

Scope of Work: Open Marketplace for User-to-User Sales

This will currently function for just permanently owned players and teams.

All products should be listed for sale from the inventory section when you click on them. All items in the open marketplace should be purchasable with BHC and BHB only.

The user who is selling the item is the person who sets the price. For now we can have items listed. If a player is listed, it does not earn a user BHC while it is listed. Please allow for a user to list and then delist from the inventory as they please.

In the future I would like to put up a time limit on the item being available from users and people who are trying to to buy have to place bids until that time expires. Let's keep it simple for now though.

Here is an example of how I want the open marketplace to eventually function

https://youtu.be/qS_8jzs--k?si=NWcJTVnejUxxejdX

Purpose: To allow users to participate in an open marketplace of eventually all purchasable items.

Core Features

1. User Listing

- Create, update, and delete product listings -the product is listed from inventory, and when listed, it is shown in the inventory
- Set prices in BHC and BHB. Items that can be sold are just players for now

2. Filters

- Filters for price, and rarity