E-commerce project notes

Requirements (very rough)

- Browse and search products for sale
- Products can have images
- Shopping cart using session key
- Check-out process
- Add shipping charges
- Payment form hosted elsewhere (Paypal or Authorize.net SIM form)
- Optionally create account, at end, to save your billing and order info.
- Account has protected password, email with verification facility
- Promotional codes for discounts, free shipping.
- Gamify: levels based on money spent

Next-gen requirements

Beware the 2nd system effect!

- Recommendation engine
- Save items in cart for later
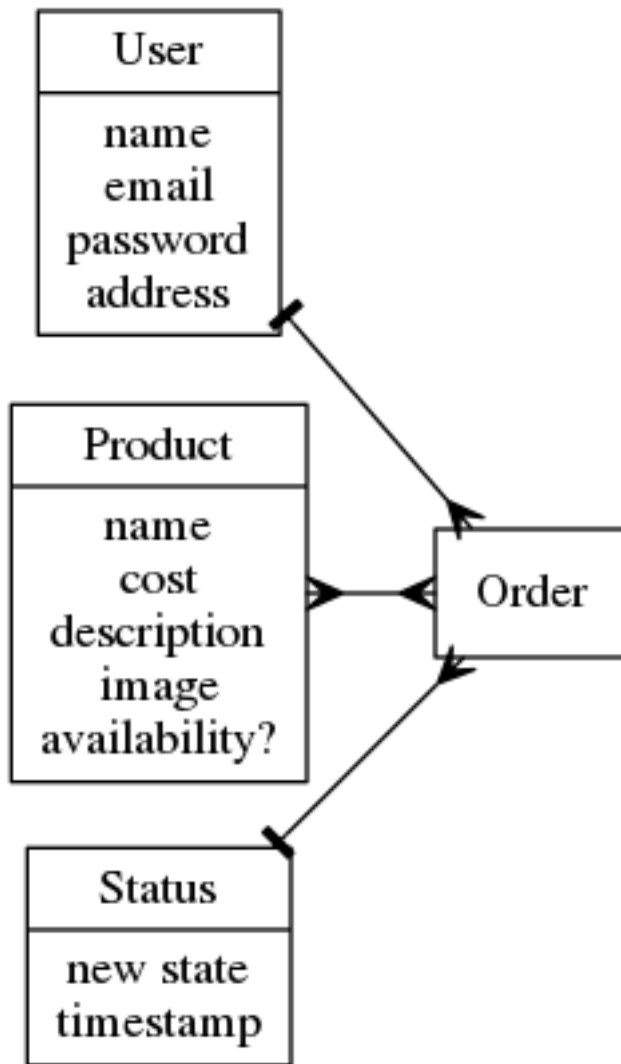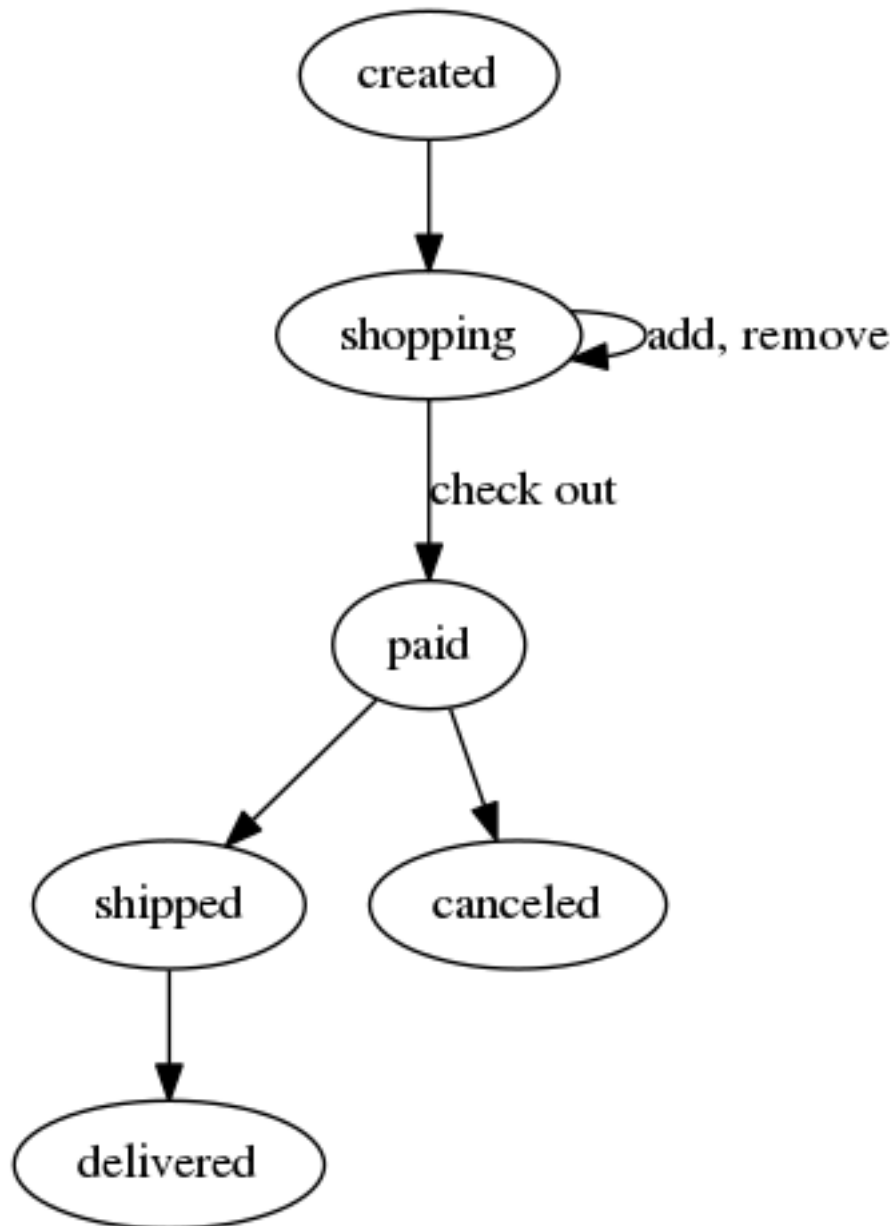
Data model

Order states

Figure 1:

Figure 2: