



# AnyBuy

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Team Any Buy

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# Problems

- The desire to buy a specific product from foreign country
- The product cannot be bought online from any major retailer



# Goals

- We are going to offer a service to make buying items made in foreign countries easier.
- Create Android app.
- The buyer can request items that they want no matter where they exist in the world.
- The seller can then decide to either sell them the items or not.



# Challenges/Accomplishments

- Regarding final product:
  - Back end had undergone a major restructure
  - Receiving and later displaying image from user
- Regarding development process:
  - Inexperience with technology used
  - Inexperience with agile development

# System Overview



# Technologies Used

- Front End: Android Studio



- Back End: MySQL



- Project Repository: GitHub



- SCRUM board: Trello



- Messaging: Slack





# Project Management Techniques Used

- Meeting scheduled 5 times a week to work
- Generally held Scrum meetings at least three times a week to discuss how everyone was doing with their tasks.



# Enjoyable & Not Enjoyable

- Enjoyed:
  - We enjoyed working on a project that we all felt was interesting and unique.
- Not enjoyed:
  - We didn't enjoy trying to get everyone together to discuss things.
  - We struggled with communication throughout the entire project.





# Lessons Learned

- What worked:
  - Meeting in person
  - Working in same room at same time
- What did not work:
  - Having multiple people working on the same code at the same time
- What we wished we had done:
  - Better documentation
  - Better communication