# HW3

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Question: For this assignment you will build a wireframe of an interface you find interesting.

 As a student who relocated closer to campus, I encountered challenges in sourcing furniture and electronics to furnish the house. For this assignment I have have created an interface for a student friendly marketplace for the university students.Introducing ODU Market, the student marketplace designed exclusively for the vibrant university community. Created to streamline the buying and selling process among students, ODU Market offers a secure platform where users can discover, connect, and transact with ease. With a dedicated student login feature, users can access and tailor to their campus needs. Whether searching for textbooks, electronics or furniture, ODU Market serves as the destination for all your student life essentials.

ODU Marketplace empowers users to browse a wide array of listings curated by fellow students. Each item showcases detailed information, enabling users to make informed decisions. Upon selecting an item, users gain access to contact details, facilitating communication with the seller. Moreover, ODU Market extends the opportunity for users to post their own items, complete with account details for efficient management. ODU Market provides a dynamic marketplace specifically designed to meet the needs of university life.

The HTA, persona and use case diagram are as follow:

HTA Diagram -
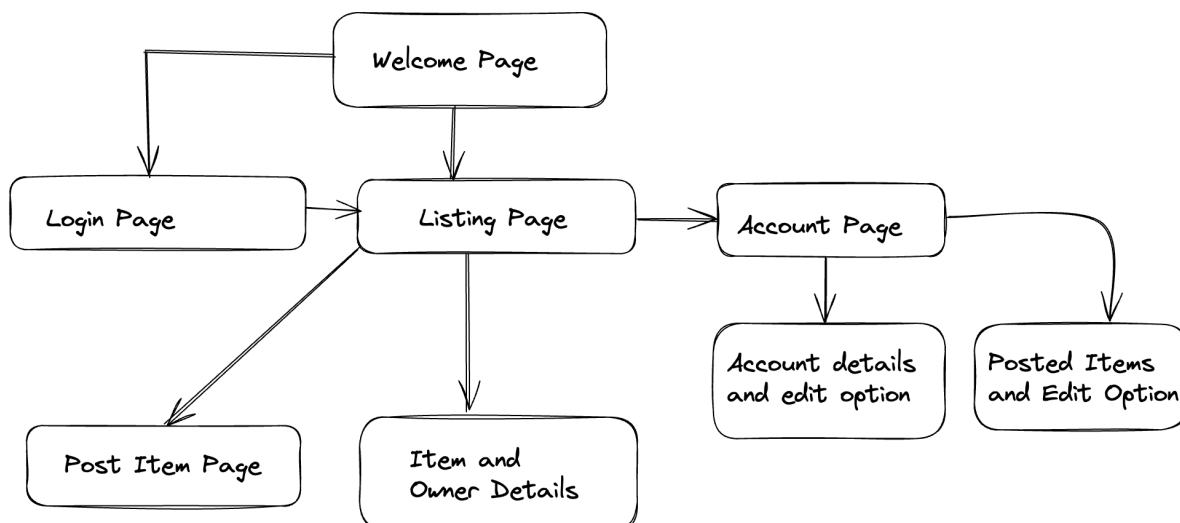
Persona -

Leonard Hofstadter

age: **25**

residence: **San Jose, CA**

education: **BSC in Computer Engineering**

occupation: **Student**

marital status: **Single**

A quote from to help define their voice and personality.

A quick summary of behaviors and practices like how he/she spends their day.

Comfort With Technology

INTERNET

SOFTWARE

MOBILE APPS

SOCIAL NETWORK

Criteria For Success:

Determination

Patience

Hardwork

Needs
- Studying
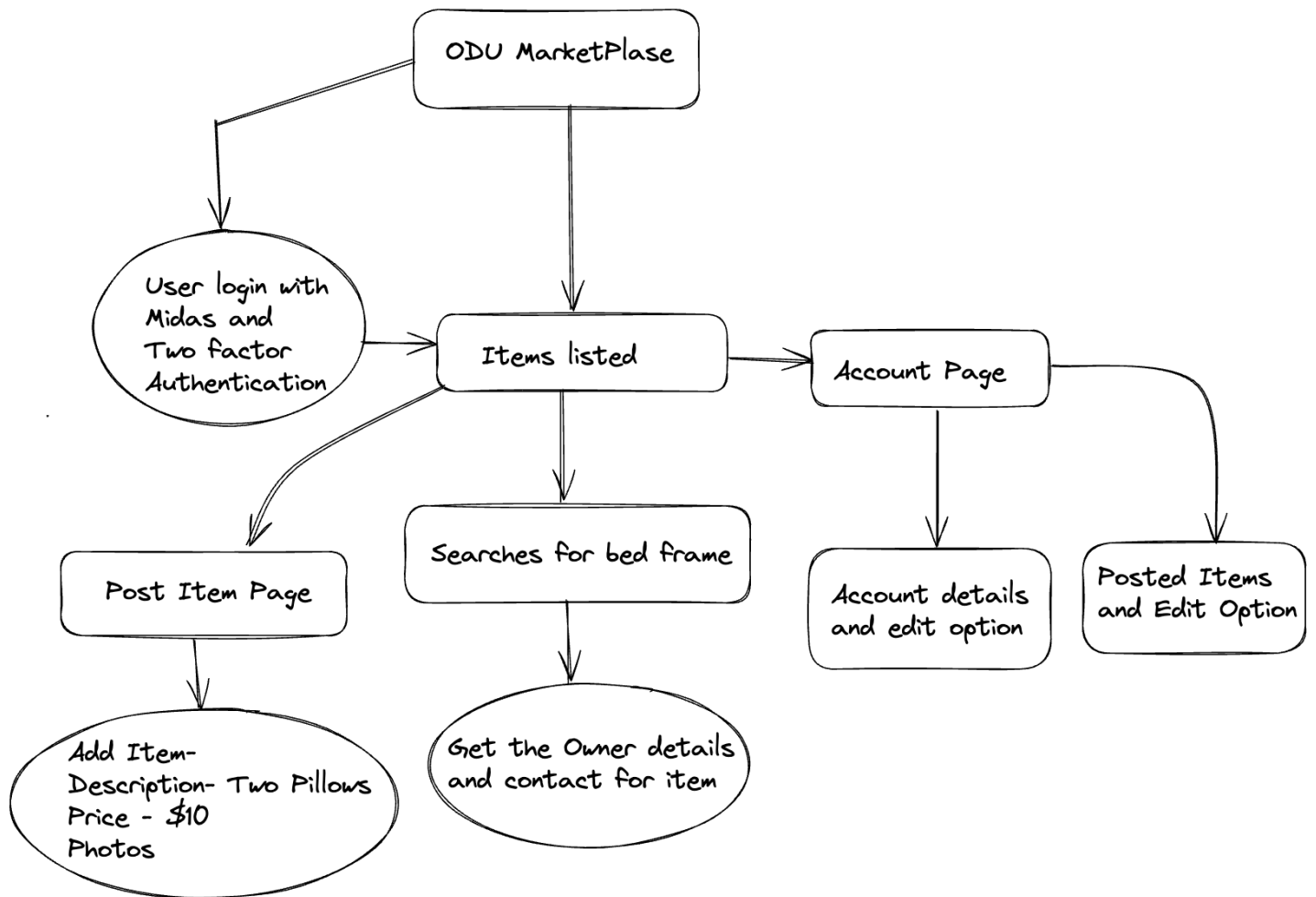- Cooking
- Swimming
- Gym

Wants
- Travelling

Values
- Responsibility
- Passion
- Family

Fears
- Destruction of human kind by AI

MOBILITY LABS

Used case scenario -

ODU MarketPlase

User login with Midas and Two factor Authentication

Items listed

Account Page

Post Item Page

Searches for bed frame

Account details and edit option

Posted Items and Edit Option

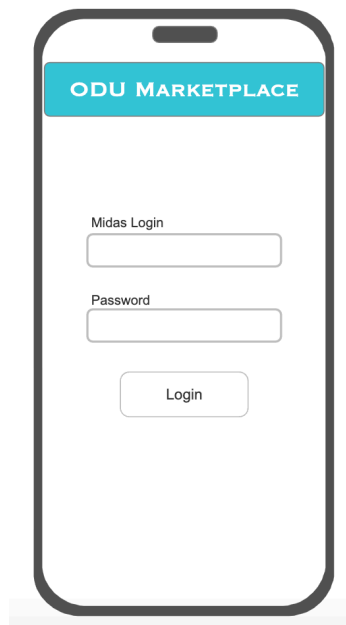Add Item- Description- Two Pillows Price - $10 Photos

Get the Owner details and contact for item

Wireframe -

User Interface is a crucial part of a system which brings interaction between user and system together. It helps user to control a complex system with simple interactions. The wireframes for the application are shown below:
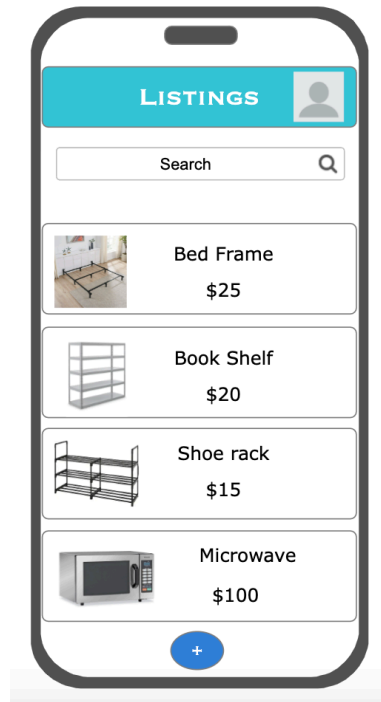
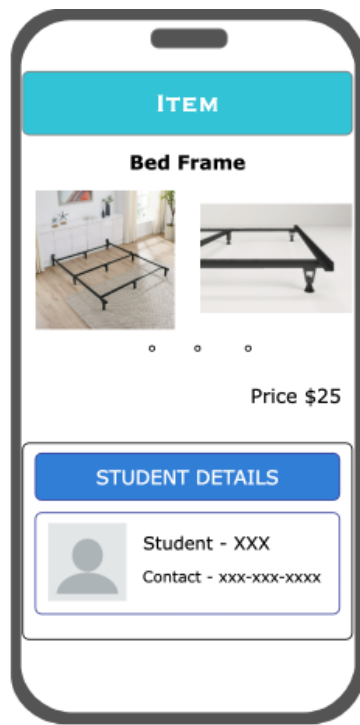1) *Welcome Page - Shows the Title of the application*

2) *Login Screen - Students can login through Midas ID and Password*

3) Item Listing - All the items students want to sell are listed with their prices

4) Item Details Page - Item description and get the owner contact details

5) Post Item - Page where user can add item they wants to sell

6) User Account Page - Where user can edit his contact details and also can view and edit the Items he has posted.