

ISS_Buying_Selling

We are creating the buying and selling part for groups for a social media platform

Our tasks :

take each big task and make it into 4 roughly equal parts

Don't forget - feasible, valid, unambiguous, verifiable, consistent

If we don't give him reasons, he will give us all the money.

If something is dependent on other groups tasks, assume it has a callable function that gets the info.

----WE GOT BUYING/SELLING----

They are features for already coded(by someone else) groups.

Make a marketplace inside a group

A group admin can give a user the ability to sell something A user can request a sell Admins have the ability to remove a post Users can report a post At a certain number of reports, a users right to sell is withdrawn (over 50% of users who have seen it called it a scam, minimum 10 views)

- add tags
- add reviews for selling and buying
- ban users from selling or buying stuff
- allow sellers to not allow certain users to buy

Two options for selling:

- a fixed price
- auction, ends when the seller decides, minimum 1 day, max 1 month(last 30 seconds, for each bid, the timer resets to 30 seconds)
- seller can decide to end an auction prematurely if they are happy with the bid, they can also cancel
- seller can set automatic end for auction when certain price is hit
- seller can set starting price, if they want
- donations are allowed - the minimum price == 0;
- buy now feature, if the seller confirms that they agree to end the auction and sell at that price
- display a product inside of an event at which you can buy it

Vanzare

-> auction -> fixed price -> f2f

Target complexity ~ 1 database/table per team member

Entities:

- groups
- users
- reports
- posts
- groups

All selling Posts:

- any user who isn't banned can make a request to the administrators to sell a product at a fixed price
- any admin or moderator can validate or reject a request from a user to sell a product
- any user can report the post
- when a selling post has received more than 50% of reports from people that have seen the post (more than 10 people), the post will be sent to a moderator to validate
- any user has a rating for buying and a different rating for selling
- any user with a selling rating over 75% does not need to make a request to the administrators to sell something
- any user without a selling rating or a selling rating below 75% will need to make a request to an administrator to sell a product
- any users who makes a selling post can choose a minimum buying rating for the users that can buy the product
- when a transaction ends the buyer and the seller choose a rating for each other and have the option of writing a review
- any user can add tags to their selling post, maximum of 10 tags

Fixed price:

- selling with a fixed price decided by the seller
- a fixed price post will be deleted if nobody buys it in 3 months
- a buy is confirmed by the seller, it can choose if the transaction goes forward or not
- a buy is confirmed after by the buyer
- any user can make a request to the moderators to be able to request donations
- any user can donate
- users with a rating over 75% do not need to make requests to the moderators to request donations

Auctions:

- a user can create an auction by either making a request to the moderators or having a rating over 75%
- the user who creates the auction (A) can set a minimum bidding price
- A can set the starting price
- A can decide when to end the auction, either by ending it manually or choosing a price at which the auction will end
- A can also end the auction by agreeing with a buyer for a certain price
- any auction must last at minimum 1 day, and at maximum 30 days
- if the auction has less than 30 seconds left, any bid made will reset the time until it expires to 30 seconds

Donation:

- a user can create a donation post for any cause
- the donation post must have a button which, when pressed, will open the website of the charity