Project Script

Questions to be answered in the vlog –

Start with your name, group name, role and other members.

1. What is the project?
2. What is the problem statement?
3. How does the project solve the problem?
4. What features will the software have? (conceptually/theoretically)
5. How is the software made?
6. What technology has been used to make it?
7. What research has been done by you ?
8. How this research has been useful to your practical work?
9. What are the social and ethical implications of using the software?
   1. How the software can be used and how it affects your customers?
   2. How the software considers practicality for vulnerable groups – children , elderly, disabled, those with learning disabilities, language barriers
   3. How is the privacy of users protected?
   4. How are the rights of users in relation to their privacy protected?
   5. How is the software protected against malicious attacks?
10. Discuss associated aspects of ethics or social considerations that are relevant to your work.
11. Showcase your design, development of the prototype, artefact. Open your artefact or development work and explain its major functions. This may include both the basic functions and any advanced functions your team have developed. Give specific explanations of what your own contribution is.
12. Go to the backend of your artefact or show any experimental script, design, and/or developmental code, if applicable. Where possible, show how your artefact is coded and how the functions are supported, e.g., show design and implementation work, as well as any coding or technical elements of any major functions. Again, be specific about your own contribution.
13. Evidence of project management activities such as Trello, GitHub, email communication, use of Canvas discussion facilities, etc. and how you experienced being a member of a team (successful or otherwise).
14. Provide a final conclusion to comment on the overall success or otherwise of the project. Comment on what more you could have done and what improvements you can make if you had more time and resources.

|  |  |
| --- | --- |
|  |  |

Greetings dear Teachers!!

My name is Hrithik Chandra and I am a member of Group 3 in the Team Software Project module this year. My role is acting Team leader, website designer, and Product development lead.

Our Project is called UniMarket!!

UniMarket is an online marketplace platform which provides users with the means to sell or buy good quality second-hand products to Students, by Students. Our platform is exclusive to users who are university students living in university accommodations or around the university town.

The problem statement:

Our project aims to enhance the university experience for students by addressing key areas:

1. Student Convenience: Offering a platform for affordable essentials, enabling students to earn and support each other.

2. Easy Access to Cost-effective Products: Providing students with access to quality used items at affordable prices.

3. Cost Optimization: Eliminating additional charges by facilitating face-to-face product delivery.

4. Reliability: Ensuring physical inspection of goods prior to purchase, fostering direct buyer-seller interaction.

5. Sustainability: Promoting reuse of products to reduce environmental impact and contribute to sustainable development.

The main features of our platform are as follows:

1. Allow access to a database of second-hand products, Seller contact information.
2. Provide access to a map system that allows users to determine their pick-up/drop-off location at the university.
3. Provide a private messaging system so that buyers and sellers can communicate and decide when and where to deliver/ pick up products.
4. Face-2-Face financial exchange – either cash on delivery or direct bank transfer.
5. Wishlist and Cart feature.
6. Device agnostic access – Access on the move.

As a team we decided to create our platform as a web app.

A web app, short for web application, is a software application that runs on a web browser and can be accessed through the internet or an intranet. Unlike native mobile apps, web apps are platform-agnostic that is they can work across different platforms. They are easy to maintain and have a low upfront cost.

My Research as website designer, and Product developer were

To research on different platforms like web app, native app, website, to decide which would serve as the best platform technology for our as well as wireframing and designing platforms like figma and canva