

SpotME

Likita K¹, Akash S², Mr Balaram M³

Students, Department of BCA^{1,2}

Assistant Professor, Department of BCA³

BMS College of Commerce and Management, Bengaluru, India

Abstract: *SpotME is a Real-Time, Multi-Vendor, Map Based, Search Oriented, E-Commerce and Inventory Management System. In this application, we provide information about the nearby shops/outlets that have the required products and services that the customer is in need of. It is generally a search engine oriented project where if the user would require something Eg. Paracetamol Tablet, the application will provide the location of nearby shops and the details of the medicine in a clearly defined Map Based User Interface.*

Keywords: Search-Oriented, E-commerce, Map-based and Inventory Management

I. INTRODUCTION

SpotME is a Real-Time Inventory Management System to provide accurate information about the availability of required products or services in the nearby shops/outlets, it would be useful for people who are searching for things but don't know where exactly to search for. This Application uses the latest and powerful technologies like Flutter, Firebase and Other Application Programming Interfaces (Eg: Google Maps API) to provide top performance and good runtime experience(1). This application is built to run on Android, iOS, Web, Windows, MacOS and Linux. Therefore software and hardware requirements would vary from platform to platform.

II. LITERATURE REVIEW

SpotME is an application for connecting sellers and customers nearby. We will take the search criteria from customers and display the business list for customers based on the search criteria. Customers can contact and navigate the business if there is availability of the required product or service in that particular business. There are three different types of user roles for the application, they are administrator, business owner and customer.

V.S.S.Mani (2001) has researched about this .He found that it will be difficult to add the navigate button with the Inventory Management system .Now we have Implemented at SpotMe .

III. OBJECTIVES AND GOALS

It provides Opportunities for Local Business and Helps people to find things easier . We wanted to help the people as well as sellers , hence we came up with this project .That was our whole objective .The world is changing and the growth of technology is massive. Small Businesses lack in Digital Exposure due to not adapting latest technologies and could not scale effectively. We had option to navigate to the businesses but we lack in knowing the availability of required products or services

IV. IMPLEMENTATION

Implementation is the stage in the project where the theoretical design is turned into a working system and is giving confidence on the new system for the users that it will work efficiently and effectively. It involves careful planning, investigation of the current system and its constraints on implementation, design of methods to achieve the changeover, and evaluation of change over methods. Apart from planning, major tasks of preparing the implementation are education and training of users. The implementation process begins with preparing a plan for the implementation of the system. According to this plan, the activities are to be carried out, discussions made regarding the equipment and resources and the additional equipment has to be acquired to implement the new system. In a network backup system no additional resources are needed. Implementation is the final and the most important phase. The most critical stage in achieving a successful new system is giving the users confidence that the new system will work and be effective. The system can be implemented only after thorough testing is done and if it is found to be working according to the

specification. This method also offers the greatest security since the old system can take over if the errors are found or inability to handle certain types of transactions while using the new system.

V. DATA FLOW DIAGRAM



Fig 1: The diagram explains about the flow of data in SpotME

VI. CONCLUSION

This project is going to provide a solution for people who are need of things but exactly don't know where exactly it is found. To conclude the description about the project. The project, developed using FLUTTER and FIREBASE(2), is based on the requirement specification of the user and the analysis of the existing system, with flexibility for future enhancement. The expanded functionality of today's software requires an appropriate approach towards software development. This hotel management software is designed for people who want to manage various activities in the hotel. This particular project deals with the problems of managing a hotel and avoids the problems which occur when carried manually. Identification of the drawbacks of the existing system leads to the designing of a computerized system that will be compatible with the existing system with the system which is more user friendly and more GUI oriented.

REFERENCES

- [1]. REY WENBERLICH-2020(1) Flutter, Build apps for any screen: Flutter transforms the app development process. Build, test, and deploy beautiful mobile, web, desktop, and embedded apps from a single codebase.
- [2]. AMINA-2018(2) Firebase, Make your app the best it can be: Firebase is an app development platform that helps you build and grow apps and games users love. Backed by Google and trusted by millions of businesses around the world.