# UX Design Challenge

How would you design a bargaining experience on a mobile e-commerce platform selling secondhand goods?



**Details:**
For anyone looking to sell secondhand goods, allowing potential buyers to negotiate the price is a great way to help close the sales. Buyers can save a few bucks and sellers get to offload their stuff. However, price negotiation has its pros and cons, and there are unique characteristics to selling secondhand items. How would you design this experience and make it as smooth and frictionless as possible so that sellers and buyers can transact with ease?

**Deliverables:**
- Your research and explanation showing how you have arrived at the proposed solution.
- Your final solution, which may include, but not limited to; sketches, wireframes, mockups or interactive prototypes.

**The objective** of this challenge is for us to better understand;
- your understanding of the design process
- your research and analysis skills
- your ability to empathize with the users
- your ability to create an engaging mobile experience