Vinyl Record Marketplace

• • •

Presentors: Alex, Leah and Bruce

So what is the problem?

Vinyl Record Market

- ## Value appreciated over time
    - Copies of record, such as Bringin'it Down, has sold for $1,700 on eBay.
    - The crowdsourced database of rare music memoriabilia has just verified the sale of a 1977 Sex Pistols 7-inch for $14,690.
- ## Growing market size
    - Only format of music record increases in sale since digital downloads
    - In June 2017, Sony Music announces that by March 2018, it would be producing vinyl records in-house for the first time since ceasing its production in 1989
    - In 2016, 3.2 Million vinyl were sold in the UK, the best sale for a quarter of a century.

Existing marketplaces

eBay & Amazon

- Usually associated with cheap or common products, doesn't reflect the experience of purchasing a super expensive vinyl record.

Discoqs.com

- No community sense
- Information overloaded with records
- Poor UX design

Retail Shops

- Time Consuming
- Limit by location

Our solution - Vinyl Countdown

A marketplace exclusively for vinyl records

A premium shopping experience that differentiate us from ebay/Amazon

Focus on creating a community sense

Summary of main features

- Single Log in
- Sell & buy vinyl
- Search by keywords
- Store records to user's favourites
- On Platform communication
- Featured Articles

Live Demo

Single log in

- One stop for seller and buyer

Homepage

- See most recent, most favourite albums
- See featured artist bio

Buyer's features

- Buy an album
- Collect favourite albums
- Search function: album title or sellers' listings
- Message sellers

Seller's features

- Create, Edit and Delete album to sell

Both user profile features

- See their own list of albums to sell
- See their favourite list
- Update their profile

Design process

Prior to Project

1. Brainstore & Ideation

2. Refine features

    a. MVP

    b. Stretch Goals

3. Wireframe

4. ERD - Database set up

5. Project timeline planning

During Project

1. Daily Morning & Afternoon Meeting

2. Refine ERD as stretch goals progress

3. Assign tasks daily

4. Project timeline adjustment

Review

- Challenges
    - Manage stress as group
    - Understand group member coding style
    - Github
- Favourites
    - Github - Bruce
    - Debugging & refactoring - Alex
    - Everything - Bruce
    - The moment of no bug at the end of day - Leah
- Future improvement
- Ethical issues

Q&A