

Central Mindanao University

University Town, Musuan, Maramag Bukidnon

MemorY

Toy selling shop

Submitted by:

Reigner Kevin B. Barillo

BSIT – 2C

Submitted to:

Enrico L. Nacua

Rationale

Growing I really loved toys. It gave me the fun and enjoyment that I would never forget during the early stages of my life. However, nowadays not much are buying toys but instead gadgets. Even kids that should have been playing outside is now stuck inside their individual homes and just plays with their phones. I made this proposal because I want to help people remember the fun of playing outside with toys and friends physically is just as important as education. Toys represent playing therefore I would like to make toys be remembered as it was in the past.

General and Specific Objectives

As stated above, the goal of this project is to sell and promote toys if it ever reaches many people. This is not limited to only kids but also to those adults but are kids at heart. It could give off nostalgic feelings from them that could help them reminisce the fun they had during their times. That may lead to them sharing those feelings to children and start a domino effect.

Features

Logo – represents the shop and also a link to landing page.

Models – redirects to a page where you can select a toy model you want to browse.

Community – a page where people are open to say anything they want.

About us – talks about the page brand.

FAQs – Frequently Asked Questions.

Deals – redirects to hot deals / promo of toys.

Store – redirects to unfiltered list of products.

Message us – message the shop.

Search – specific search for an item.

Menu – where the login and settings are at.

Arrow in the hexagon – more info about the featured product.