International Journal of Scientific Research in Engineering and Management (IJSREM)
Volume: 07 Issue: 06 | June - 2023 SJIF Rating: 8.176 ISSN: 2582-3930

MyToys Mobile Application

Kamesh Suryavanshi[1], Akshay Wagh[2], Kanhaiya Chalase[3], Prathmesh Sirusath[4],

Prof. R.R. Tajanpure[5]

[1]UG Student, Dept. of IT, MVP Samaj's Karmveer Baburao Thakare College of Engineering, Nashik.

[2]UG Student, Dept. of IT, MVP Samaj's Karmveer Baburao Thakare College of Engineering, Nashik.

[3]UG Student, Dept. of IT, MVP Samaj's Karmveer Baburao Thakare College of Engineering, Nashik.

[4]UG Student, Dept. of IT, MVP Samaj's Karmveer Baburao Thakare College of Engineering, Nashik.

[5]Associate Professor Dept. of IT, MVP Samaj's Karmveer Baburao Thakare College of Engineering, Nashik

---

Abstract - The rapid development of mobile devices and augmented reality has recently extended from personal computers to mobile devices. The highly interactive nature of augmented reality with its user has given rise to various mobile device applications, ranging from more interaction to marketing, games, navigation, and so on. As such, augmented reality has been a mobile device application development focus for years. There are many physical toys with integrated electronic sensor chips or wireless communication mechanisms so the toys are no longer boring and it produced new ways to interact. We have developed an application where customers can order toys based on categories and view product details such as ratings and prices. Shopkeepers can add products and set their prices. Once an order is placed, it is sent to the nearest shop for packing and delivered to consumers, who can pay online or with cash. The app also offers daily consumer rewards and a premium option. It is accessible on both Android and iOS devices.

Key words: E-commerce, Smartphone, Toys, Tracking, Feedback, delivery, purchase.

1. INTRODUCTION

This is a simple B2C app Where customers can simply use it and order the toys as per their requirements. This is B2C (business to customers) application. this application has multiple categories based on the toys category Users can select as per their requirement of toys and also see the details of that product like rating, price, review, feedback, etc. This application has two dashboards for the customer and the consumer. In this application, the customers are the shopkeeper and the consumer is toy purchasing people.

So, the customer mean's shopkeeper can add the product base on the category available in their shop and set prices to add product details, and based on that shopper area that product will be displayed to the consumer (people) this application is displaying the product base on the area and comer can order the toys. When a consumer orders a product that order is going to the nearest shopper side and the shopper is packing the order the application has a tracking system so the consumer can track the order after packing the order shopper is give that order to the delivery boy deliver bis deliver diver that order and take the feedback of order the application has the two-payment option online or cash on delivery so the consumer can select the payment status as per their need. The application has some extra offers for daily consumers and it also has a premium option. this application can work on any device android or IOS device. There is no specific platform for the toys where users can purchase the specific toys based on their interests and shopkeeper do not have an online platform to showcase their items to very large people so we identify this need and developed an online platform that is easy to use and purchase the items.

2. LITERATURE REVIEW

1) Meesho fails to deliver products on time, which can be a problem for consumers. However, Meesho does take the time to understand their customer's needs and then inform them about the services they provide.

2) Zepto appears to prioritize fast delivery over collecting and considering customer reviews. However, it is important to note that gathering customer feedback is critical for improving services. Zepto should consider placing greater emphasis on soliciting and incorporating customer reviews to ensure they provide the best possible experience for their customers.

3) While Zomato and Swiggy may sometimes fail to deliver the correct items, their tracking systems are highly effective for keeping customers informed about their orders. It's important to acknowledge the strengths and weaknesses of a service, and both Zomato and Swiggy excel in providing real-time updates on order status, despite occasional issues with delivery accuracy.

4) Netflix have don't have a good offer facility but there the subscription plan that increases the sale of their product.

5) Zomato's marketing strategy. Which is very innovative and entertaining.

3. PROPOSED SYSTEM-

This B2C app allows customers to order toys based on categories and area, with two dashboards for shopkeepers and consumers, online or cash payment options, and a tracking system.

Diagram –

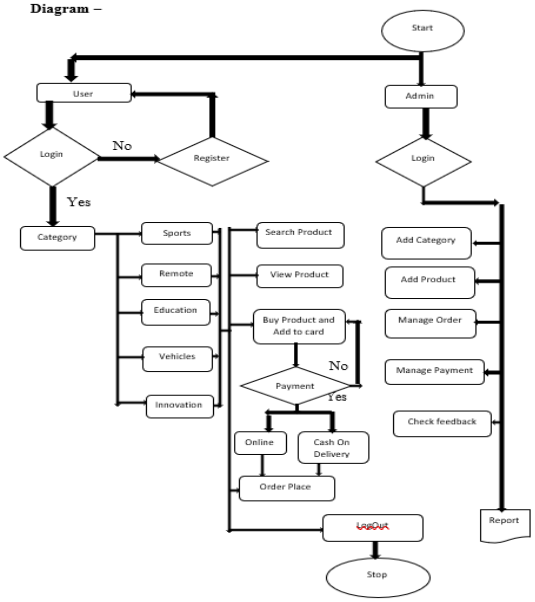


Fig 1: Block Diagram

3.1 Feature –

i. It provides a platform for buying and selling the product.[7]
ii. A product refund option is available [2]
iii. The subscription model is present for their daily customers to give special offers.[4]
iv. Provide a tracing system to track the product [3].

3.2 Technology –

i. **UI/UX**: - Figma.
ii. **Front-end**: Flutter.
iii. **Back-end**: Node.js, Express.js
iv. **Database**: MongoDB.
v. **Testing:** Selenium.
vi. **Deployment**: Heroku.

3.3 Hardware –

Windows, macOS, or Linux operating systems.

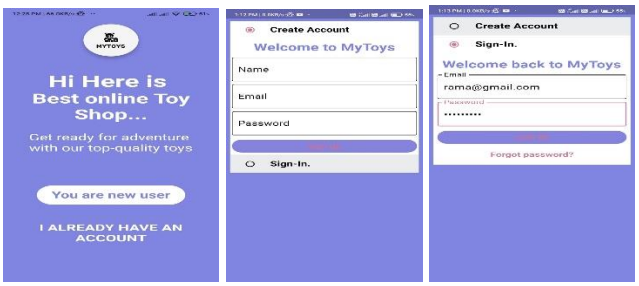
At least 8 GB of RAM, and sufficient storage.

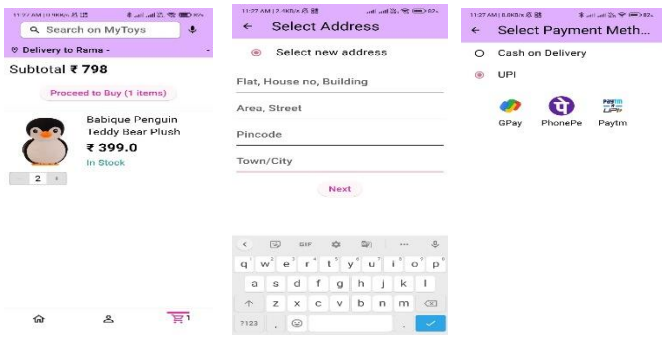
3.4 Software –

i. Flutter SDK for building mobile apps using Dart programming language.
ii. Node.js for building the backend server using JavaScript runtime Express.js for building the RESTful API server in Node.js
iii. MongoDB for database management
iv. The relevant Flutter and Node.js packages and dependencies, such as flutter mongo, mongo dB, and Mongoose, for seamless app integration and backend integration.

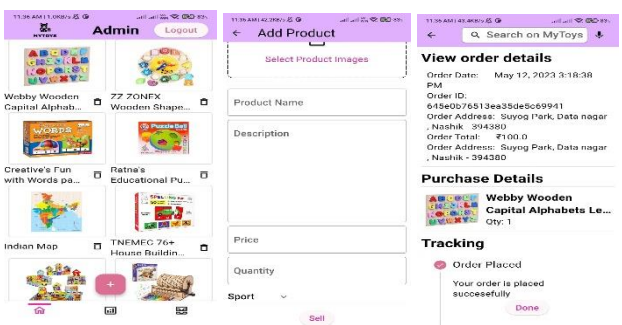
4. RESULT DISCUSSION –

4.1 User Interface –





4.2 Admin Interface -



5. CONCUSSION –

The application is, completion deployed an online web application that provides the platform for the toy business side interfaces available inside the application one is the customer side and another one is the shopkeeper. Inside the customer side interface, customers can select the products and also see detailed descriptions of those products inside the application., Also, customers can see that product's price, brand n warranty, and rating. Inside the shopkeeper interface, it gets the request after ordering from the customer these are two interfaces present inside the toy's application. This application also allows you to see the live tracking of the product. Provide flexible, versatile, secure, user-friendly, and specific web applications for toys that make available the products to customers within hours.

6. ACKNOWLEDGEMENT

With all respect and gratitude, we would like to thank all people who have helped us directly or indirectly with the completion of this project. We express our hearty gratitude towards MS, R.R. Tjanpure for guiding us to understand the work conceptually and for her constant encouragement to complete this work on "My Toys". We also thank Dr. V. R. Sona Wane, Head of the IT department, for providing the necessary information and resources. Finally, we thank all the teaching, and non-teaching staff members of the Information Technology Engineering Department for providing the necessary information and required resources. We are ending this acknowledgment with deep indebtedness to our friends who have helped us.

7. REFERENCES

[1] Y. -J. Liu, C. -X. Ma and D. -L. Zhang, "EasyToy: Plush Toy Design Using Editable Sketching Curves," in IEEE Computer Graphics and Applications, vol. 31, no. 2, pp. 49-57, March-April 2011, doi: 10.1109/MCG.2009.147.

[2] J. Alvarez et al., "A Formal Approach to Distinguish Games, Toys, Serious Games & Toys, Serious Re-purposing & Modding and Simulators," in IEEE Transactions on Games, 2022, doi: 10.1109/TG.2022.3186919.

[3] N. Kshetri, "Rural E-Commerce in Developing Countries," in IT Professional, vol. 20, no. 2, pp. 91-95, Mar./Apr. 2018, doi: 10.1109/MITP.2018.021921657.

[4] C. Gao, T. -H. Lin, N. Li, D. Jin and Y. Li, "Cross-Platform Item Recommendation for Online Social E-Commerce," in IEEE Transactions on Knowledge and Data Engineering, vol. 35, no. 2, pp. 1351-1364, 1 Feb. 2023, doi: 10.1109/TKDE.2021.3098702.

[5] S. Narain, T. D. Vo-Huu, K. Block and G. Noubir, "The Perils of User Tracking Using Zero-Permission Mobile Apps," in IEEE Security & Privacy, vol. 15, no. 2, pp. 32-41, March-April 2017, doi: 10.1109/MSP.2017.25.

[6] J. Yu et al., "Collaborative Filtering Recommendation with Fluctuations of User' Preference," 2021 IEEE International Conference on Information Communication and Software Engineering (ICICSE), Chengdu, China, 2021, pp. 222-226, doi: 10.1109/ICICSE52190.2021.9404120.

[7] T. Chen, Y. Liang, T. Huang, J. Huang, and C. Liu, "Agricultural Product Recommendation Model and E-Commerce System based on CFR Algorithm," 2022 IEEE 2nd International Conference on Electronic Technology, Communication and Information (ICETCI), Changchun, China, 2022, pp. 931-934, doi: 10.1109/ICETCI55101.2022.9832175.

[8] J. Li and L. Zhou, "Research on Recommendation System of Agricultural Products E-Commerce Platform Based on Hadoop," 2018 IEEE 9th International Conference on Software Engineering and Service Science (ICSESS), Beijing, China, 2018, pp. 1070-1073, doi: 10.1109/ICSESS.2018.8663921.

[9] M. Shiraz, A. Gani, R. H. Khokhar and R. Buyya, "A Review on Distributed Application Processing Frameworks in Smart Mobile Devices for Mobile Cloud Computing," in IEEE Communications Surveys & Tutorials, vol. 15, no. 3, pp. 1294-1313, Third Quarter2013,doi: 10.1109/SURV.2012.111412.00045.