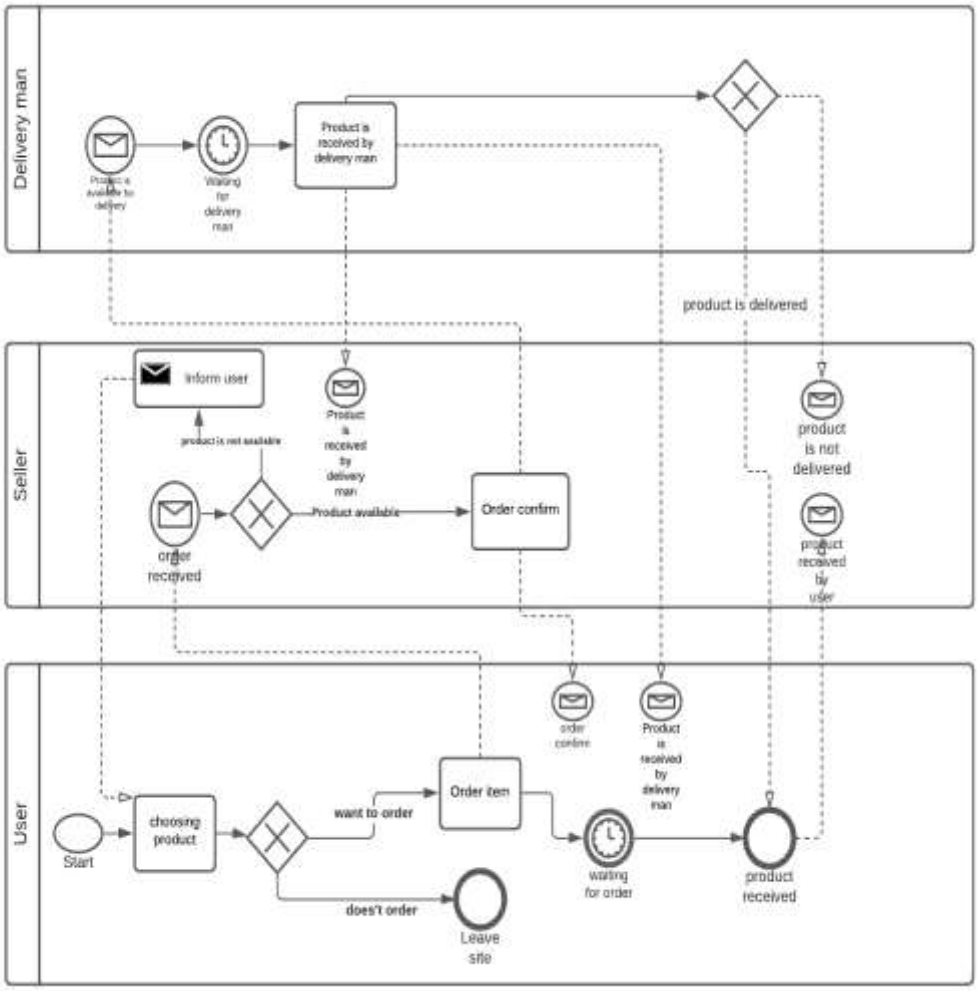

Figure 3.1: Business Process Modeling

3.2 Requirement Collection and Analysis

This is an online base service system. As a result, the procurement requirements process must take into account all relevant factors. This is why needs at all levels and perceptions must be identified.

Software requirement:

- Users
- User's login system
- Time advantage
- Easy to accept

Hardware and Software Requirements for our system:

Prior to acquiring any software or hardware for a digital platform, it is critical to verify that the platform can meet the system requirements. PC meets the minimum system requirements for optimum usage of this software and hardware. As our product is online web application base system. So, we need minimum specification of a system which can run a browser. But if we want to developing phase of our system in new device, we need some tools which is given below.

- Visual studio code
- Git
- Node Js
- Browser

3.3 Use Case Modeling and Description

A use-case model depicts how various sorts of users interact with a system in order to solve an issue [6]. As such, it explains the user's objectives, their interactions with the system, and the system's needed behavior in order to accomplish these objectives. In figure 3.2 we have implemented use case modeling of our project.

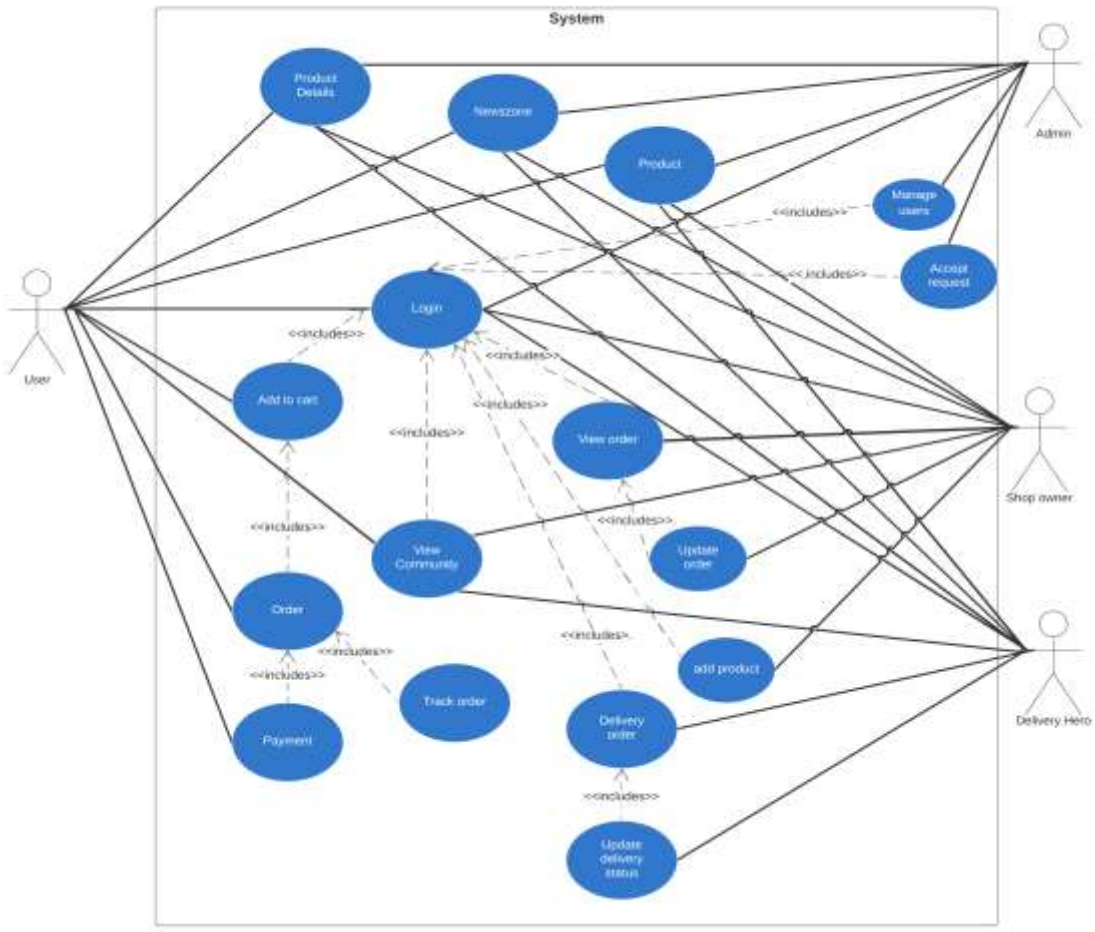

Figure 3.2: Use Case Modeling

Use case: Product

Primary actor: All Users

Secondary actor: Shop owner, delivery hero and admin

Precondition: No need to login

Main Success Scenario:

- Anyone can see the product

Use case: Product details

Primary actor: all Users

Secondary actor: Shop owner, delivery hero and admin

Precondition: No need to login

Main Success Scenario:

- Anyone can see the product detail

Use case: View news

Primary actor: all users

Prerequisite: there is available news in the section. The system time date function is upto date.

Success: user can read the news. Users can see news details, users can sort news with date order.

Exception: time and date settings of the system is not up to date

Use case: Log in

Primary actor: all user

Secondary actor: Shop owner, deliveryman and admin

Precondition: User, shop owner and delivery hero must have registered email and password in the system.

Main Success Scenario:

- The actor enters his or her email address in the email field.
- The actor inserts the password identification number into the password field.
- Simply click the Login button.

Exception scenario:

- The email address must be linked with the system

- Password is invalid.

Use case: payment

Primary actor: Users

Prerequisite: User have ordered product and confirmed via shop owner.

Success: User has chosen the desired payment method. User entered the credentials correctly, deducted balance from the users balance

Exception: User hasn't chosen any payment method, user filled up with wrong credentials, balance not deducted, translation errors.

Use case: View community

Primary actor: All users

Prerequisite: The user is logged in the system

Success: User can post in the community; users can comment on any post. Users can like posts, users can share points in the comment section

Exception: After sharing point either receiver didn't receive the point or not deducted from the provider's account

Use case: Product order

Primary actor: Users

Prerequisite: User must be logged in to the system

Success scenario: User viewed the product, user-added the product to the cart, user filled up billing address correctly user confirmed the order.

Exception: User didn't add anything in the cart, user messed up with the filled up billing address. The user didn't confirm the order.

Use case: Payment

Primary actor: Users

Prerequisite: User have ordered product and confirmed via shop owner.

Success: User has chosen the desired payment method. User entered the credentials correctly, deducted balance from the users balance.

Exception: User hasn't chosen any payment method, user filled up with wrong credentials, balance not deducted, translation errors.

Use case: Add product

Primary actor: Shop owner

Pre requisite: User must have a shop and have access to the specific shop

Success: Can add products in his shop. Added product will be displayed on the products page. Added products will also be available in the shop owner's premises.

Exception: Shop owner didn't filled up all the fields in the product adding form

Use case: Manage products

Primary actor: Shop owner

Pre requisite: Must have products in own shop.

Success: Will be able to update products and update will be displayed on products page and also in shop owner's page.

Exception: The given file format is not accepted by the server.

Use case: Update order

Primary actor: Shop owner

Prerequisite: User has placed an order from this shop

Success: Can update the status for the specific orders.

Exception: While updating placed the wrong status

User case: Take order

Primary actor: Delivery hero

Prerequisite: Shop owner has updated the user's order status to pick up.

Success: Can pick up an order of his own choice based on his current location. Can't pick one order twice. Can't take already taken order by another deliver hero. Users can see that order has been picked up by a delivery hero.

Exception: Delivery hero took the order but the user can't see the order.

Use case: Update order status

Primary actor: Delivery hero.

Prerequisite: Already taken an order from the delivery queue.

Success: Can update delivery status like 'taken', 'on the way, or delivered. Users can see the updated status.

Exception: Wrong status update bases on the current scenario.

Use case: Manage users

Primary actor: Admin

Pre requisite: Logged into the system as an admin

Success: Can add, remove user. Can change users' credentials.

Use case: Manage requests

Primary actor: Admin

Prerequisite: Logged into the system as admin.

Success: Can view all requests to become delivery heroes and shop owners. Can accept or reject requests

Exception: In case of accepting made reject decision.

3.4 Logical Data Model

LDM means logical data model. It is possible to construct visual understandings of data entities, properties, keys, and connections using a logical data model, which is a sort of data model that specifies data pieces in detail [7]. To provide a fundamental framework for components of the semantic layer in data management systems. This kind of model must be completely independent of any particular database. The logical data model of our project shown in figure 3.3.

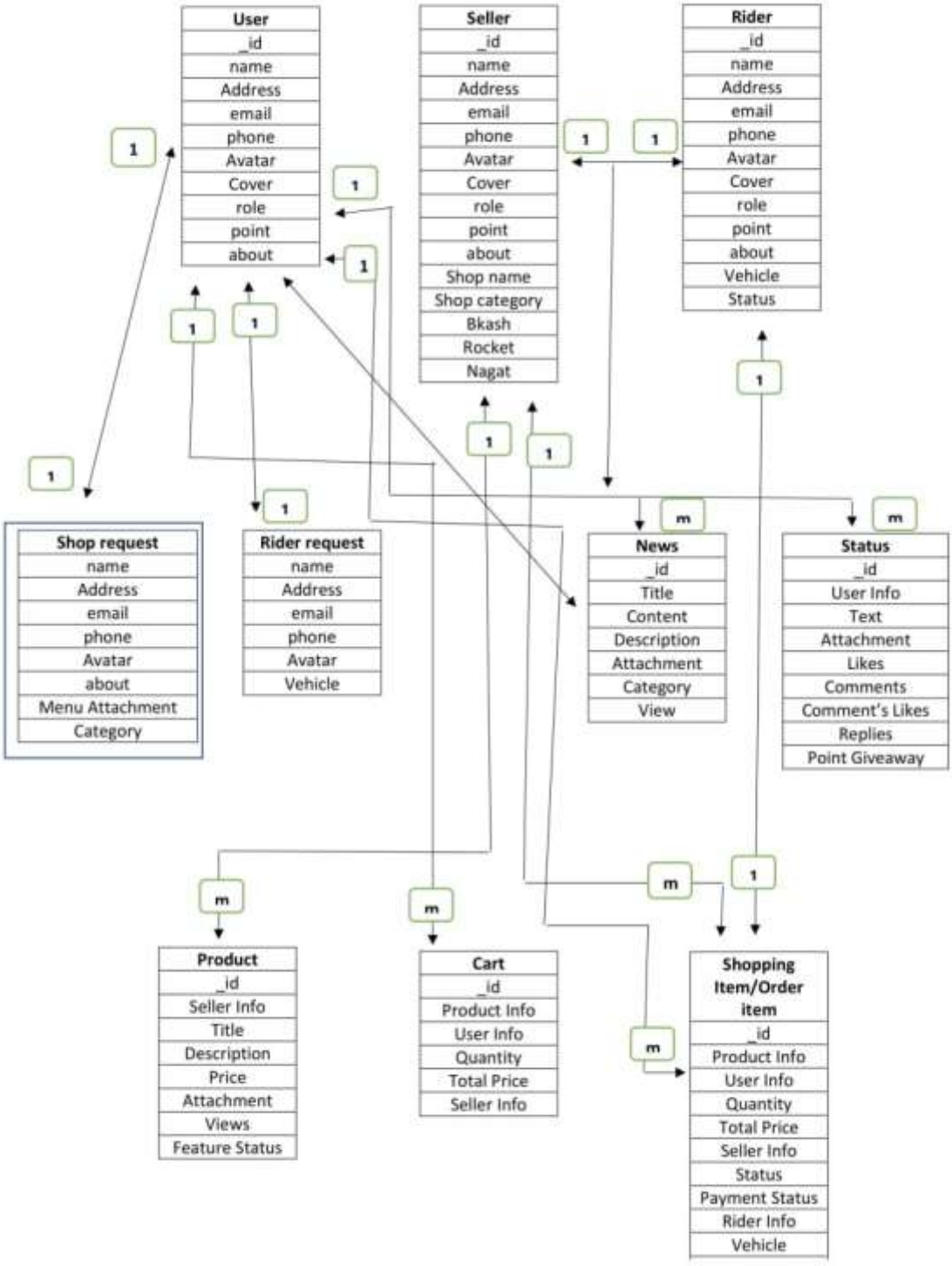

Figure 3.3: Logical Data Model

3.5 Design Requirements

During developing a web application, we have to consider aa number of factors. Because these factors ensure that the project is as efficient as possible. So, making the web application efficient we have to following below requirements or factors.

- Login activity
- Registration activity
- Home activity
- Navigation bar
- Profile activity
- Order activity
- News reading activity
- Community activity
- Shop owner activity
- Delivery activity
- Payment activity
- Admin panel activity

CHAPTER 4
DESIGN SPECIFICATION

4.1 Front-end Design

First impression always matters. A user will at first judge a web platform by its look. So the front-end design must be gorgeous. But it might increase the loading time that is why we also need to keep it simple. Firstly, we prepared a UI design. We have taken some inspiration from a website called 'KachaBazar' [9]. Then we measured all the aspects and also prepared a responsive UI design for the front end of the project Sohozogi. We also determined which things we will use to give the UI design a real life. We decided to use React Js along with React Bootstrap.

4.2 Back-end design

We divided our backend part in two segments. First one is authentication. In a web application a perfect strong authentication system is a must thing. The second one is database design. Our project is API based. So, we used an online cloud storage. The database we used is MongoDB which is a NoSQL database. We used a NoSQL database because our website will have a large amount of data and NoSQL handles this at better speed. Also, it provides us to update db. without any rules like sql.

4.3 Interaction Design and User Experience (UX)

Interaction design and user experience is our first priority because team Sohozogi is committed to provide user friendly and interactive design for the users. To make that happen we used the following approaches. These things will make the user experience top notch.

- Light color combination
- Simple UI design to find things quickly
- Search button always there to quickly find the desired thing
- Hove effects to make thing more visible
- Interactive animations
- Content set in a pattern that user can't rid him to scroll to bottom

- Every product is properly organized so that user may find them easily

4.4 Implementation of requirements

Our requirement analysis is already mentioned earlier. We extracted what features we are going to provide. To implement our requirements, we decided to use a famous full stack combination known as MERN stack. We will use mongo dB for storing our data. React Js will be used to make our front end alive. To create restful apis we will use node js along with its framework express js. Moreover, we will use some more libraries like react axios, react slick, react toastify etc. We will create every feature part by part and then combine them together. Lastly, we will connect our front end with our backend and make api calls.

CHAPTER 5
IMPLEMENTATION AND TESTING

5.1 Implementation of database

We are using MongoDB database in our project. MongoDB is a no-SQL database. So, we store our data as collections. Each collection is being relation by reference. All of our data is stored as JSON. The whole database is a JSON object and the entities of the database is the children of the object. The entities have their own child JSON objects which are the instances of individual entity. These Collection objects have unique Object id. These Object Id is used for being relation with entities. As we see, this is a no-SQL database so we can't use the theory of primary key and foreign key. Because this is a new concept in database, it appeared a little perplexing at first, but it has the potential to be a terrific solution to store data on a huge scale in the near future. Figure 5.1 we show the implementation of data in the database. Our cart collection is also an organized collection where placed by users are shown. In figure 5.2 we have shown the cart collection.

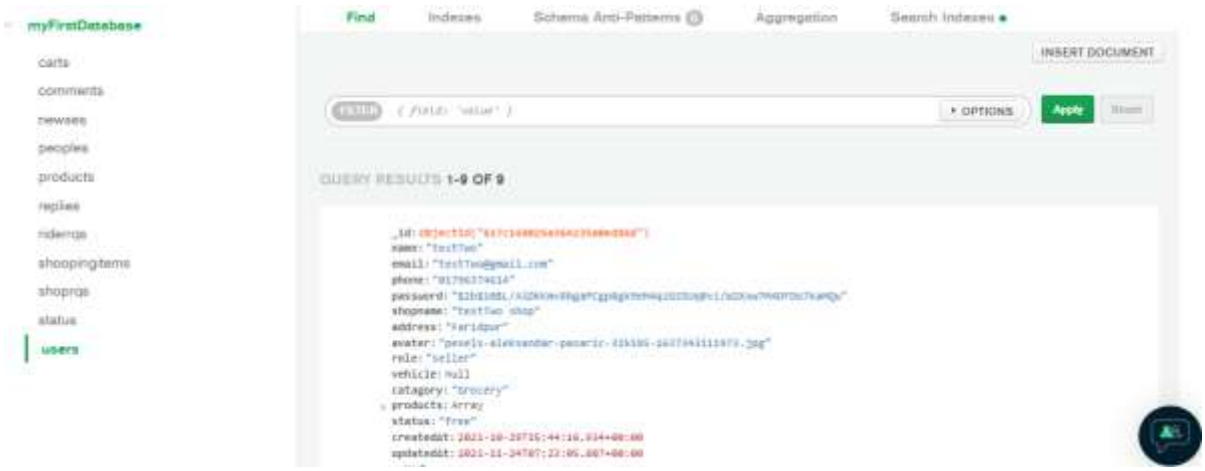

Figure 5.1.1: Implementation of database

```
{
  - user: {
        id: "619696dd17598aa3972b30c5",
        name: "siam",
        email: "siam@gmail.com",
        phone: "01755770538",
        address: "Faridpur",
        point: 209
    },
    _id: "61aa4a82bd84cf7661352ed7",
  - products: {
      - sellerA: {
            id: "617c28a3b504054e8fb23bf7",
            name: "test",
            email: "test@gmail.com",
            phone: "+88017111121111",
            shopname: "test",
            address: "Faridpur",
            catagory: "Pharmacy"
        },
        _id: "61a9e0316fd004c1992cd067",
        title: "asaaaaaaaaaaa",
        description: "asxs",
        price: 123,
        avater: "pexels-chevanon-photography-325044-1638522929132.jpg",
        views: 3,
        feature: "false",
        createdAt: "2021-12-03T09:15:29.198Z",
        updatedAt: "2021-12-03T15:34:38.800Z",
        __v: 0
    },
    quantity: 1,
    totalPrice: 123,
    selerId: "617c28a3b504054e8fb23bf7",
    createdAt: "2021-12-03T16:49:06.048Z",
    updatedAt: "2021-12-03T16:49:06.048Z",
    __v: 0
},
```


Figure 5.1.2: Cart collection

5.2 Implementation of Front-end Design

A major thing of a web application is front-end of the of the website. Front end is the place where what is directly viewed to users. User's interactions occur here. A well-furnished and responsive frontend plays a vital role in the system. Team Sohozogi deeply worked on the front-end design of the project. We have looked in to a e-commerce platform from themeforest made by 'Venam' to have some better front-end idea [10]. The team tried outmost to make the design interactive easier and well performed in the same time.

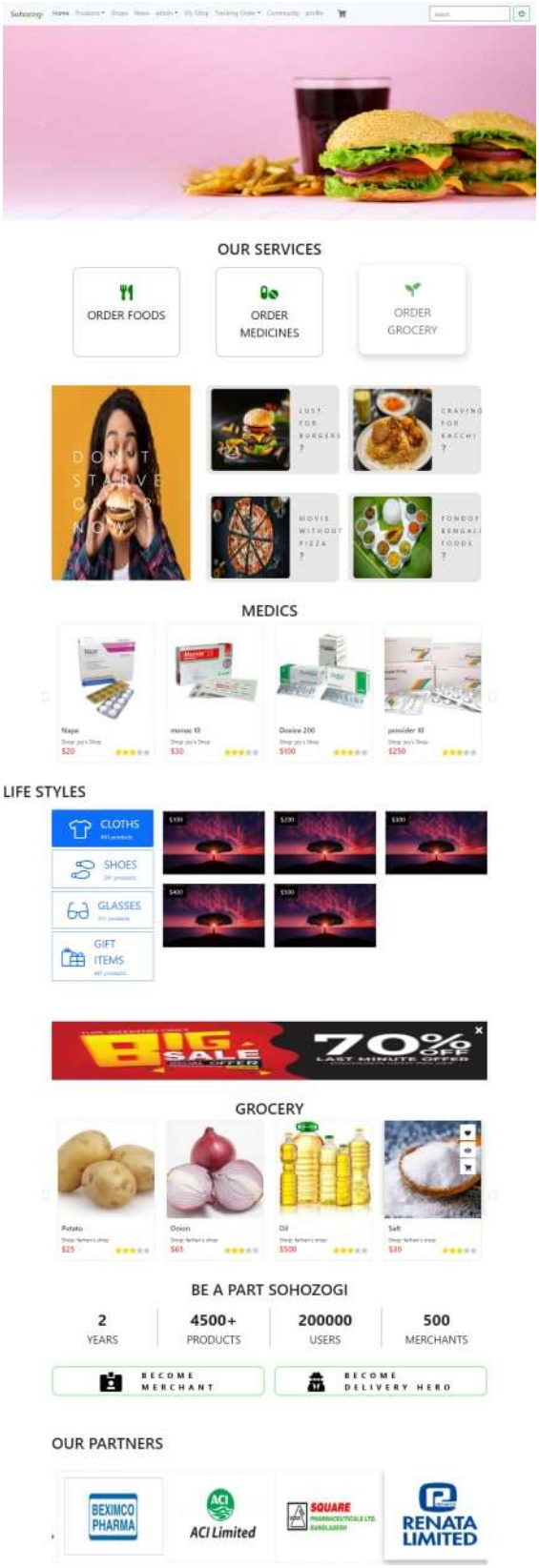

Figure5.2.1: Sohozogi's landing page

Sohozogi web application's home page designed in a unique and organized way so that user can easily find and navigate in chosen direction. In the figure 5.2.1 our landing page is shown. In the first part we implemented a carousel where user can see the trending updates for the website. In the next section a categorized sorting system is added so that user can find their necessary products very quickly from the shop.

As per the application we requirement Sohozogi also have food ordering system. For users' convenience a quick categorized food searching option is added shown in figure 5.2.2.

Figure 5.2.2: Categorized food navigation

This also attracts users to engage more in application and indirectly force them to purchase foods. Later in this section more products displayed so that user can see what our inventory consists of. This implementation is shown in fig 5.2.3.

Figure 5.2.3: Medical Products

User can also request to become shop owner or a delivery hero. In figure 5.2.4.

Figure 5.2.4: Request Option

these two buttons take them to register page for the purpose which is shown in figure 5.2.4.

In figure 5.2.5 we are trying to show the delivery hero registration form. By filling the required option of registration form a person can become a delivery hero.

Figure 5.2.5: Registration option for delivery hero

In figure 5.2.6 we are trying to show the shop owner registration form. By filling the required option of registration form a person can become a delivery hero.

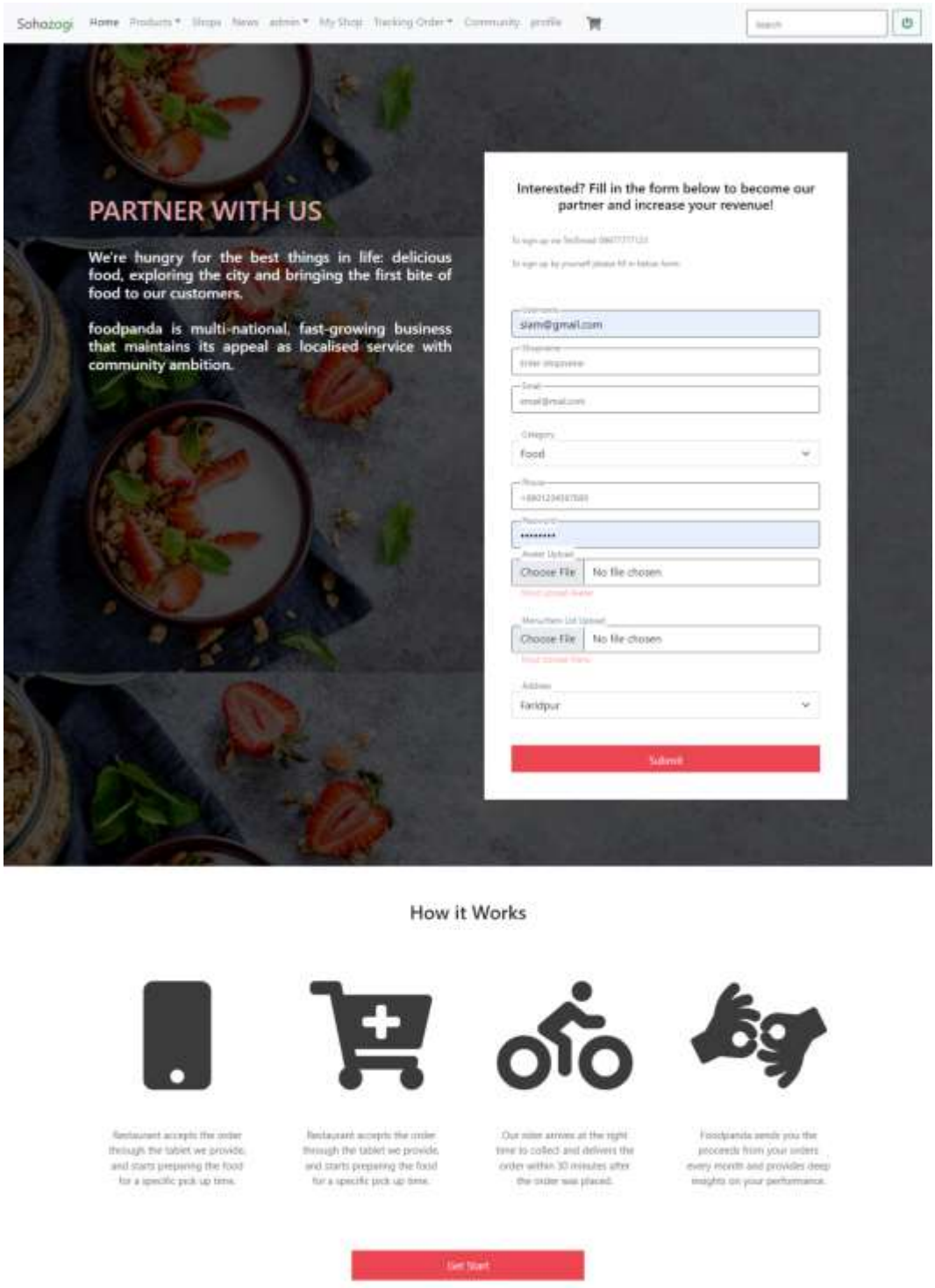

Figure 5.2.6: Registration option for shop owner

Users all so can view all products along with product details. To see the product details user, need to click on the details button and a pop-up modal will show the details. You can see the pop-up modal in figure 5.2.7. Users can add products to cart and proceed to checkout page. Both implementations shown respectively in figure 5.2.8 and figure 5.2.9. To track order user can visit the track order page shown in fig 5.2.10.

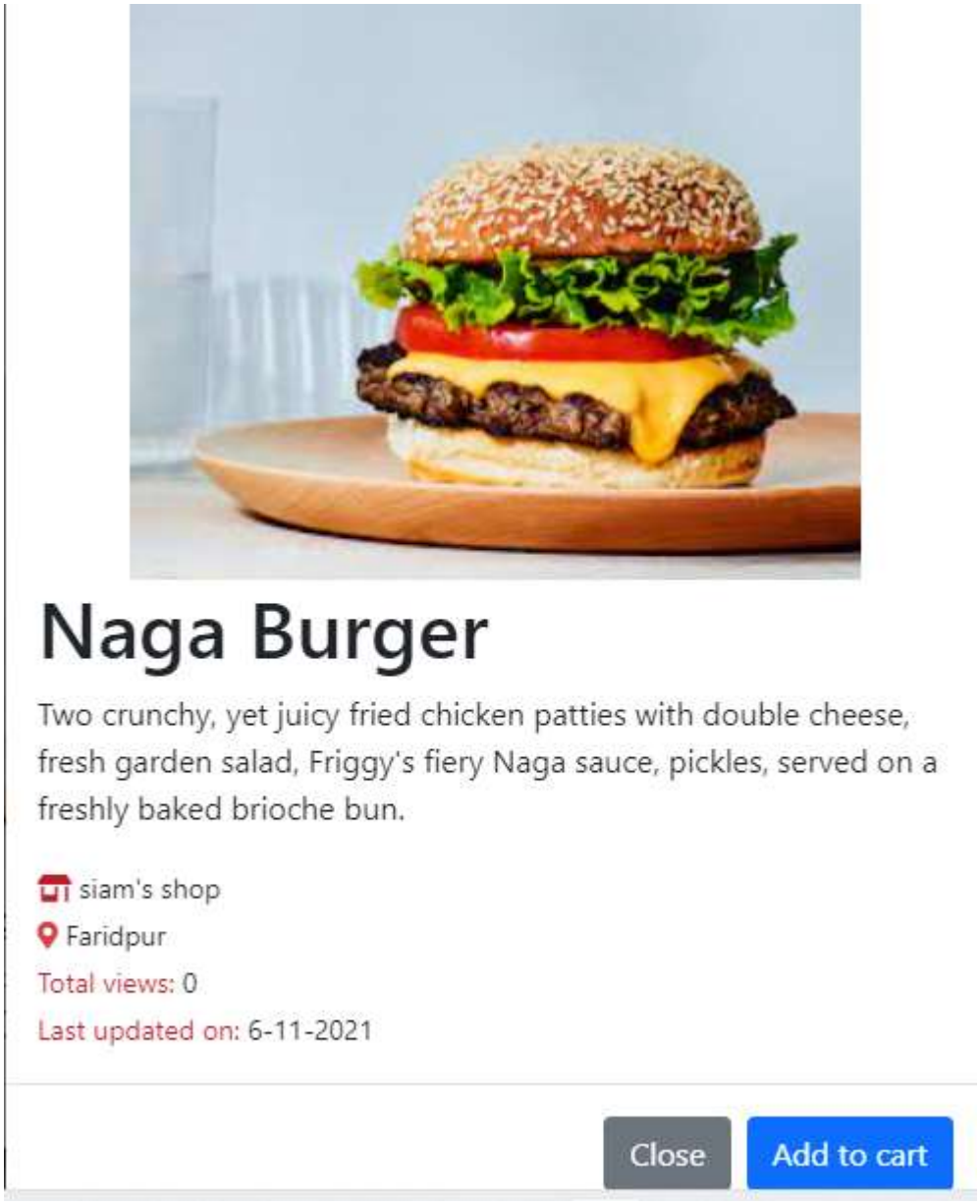

Figure 5.2.7: Product details modal

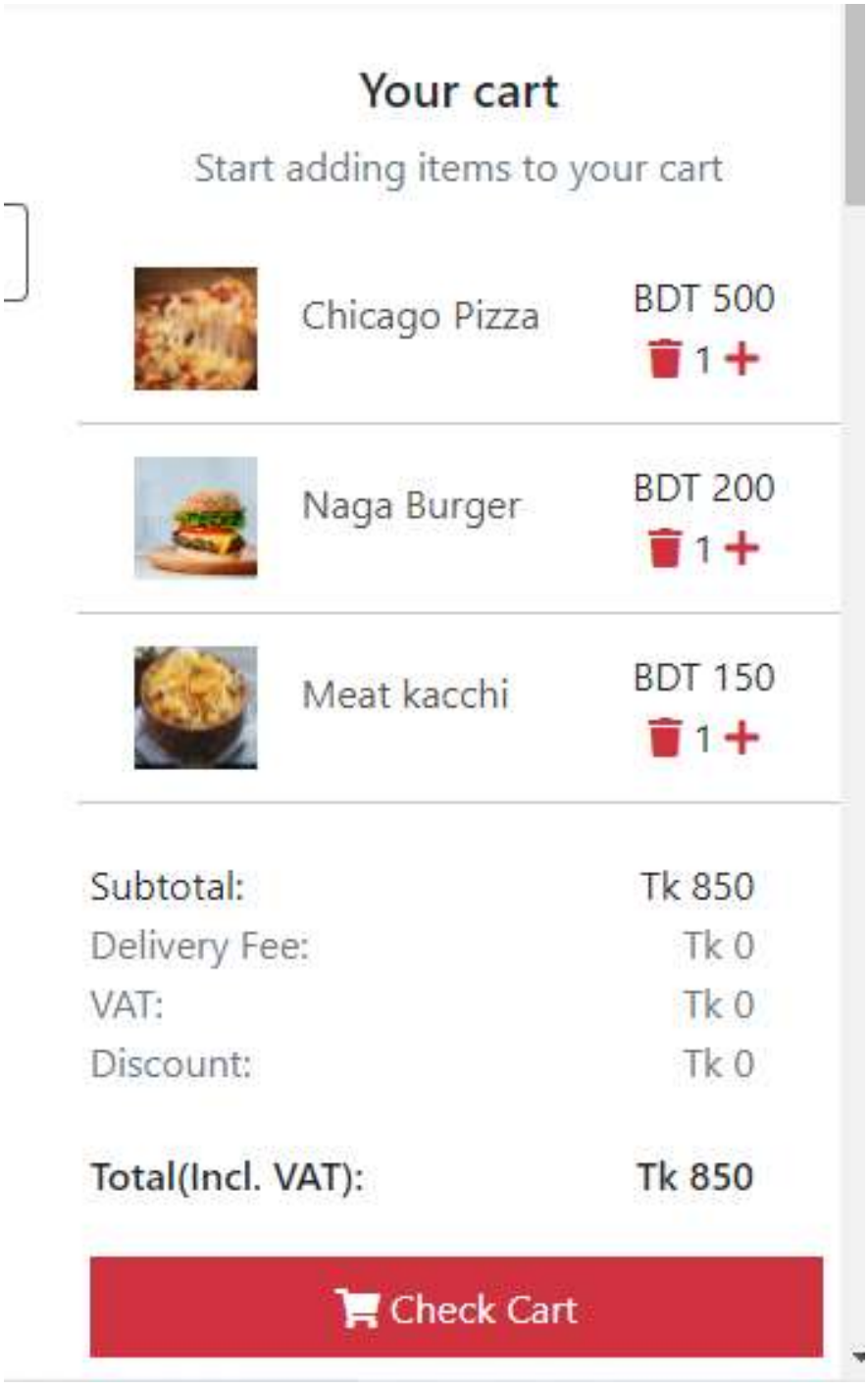

Figure 5.2.8: The product cart

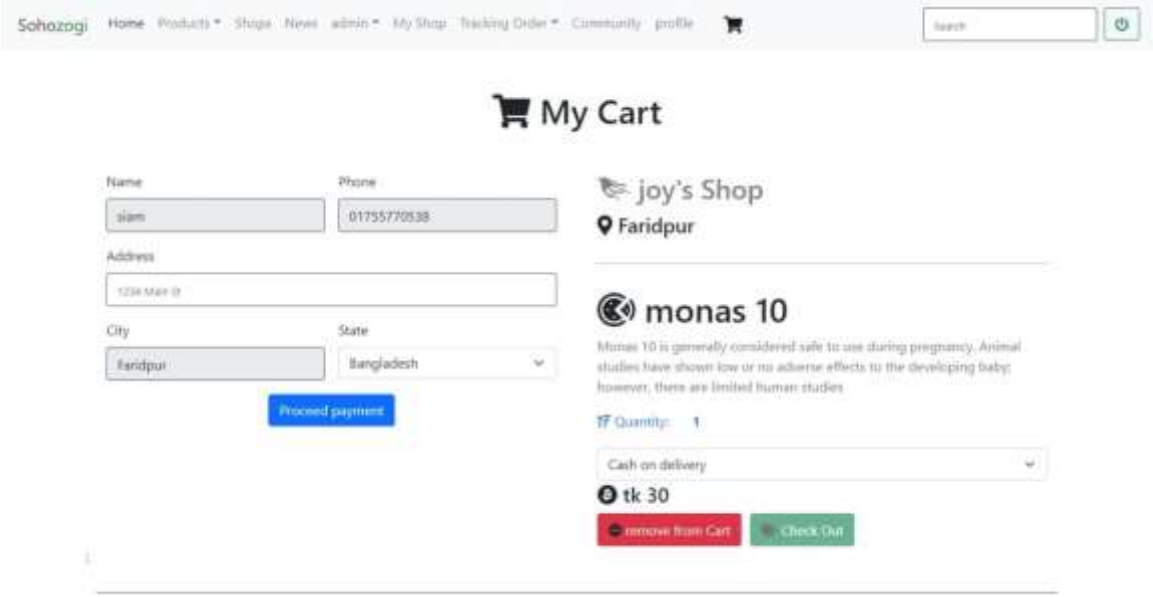

Figure 5.2.9: Checkout Page

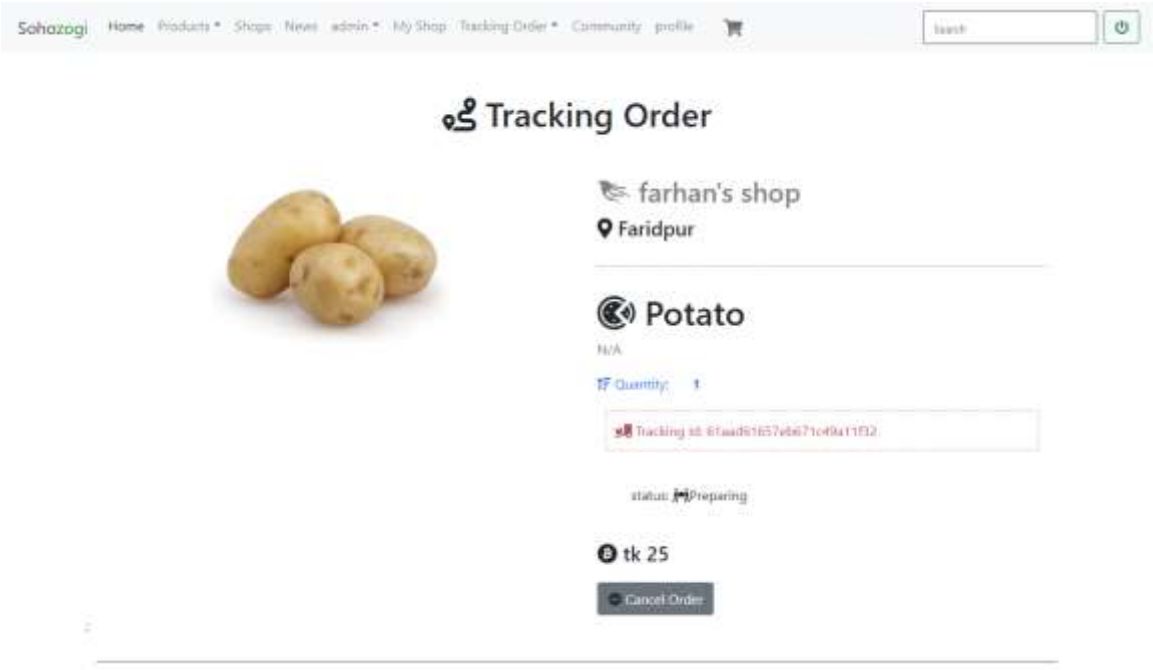

Figure 5.2.10: Order tracking page

User also able to use read news. An overview of news page is shown in figure 5.2.11. By clicking the news item user will be redirected to the details of the specific page he wanted shown in figure 5.2.12.

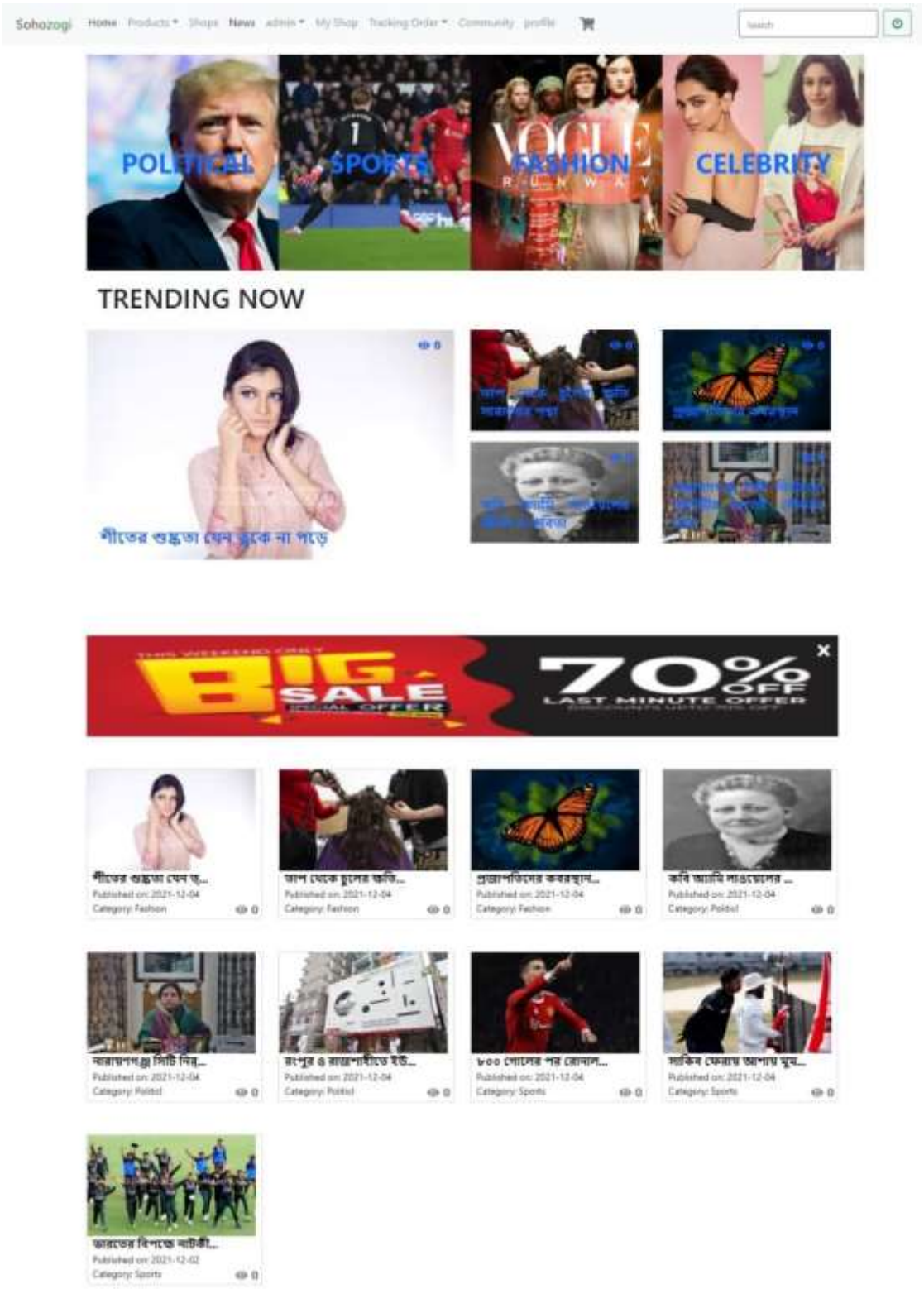

Figure 5.2.11: News page

Figure 5.2.12: News detail page

User also can perform community activity like watching posts, create posts, comment on post and also sharing points with other users. This is shown in figure 5.2.13.

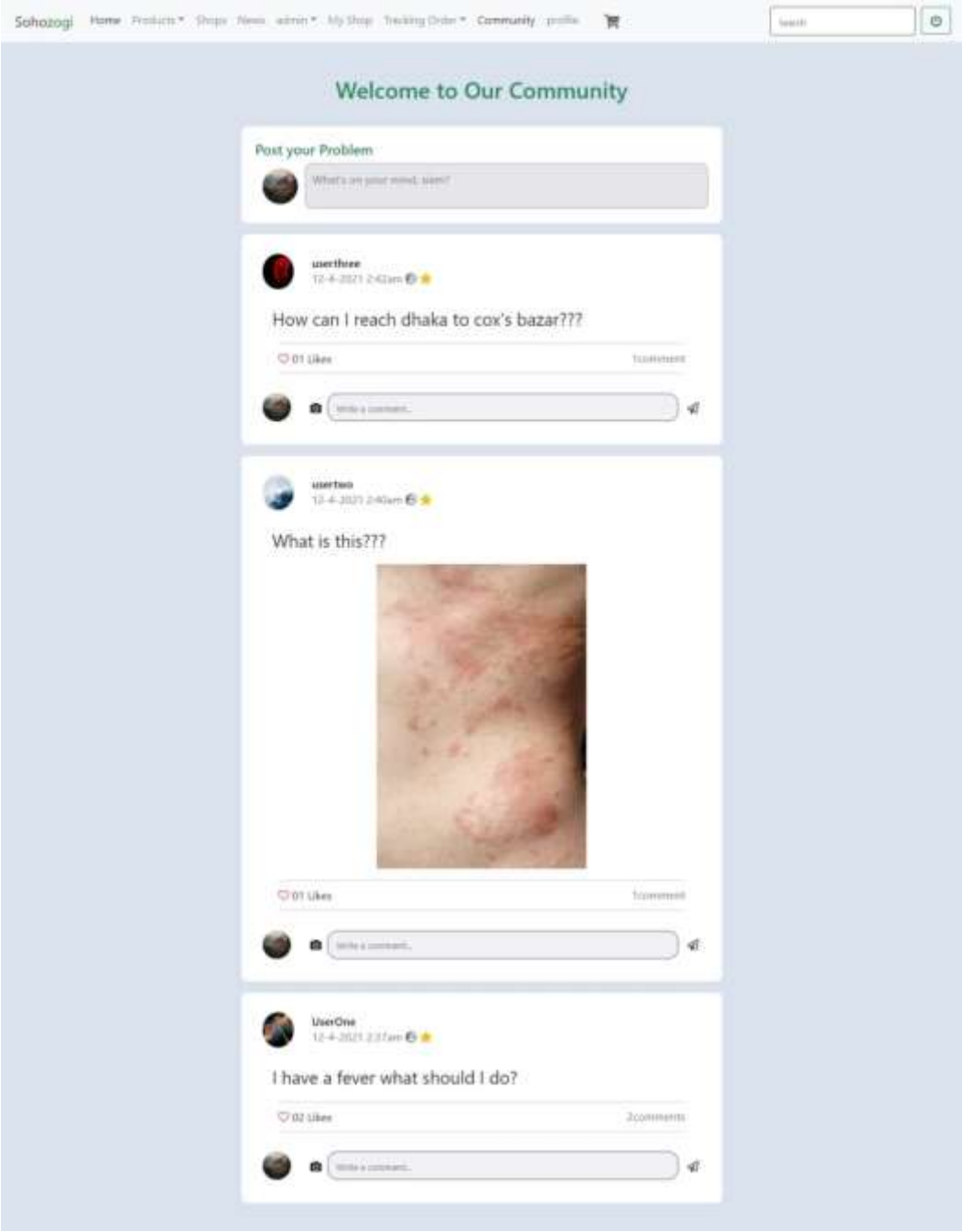

Figure 5.2.13: Community activity

The shop owners can manage and add products in the inventory. They also can update users order status. In figure 5.2.14 and figure 5.2.15 the implementation is shown. This was a critical part of the application. Moving ahead a deliver hero can take order and update order status shown in figure 5.2.16.

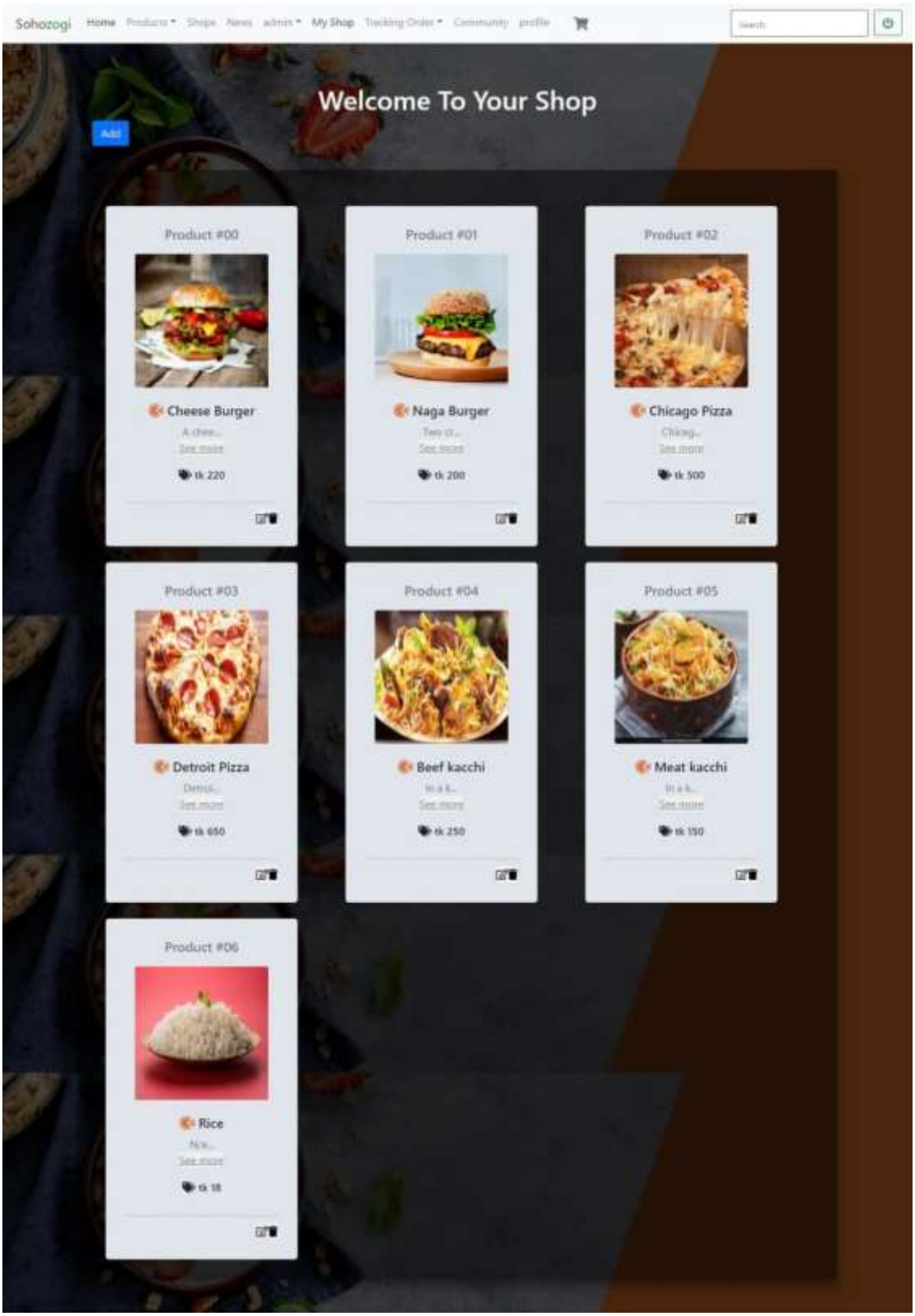

Figure 5.2.14: Add products

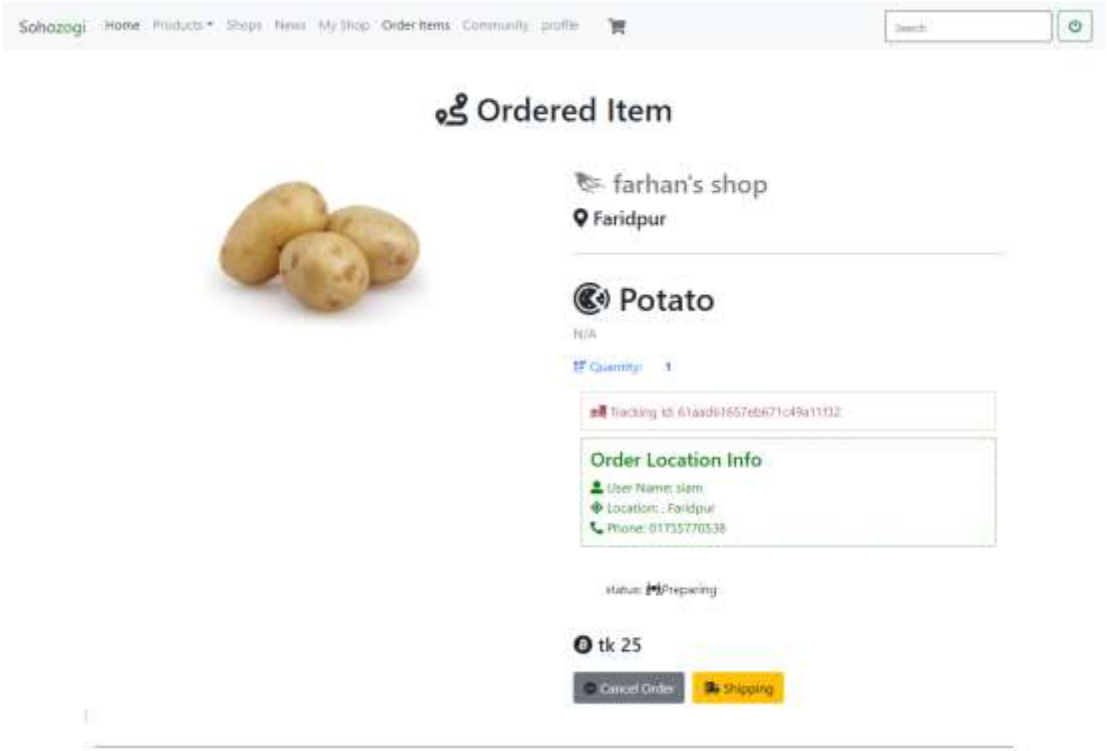

Figure 5.2.15: Update user order

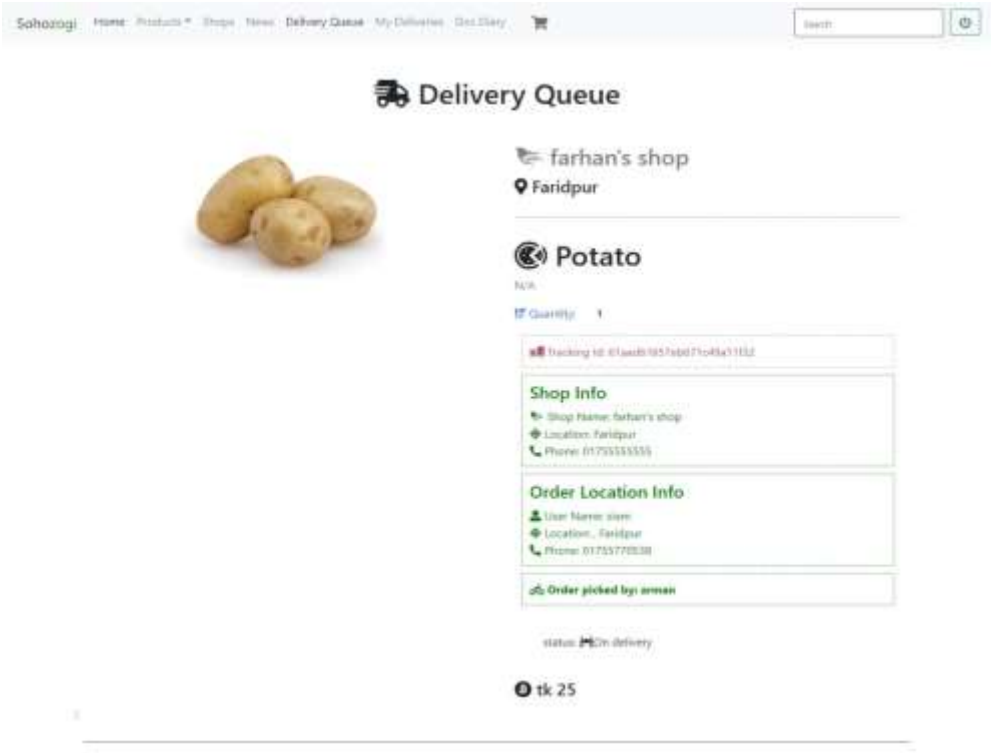

Figure 5.2.16: Delivery queue

Lastly the admin can see new requests for shops and delivery heroes. The admin also can add news in the news page. The perform activities of admins shown in figure 5.2.17 figure and 5.2.18.

Figure 5.2.17: Shop owner and delivery hero's request

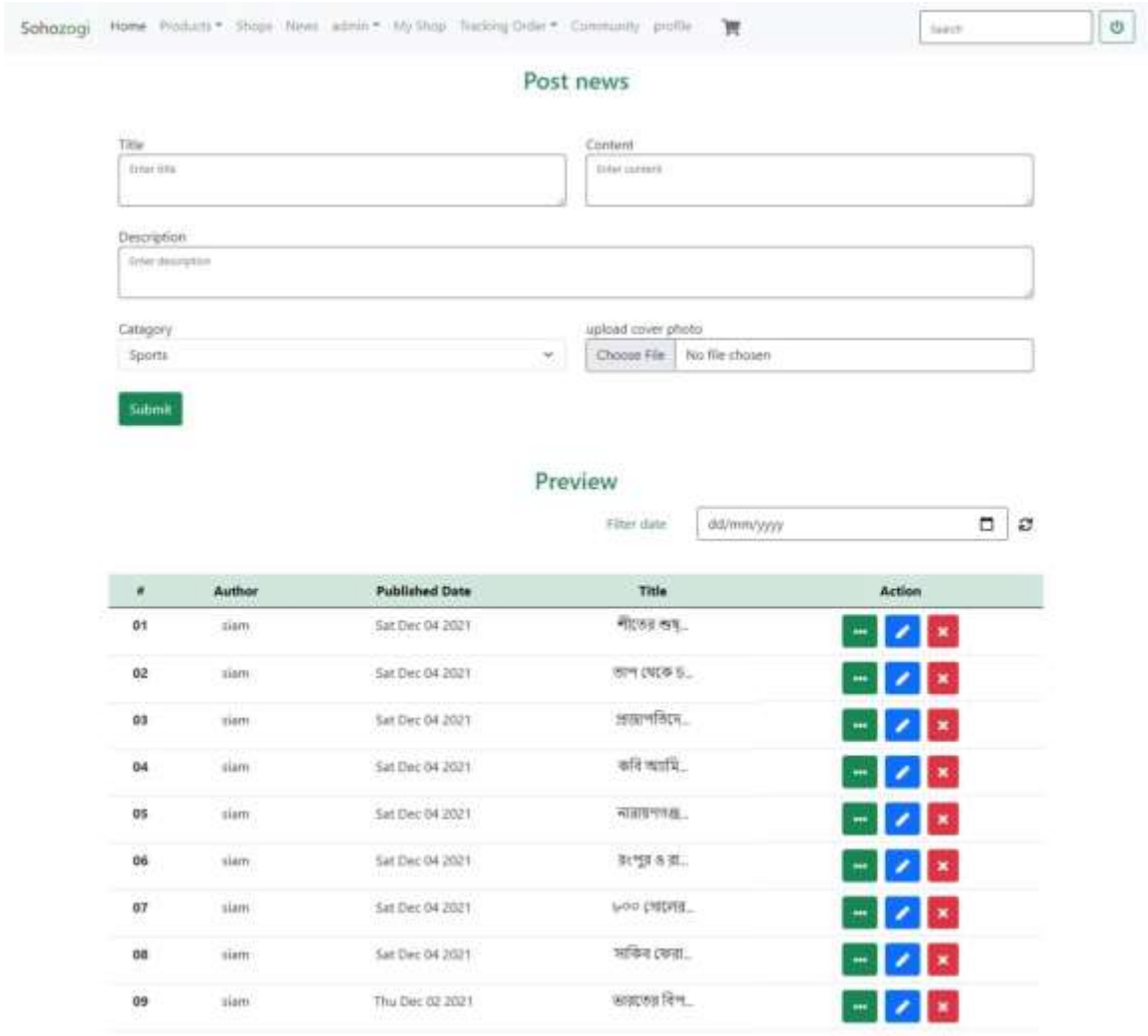

Figure 5.2.18: Post news

5.3 Testing Implementation

Testing is a very essential part of application development. Without testing none can't assure that the system is running properly. There are many testing techniques. Primarily team Sohozogi performed alpha testing. In this phase the team initially checked if the all the features are working properly or not. Which is the part of white box testing. Later to check the backend implementation the team ran several tests by writing test cases and by giving many possible users commends to interact with backend. In ninety percent test cases

passed successfully. This was the part of Blackbox testing. By performing this actions team Sohozogi was assure that the system is running properly.

5.4 Test Results and Reports

Team Sohozogi has generated a preliminary test report by using light house system from google dev tool. The test result was very positive and team Sohozogi was satisfied enough with the result. The test report generated from google light house is shown in figure 5.4. Here the report shows that the performance of Sohozogi is seventy. It also shows that best practices number is seventy-three. The system took only 210ms blocking time. And the time to interact was 2.2 seconds. From the report the team was assure that the web site is SEO friendly as the SEO result is ninety-one. User can easily use this website without any hassle.

Figure 5.4: Test Results and Reports

CHAPTER 6

IMPACT ON SOCIETY, ENVIRONMENT AND SUSTAINABILITY

6.1 Impact on society

Sohozogi will create a positive impact in the society. Sohozogi doesn't support any offensive behavior. The Sohozogi admins always keep an eye on what is uploading on the site and take quick action on it. There is no scope of spreading violence or illegal activities through this platform. By creating an all-in-one place facility provided online we are helping the society to reduce their extra pressure and enjoy things at their doorstep. Also, Sohozogi encourages people to do various kinds of social activities.

6.2 Impact on Environment

Sohozogi is a web application. A web application doesn't harm the environment if we do not count the case 'Internet harms the environment. Here I am specifically writing about Sohozogi which is a web application so this has no impact on the environment. Along with that, Sohozogi always encourages shop owners to use environmentally friendly packaging for delivery purposes.

6.3 Ethical aspects:

During developing this project no codes are adopted from another site. The codes of full project written by us. Even we do not use any kind of codes in our project which can hamper the user privacy. Besides that, we used some open source libraires which are free for all. No culture is disrespect in our project. We maintain here the basic rights of workers. The front-end-design of our project is fully unique. No design is copied from another site. No adult content is not supported by our system such as pornography, sex toy etc. we ensure that no user will be frauded by anyone during buying a product.

6.4 Sustainability plan

One of Sohozogi's objectives is providing a sustainable solution. Sohozogi's sustainability plan is very specific. As this site will be developed and maintained by the owners themselves there is no making cost of it. From section one we have an estimated budget for every month. Sohozogi will earn profit by collecting1% of each deal made by shop owners. Also, by encouraging shop owners to sell at a low price and provide some discount if possible. Besides that, every owner must ensure product quality and refund policy. These things will attract more users. The more users come; the more users buy the more money we make. We will use this profit to keep the site up to date, purchase more data space and advertisement. That's how Sohozogi plans to sustain itself in the market.

CHAPTER 7
CONCLUSION AND FUTURE SCOPE

7.1 Discussion and conclusion

Sohozogi is not just a web application. It is the dream of its developer. Working on such a multipurpose multi-vendor site was really amazing. The thing that keeps us motivated is that we are trying to help a large community by making their life more convenient.

Team Sohozogi months to research the existing platforms and find the problems. Also interacted with some frequent users of exiting ecommerce and online delivery services. Team Sohozogi talked with them deeply and figured out if the problem is really a problem for the users.

After finding the problem team Sohozogi dedicated itself to find an optimal solution for the problem. Team interacted with the project supervisor and industry experts to find out a very optimal realistic solution. As soon as solution and requirement analysis is done the team starts its journey for development of Sohozogi.

The development journey of Sohozogi was like a hill track. There were many ups and downs. Developers had tons of sleepless nights. We faced so many challenges while implementing some core features. But we didn't lose hope. We tried harder. We pushed our limits and finally there was a breath of happiness.

Team thinks Sohozogi is a unique innovative idea to make a collaboration of all daily needs in one platform. Team Sohozogi hopes that this web application will help the consumers a lot.

7.2 Scope for further developments

Sohozogi is a modern application. But with time beings tradition also changes and as modern web platform Sohozogi needs to be updated with the trend always. At the moment we have some ideas for further development like

- A mobile application
- Cross platform facility
- Compare systems
- Some leisure activities
- Tours and travels booking system
- Rental services and many more

Team Sohozogi will always try to add new features in the application regularly and will keep the users satisfied.

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Final Test

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