

Project Summary

This document is intended to provide a summary understanding of the high-level vision of your project goals.

Company Name/ Team Name	onesNzeroes							
Company Address	(if applicable)							
Company Website	(if applicable)							
Telephone	(if applicable)							
Company Contact/ Team member names	Nishita Sachdev - 101450921 Ashish Rajan Sherry - 101423478 Hardik Kumar - 101410993 Sandra Antony - 101416330 Tanmay Panchal							
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Company Email/ Email address for all team members	Nishita Sachdev – nishita.sachdev@georgebrown.ca Ashish Rajan Sherry – Ashish.RajanSherry@georgebrown.ca Hardik Kumar – Hardikkumar@georgebrown.ca Sandra Antony - Sandra.Antony@georgebrown.ca Tanmay Panchal – Tanmay.Panchal@georgebrown.ca							
Telephone								
Project Title	TechBarter							
Project Description	<p><u>About the company:</u></p> <p><u>About the project:</u></p> <p>TechBarter is a revolutionary tech commerce and community platform that empowers a sustainable and connected tech community by providing a data-driven, user-centric platform for buying, selling, and recycling electronic devices. The platform features an integrated marketplace, community hub, data-driven insights, environmental recycling initiative, and advanced analytics, all designed to optimize market efficiency, support informed decision-making, promote sustainable practices, and foster a more engaged tech community. By streamlining buying and selling processes, providing actionable insights, and encouraging responsible electronics recycling, TechBarter aims to become the leading tech commerce and community platform, where users can connect, collaborate, and make informed purchasing decisions.</p>							
Problem/ Opportunity Assessment *	<p><i>Please describe current state problem/opportunity that describes the nature and extent of the problem (factual, quantified, concise), or that outlines a chance for advancement or progress.</i></p> <table border="1"> <tr> <td>1.</td><td>TechBarter may need to navigate payment processing and fee structures, which can be complex and costly.</td></tr> <tr> <td>2.</td><td>As the platform grows, TechBarter may need to invest in scalable infrastructure to handle increased traffic and user demand.</td></tr> <tr> <td>3.</td><td>TechBarter may need to implement strategies to keep users engaged and retained on the platform, such as through gamification, rewards, and community-building initiatives</td></tr> </table>		1.	TechBarter may need to navigate payment processing and fee structures, which can be complex and costly.	2.	As the platform grows, TechBarter may need to invest in scalable infrastructure to handle increased traffic and user demand.	3.	TechBarter may need to implement strategies to keep users engaged and retained on the platform, such as through gamification, rewards, and community-building initiatives
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Desired Project Outcomes/ Requirements*	<i>Define how this project shall address a business need, e.g. the business problem or opportunity described above; describe what the beneficiary must be able to do / receive from the solution</i>	
	1.	Create a user-friendly and integrated platform for buying and selling electronic devices, reducing transaction times and costs.
	2.	Provide users with data-driven insights and expert advice to support informed purchasing decisions.
	3.	Encourage responsible electronics recycling and reduce electronic waste through a convenient and accessible recycling initiative.
	4.	Foster a vibrant and connected community of tech enthusiasts, facilitating collaboration, knowledge-sharing, and support.

Key Deliverables to be produced by students*	<i>Define the boundaries of work that you expect to receive from the students effort (vs. internal effort)</i>	
	1.	A comprehensive report on the current market trends, competitors, and customer needs in the electronics buying and selling industry.
	2.	A detailed document outlining the functional and non-functional requirements of the TechBarter platform.
	3.	A visual prototype of the TechBarter platform, including wireframes, user interface designs, and user experience flows.
Desired Start Date	16/09/24	
Desired End Date	March 28,2025	
Attachments	<i>List attachments that support project description</i>	
	1	
	2	