

UNIVERSITI TEKNOLOGI MARA

**3D CHOCOLATE FLORIST
MOBILE APPLICATION (CHOCORIST)**

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ABSTRACT

The mobile technology could be a style of technology that's principally utilized in cellular communication and alternative connected aspects. Aim to develop 3D Chocolate Florist Mobile Application for SurpriseBouquetIpoh Company. The objectives of this project are to identify the user requirements, to design and to develop 3D ChocoRist Mobile Application. The scope of this project is to provide a medium for user to customize their own bouquet depending on their need. In addition, the target user of this application is the potential buyers may be using this application to buy the bouquet for someone depending on suitable occasion. This project used Mobile Application Development Lifecycle (MADLC) as the methodology approach and using 3D modelling technique to developed 3D ChocoRist Mobile Application. The main of the problem is the customer's expectation and satisfaction it can't fulfil by seeing the images on Instagram and the customers can't get the specific bouquet they want to be. Based on testing result, it is found that 3D modelling technique make a big impact to users to make decision before place an order. As a conclusion, the user can view 3D images on 3D ChocoRist Mobile Application and help them to make decision. For future work, this project will enhance on the payment methods and developing the system for iOS platform.

Keywords: Mobile Technology, 3D Modelling, Ordering system, Customization, Mobile Application Development Lifecycle.

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CHAPTER 1

INTRODUCTION

This chapter clarifies on the research background, such as problem statement, objectives, scope / limitation and significances of the project. The project's background gives readers an overview of what the project is about. In addition, the problem statement also refers to the current issues that have been identified with the need for the project. Finally, the scope is justified and the project's significance is discussed.

1.1. Project Background

The online ordering system can be defined for customers to purchase the products or services through the internet and browse the various items using web browser or mobile application without having to go to the physical store (Nibblematrix, 2017). In the past years, online ordering system has been quite improves and some applications have faced some difficulties such as having different types of payment methods and not having a proper database (Hashim et al, 2015).

3D technology is being used in many domains such as professional simulations, medication, education and entertainment, multimedia (Chmielewski, 2014). According to research by Nahla Khalil (2015) the users of 3D environment can feel the experience of shopping. Besides that, customers can also experience the feeling and the reality of 3D shopping environment.

SurpriseBouquetIpoh was establish in November 2017 and started their business using Instagram as a platform to market their products. Referring to Figure 1.1 show the Instagram account of the SurpriseBouquetIpoh used for promote their products.in addition, Figure 1.2 shows the flowchart of the current system is being used to place the