Team Members:

Tanner Ward, Craig Ruble, Bill O'Malley, Jialu Gu, Ashwin Gokhale

Problem Statement:

A common issue in society today is that people require a good or service but may not have the money to pay for it. Although money is the driving factor of most sales, we believe that bartering is an effective means of payment. For example, many people possess assets of value that are not necessarily monetary, but do not have the means to easily liquidate them. These assets include goods such as computers, ladders, and suitcases, or services such as haircuts, car washes, and computer repair. With Bartr, users will be able to easily exchange these items for other goods or services in their area. This will allow people to get what they need by providing other means than just money. While there are other existing online bartering solutions, none of them integrate the exchange of goods for services or services for goods, and do not incorporate proper communication between other users before, during, or after transactions.

Project Objectives:

- Build a website for connecting people who want to exchange products/services with other products/services
- Create user profiles for finding and advertising products/services and display them on a user-friendly webpage
- Develop a system to facilitate the exchange of products/services between users
- Allow users to freely message each other within the application to exchange products and/or services.
- Implement a review system that allows users to review each other based on their experience interacting with each other on the site

Stakeholders:

Users: People who want to barter goods for other goods or services.
Developers: Tanner Ward, Craig Ruble, Bill O'Malley, Jialu Gu, Ashwin Gokhale
Project Manager: Mohammad Haseeb
Project Owners: Tanner Ward, Craig Ruble, Bill O'Malley, Jialu Gu, Ashwin Gokhale

Deliverables:

- A React JS based front end web application that allows users to post their services and wishlist, as well as solicit other users' services
- A Node JS and Firebase backend that will serve network requests and manage user data

- A direct messaging system for users to fulfill exchanges of goods and services outside of the application
- A NoSQL database that manages user profiles as well as services and products available for exchange
- An interface for handling reviews and incident reporting of users on the site